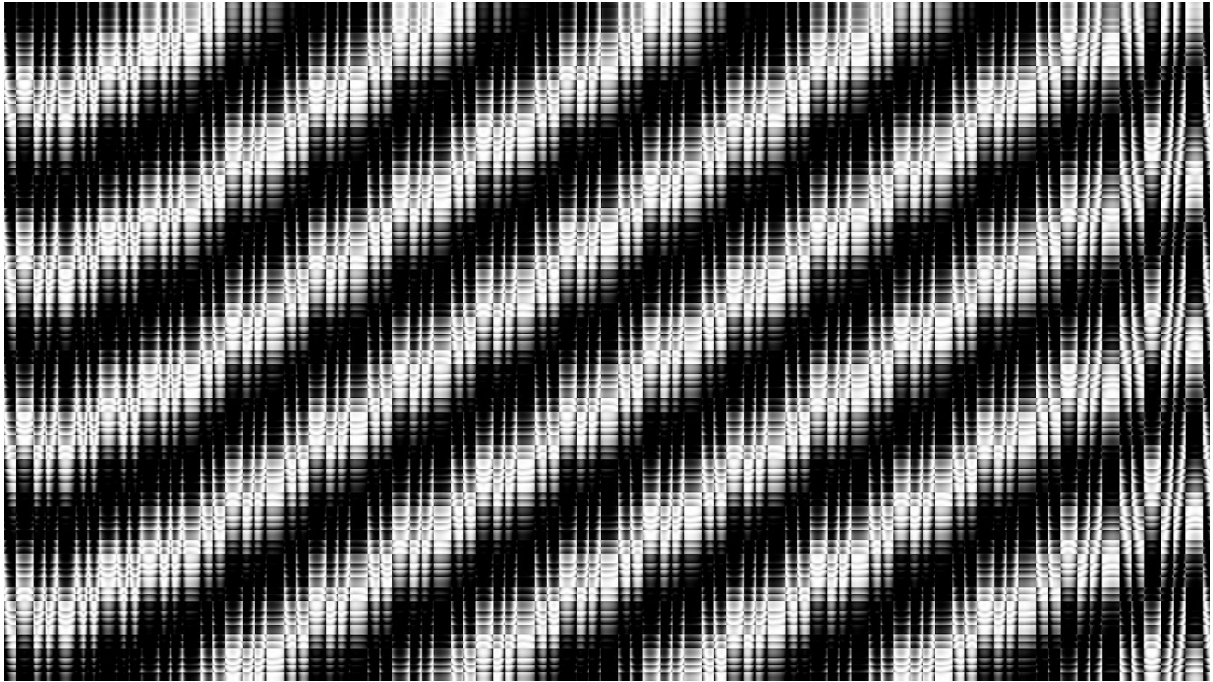


HashPix



1. Presentation

NS_HashPix distort the input video by using an “hash” or random generator function. This function generate glitch on the output image. By changing the different parameters you can control glitch orientation (vertical/horizontal), glitch strength and frequency, glitch velocity and also 3 different mode to play with it.

▼ NSHashPix_Demo		B	P	×	≡
Blend Mode	Alpha ▼				
Opacity	100 %	<div></div>			
X Distortion	0.37	<div></div>	0.365714		
Y Distortion	0.11	<div></div>	0.111429		
Strength X	0.50	<div></div>	0.500000		
Strength Y	0.50	<div></div>	0.500000		
Frequence	0.25	<div></div>	0.250000		
Random Str...	0.25	<div></div>	0.250000		
X Speed	0.50	<div></div>	0.500000		
Y Speed	0.50	<div></div>	0.500000		
Random Mode	<input type="checkbox"/>				
Swap X and Y	<input type="checkbox"/>				
Color Influence	<input type="checkbox"/>				

The Random Mode button allow you to switch between distortion and strength slider to have the main control on the deformation. This allow you to increase the noise effect and possibilities.

