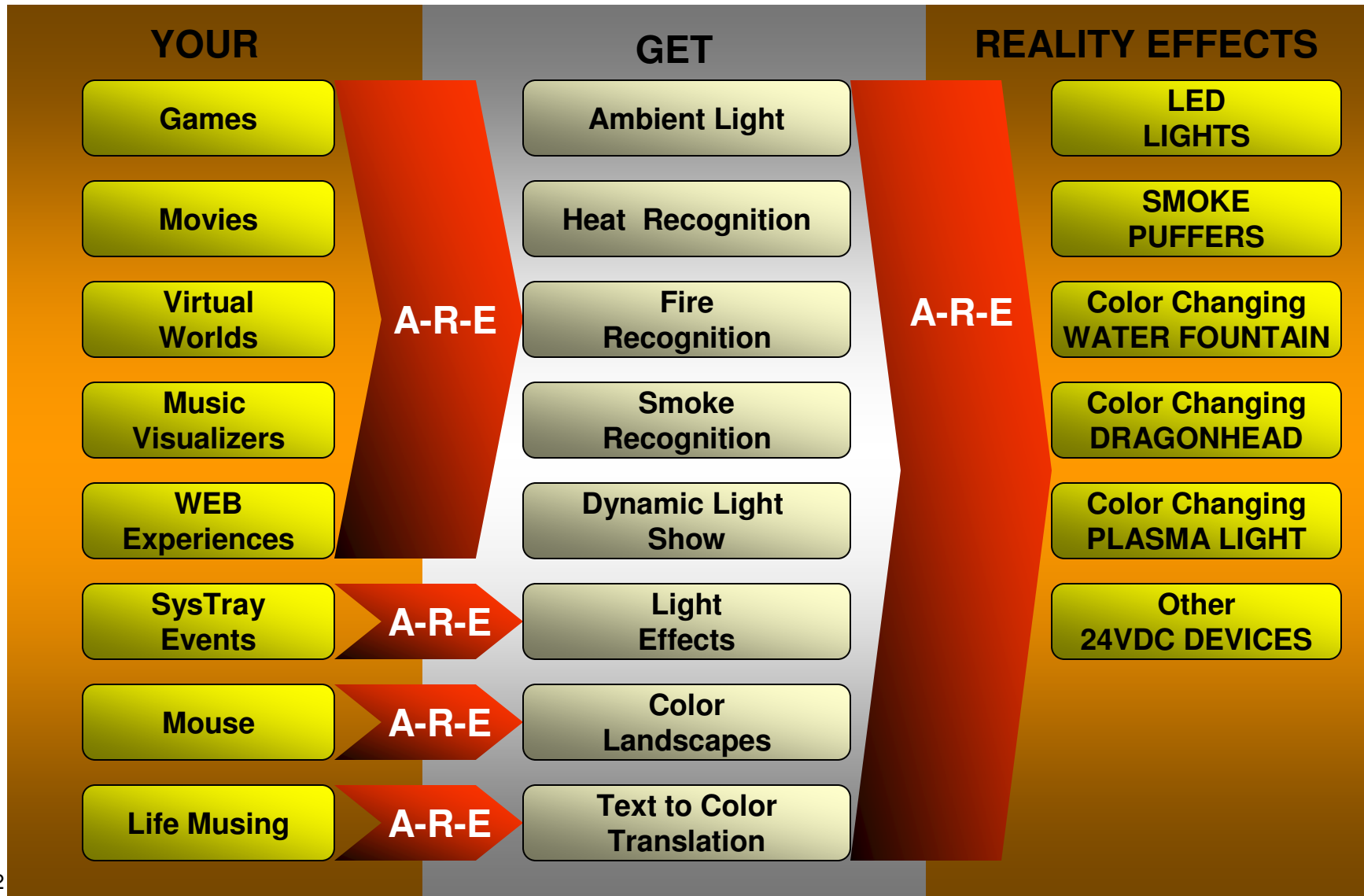


# AMBIENT REALITY EFFECTS

## QUICK GUIDE



# AMBIENT REALITY EFFECTS



# AMBIENT REALITY