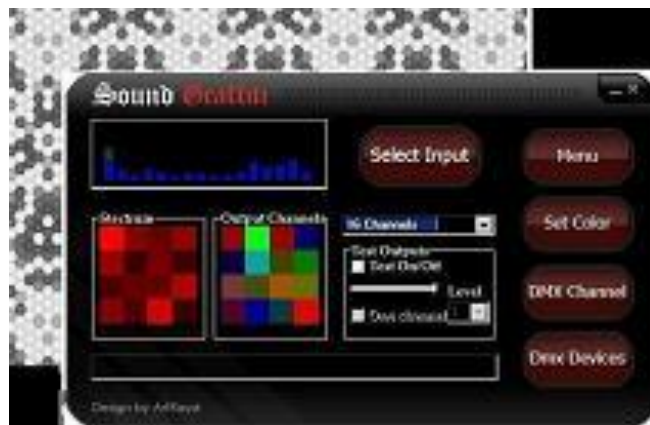


# Program SoundGraffiti Dimmer.

## Intellectual soundlights.

### User Guide

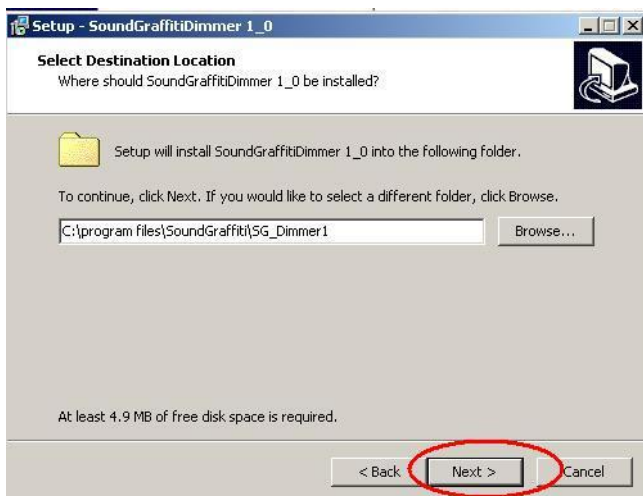
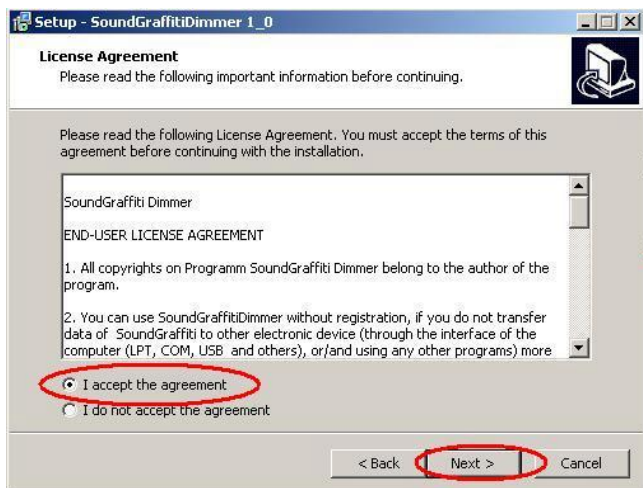


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1. Installation.
  2. Select Input – **(It is important)!!!**
  3. Set Color.
  4. DMX Channels (Setting output DMX channels).