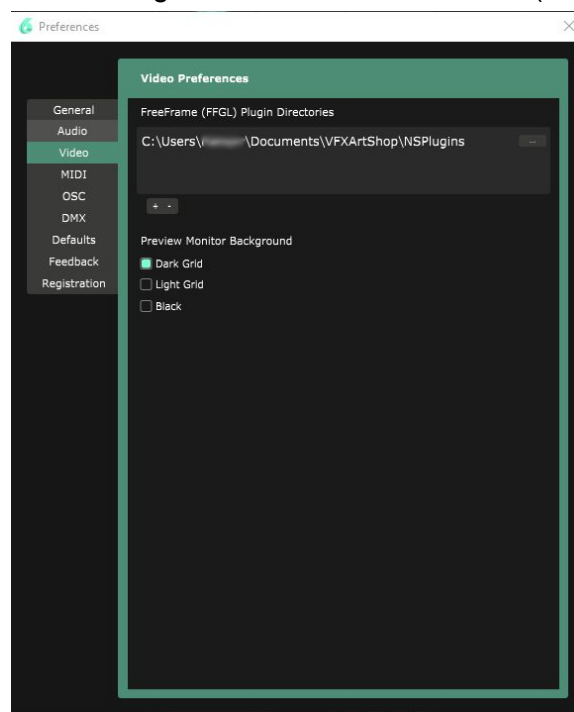
2. FFGL Installation

The FFGL plugin is a .dll file that you have to install on your VJing software.

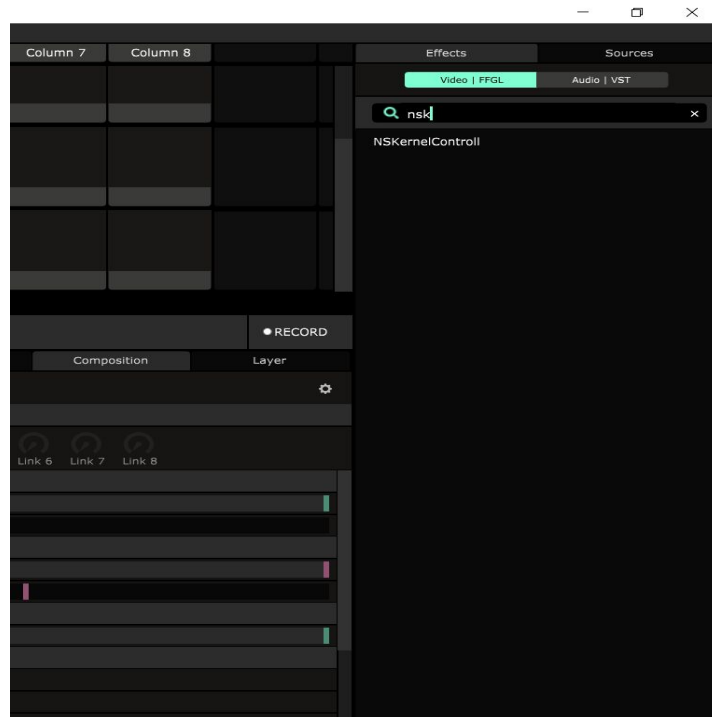
The install procedure may be different for each software. Note that you only need one of the two dll. Check if your software is a 32 or 64-bit application. 32-bit applications are accessible in "ProgramFile x86". Use NS_ControlKernel_32 for 32-bit software and 64-bit for others. Please check about the procedure to follow for the software you are using.

Here is the Resolume procedure :

- Create a special FFGL folder anywhere you want: in your video loops folder for example, or with some other custom FFGL.
- Place the adapted '.dll' file in this folder. Note that the dll named with "_32" is for Resolume 5, "_64" is for Resolume 6 and later.
- Start Resolume and go to the Preference window (Ctrl +) and video tab.



- Under the FreeFrame (FFGL) Plugin Directories section, click on the '+' button and add the Target path of your new FFGL folder containing the KernelControl dll file.
- Restart resolume and check if you have the new plugin available in the Effect tab like below :



- If you see the new effect that's done ! Else jump to the support section.

3. Support

If you don't see the plugin :

- Check if you have put the correct path to the .dll plugin in the Resolume Preference windows.
- Check if you are using 32 bit plugin for 32 bit application or 64 bit plugin for 64 bit application.
- If you are using plugins from other website than VFXArtShop. Try to don't load them. If the plugin is now appear, that's because there is ID conflict with some of your FFGL. Contact VFXArtShop to fix your problem.
- make sure all your drivers are up to date.

if you see the plugin but you get a white screen :

- update your processor and graphic card drivers
- contact VFXArtShop and tell about your graphic card configuration

If you have any problem please contact support@vfxartshop.com or send a message on facebook via <https://www.facebook.com/VFXArtShop/>