EFFECTS



Click to contact support via email

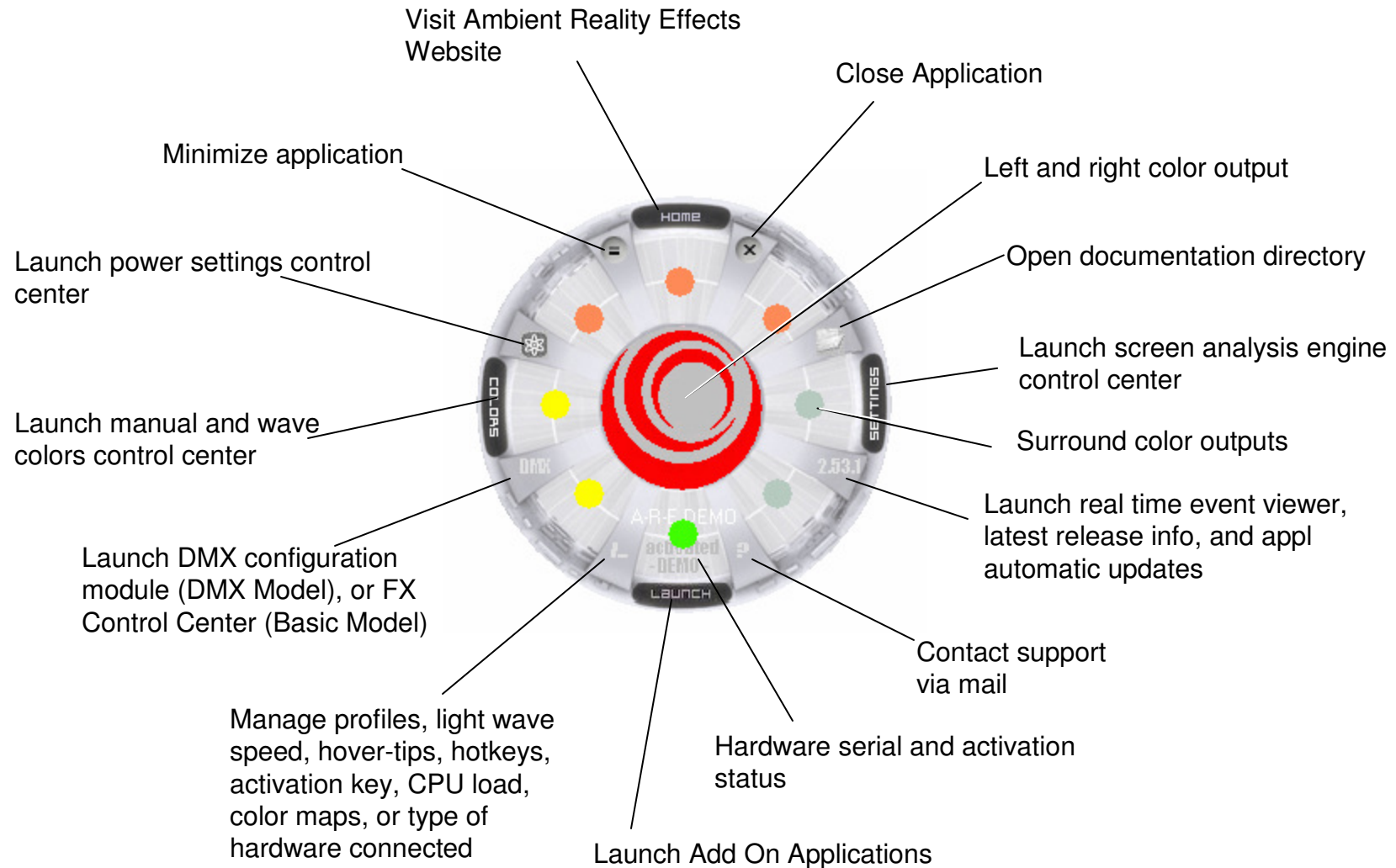
1. Select hardware connected, and click GO!