## 1. Installation.

### 1.1. Run SoundGraffitiDimmer1\_0.exe.

### 1.2. Next, follow the instructions (Next->Next ... Install)

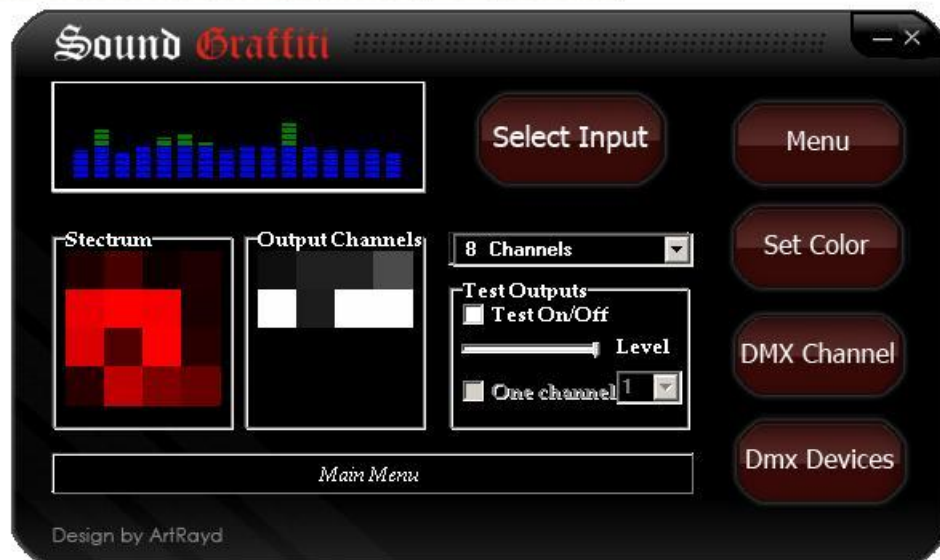
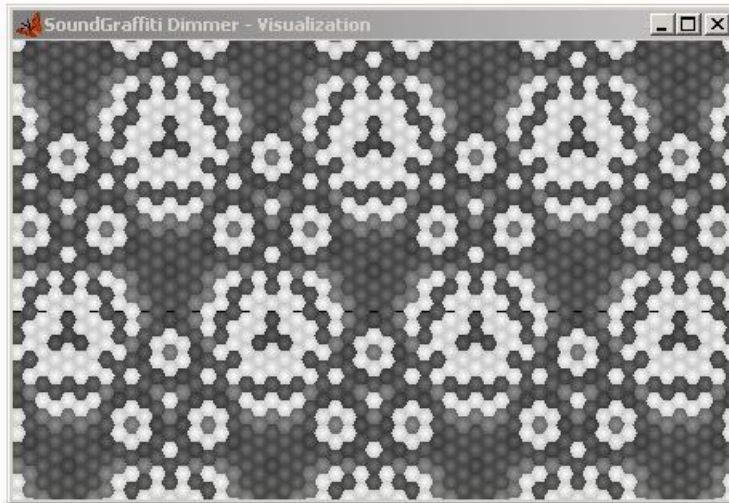


## 2. Select Input (select source sound).

Play any music on computer.

Run program “SoundGraffiti Dimmer 1.0”.

In result, You must see next picture:



if windows “Spectrum”, “Output channels”, “SoundGraffiti Dimmer – Visualization” - black, program does not receive sound signal):

2.1. For Windows XP/2000 press button “Select Input” and follow the instructions. If not working (or does not save settings), see “[Setting Windows XP/Vista](#)”

2.2. For Windows Vista see “[Setting Windows XP/Vista](#)”.

2.3. If not working (especially for professional or “clever” sound cards), you can connect the line out the computer with its input (or simply connect the sound source on line input).

### 3. Set Color.

Set the color for all output channels. To set the color of one channel, you must click the left mouse button on the channel in the window "Output channels".

### 4. DMX Channels.

Contains the following columns:

4.1. "DMX channels" – Number channel of DMX

4.2. "Type input" – Select the data type for the channel DMX. Clicking the mouse on the column, get a drop down menu:



where:

Output Brightness – brightness from "Output channels".

Output Color Red – level of red "Output channels".

Output Color Green – level of green "Output channels".

Output Color Blue – level of blue "Output channels".

Spectrum Brightness – brightness from: window "Spectrum".

Constant – constant level (set in column "Value/N channel").

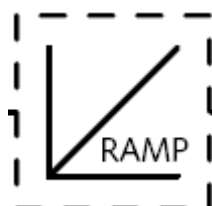
4.3. "Value/N channel" – choice of channel number (according to "Output channels") or constant (depending on the "Type input").

4.4. "Alignment of color brightness" – equalizes the colors by brightness. For example, if the brightness of blue lights to 60% less red, leveling can be set for the blue lights 100, Red 60.

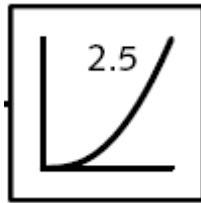
4.5. "DMX output ". Real data issued by the channel DMX.

4.6. Gamma Correction – (Very important!) alignment gamma correction. Gamma correction is used to correct for the nonlinear relationship between luminance and brightness. Different for different colors and types of light sources.

If gamma correction = 1. -> No gamma correction



**For LEDs gamma correction usually = 2.5.**



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**In the menu "Parameters" you can play, but it is better not to touch.**