

The controls are pretty self-explanatory. Some things to note:

Set **bass\_** and **treble\_scale\_length** to the same value for a uniform scale

**vertical fret** only affects multi-scale fingerboards

**nut\_bass\_inset** and **nut\_treble\_inset** determine the string path. Note that scale lengths are calculated along these paths

**fret to match saddle spacing** determines at which point the fingerboard width matches the saddle width

**binding width** draws a line at the specified width parallel to the fretboard edge

**blind frets** is sometimes referred to as "faux binding" – if you want your fret slots to stop before the edge of the fingerboard set this to a negative value

**radii** – The fingerboardinator supports three different types of fingerboard radii

- For a uniform radii set the radius at the nut and heel to the same value and make sure the **derive** toggle is set to "false"

- To manually set a compound radius set the nut and heel to what you desire and make sure the **derive** toggle is set to "false"

- To derive the compound radius that will give you a uniform thickness along the side of the fingerboard set **derive** to "true" this will override the value set at the heel

Note that the fingerboardinator also displays the resultant radius at the saddle for your chosen settings

When satisfied scroll down to the "bake these" group. Select the ones you wish to "bake into Rhino editable objects. Right click on the canvas and click "bake" to bake the ones you highlighted. You can also bake to specific layers by creating them in Rhino, and then right clicking on the bake components one at a time (not on the canvas) and choosing bake. See the video for more detail.