2. Enter Demo key displayed, or your purchased hardware key, and click Validate

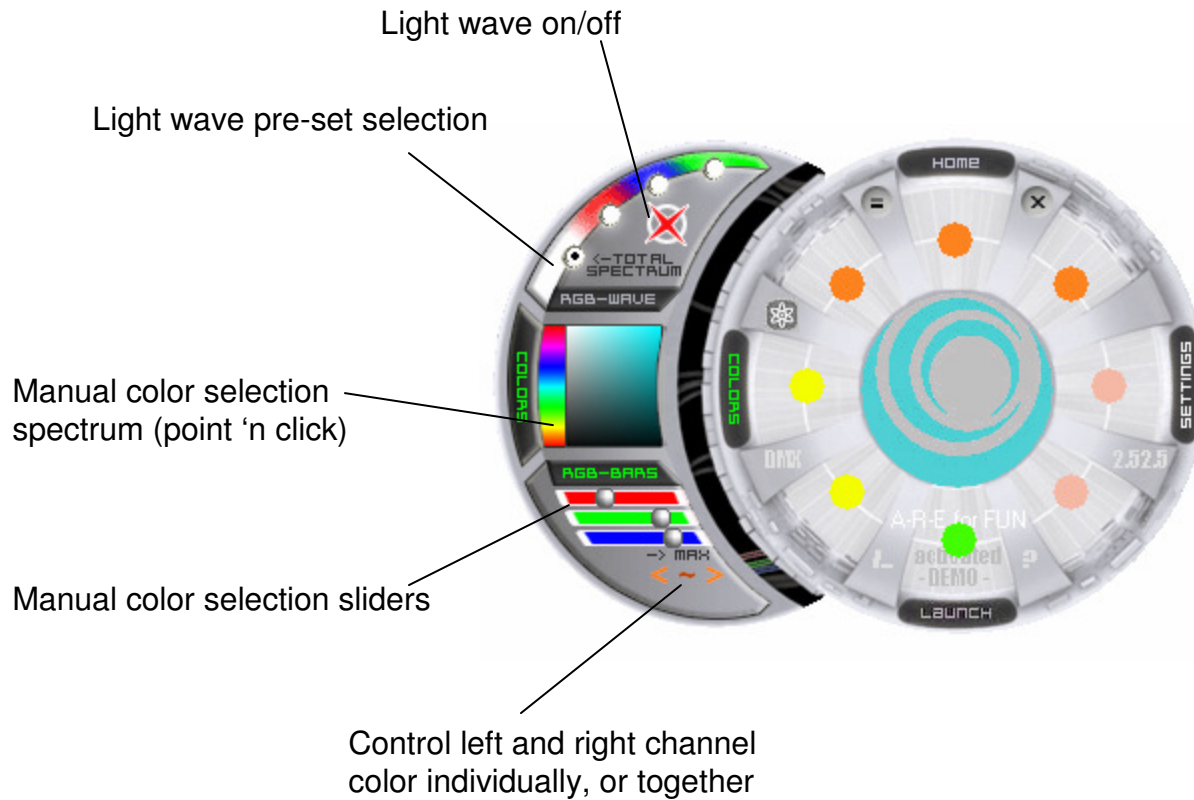
DEVICE SELECTION

# AMBIENT REALITY EFFECTS



MAIN APPLICATION

# AMBIENT REALITY EFFECTS



MANUAL COLORS

# AMBIENT REALITY EFFECTS

Automatic light intensity boost slider, and on/off toggle switch

Smoothing of color transition toggle

Colors accent toggle

Fade to black toggle (OFF means keep last color if screen turns dark)

Game mode – analyze center of screen

Movie mode – analyze left and right of screen

Desktop mode – analyze the whole screen area

nZone – a flexible and highly useful area selection frame

Open up additional engine settings

Filter out intermittent color changes

DLS – Dynamic Light Show in static images

**HOTKEYS ( CTRL+SHIFT+ \_ )**

Booster  
Booster (slider)

Soothing  
Supernova  
Fade2Black

Game  
Movie  
Desktop

Monitor

1 - Narrow  
2 - Normal  
3 - Wide

Stabilizer  
Dynamic Light Show

TIP: if your media center remote control supports keyboard commands, you can remote control A-R-E !!

## SCREEN ANALYSIS - I

# AMBIENT REALITY EFFECTS

Screen analysis refresh rate

Color accent

Color transition smoothing

Sensitivity to screen grays presence

Sensitivity to screen color presence

Overall light output dimmer

REFRESH RATE (MS)	0	250
SUPERNOVA	0	50
SMOOTHING	0	50
WHITE THRESHOLD	0	15
SENSITIVITY	0	90
LIGHT GAIN	0	100

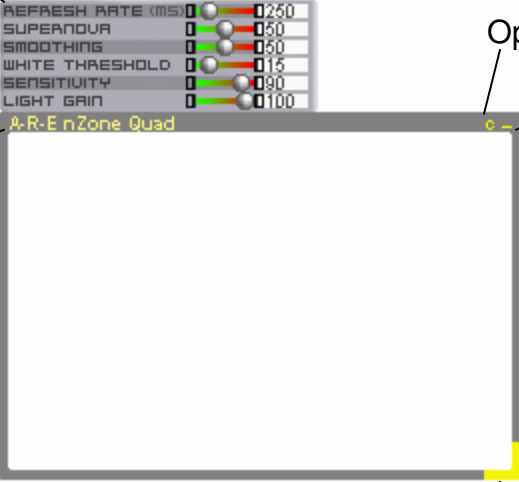
**HOTKEYS ( CTRL+SHIFT+ \_ )**

- Refresh
- Supernova
- Smoothing
- White Balance
- Sensitivity
- Light Gain

TIP: if your media center remote control supports keyboard commands, you can remote control A-R-E !!

## SCREEN ANALYSIS - II

# AMBIENT REALITY EFFECTS



The image shows a software interface for Ambient Reality Effects. At the top, there is a settings panel with the following parameters:

REFRESH RATE (MS)	0	0250
SUPERNOVA	0	050
SMOOTHING	0	050
WHITE THRESHOLD	0	015
SENSITIVITY	0	090
LIGHT GAIN	0	0100

Below the settings is a window titled "A-R-E nZone Quad" which contains a large white rectangular area for screen analysis. A yellow L-shaped cursor is visible in the bottom-right corner of this area, indicating it is being resized.

Engine settings

Open/Hide engine settings

Hide frame

Surround light options

- Single – whole screen analysis (requires min one LED strip)
- Duo – left and right hemispheres analysis (requires two LED strips)
- Trio – all, left and right (requires DMX model, with three LED strips)
- Quadro – all, left, right, bottom (requires DMX model, with four LED strips)

TIP: double click to change

Resize screen analysis frame

Tip: left or right click carry different resizing attributes

Tip: double click to center frame on screen

ZONE SELECTION



# AMBIENT REALITY EFFECTS

Turn ambient light on/off, select main left and right channels, select start address for surround light channels

Turn special effects on/off, select channel for each effect

Turn light river on/off, select start channel, and color flow characteristics

Map any DMX channel to any other channels

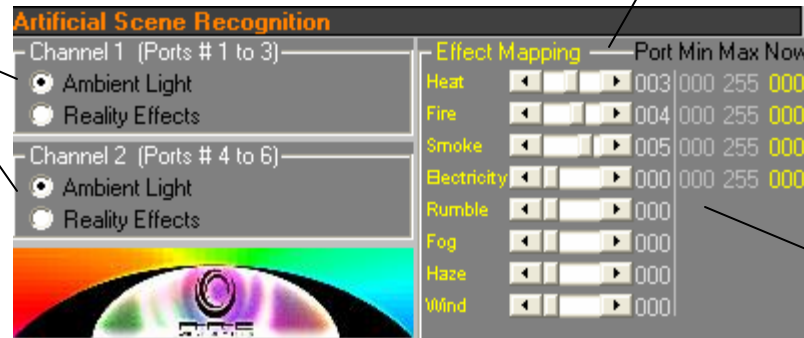
TIP: use this feature to send ambience light to as many DMX LED fixtures you have

View DMX Out data in real time

## DMX MODEL CONFIGURATION

# AMBIENT REALITY EFFECTS

Set each of the two channels as ambient light, or a special effects channel

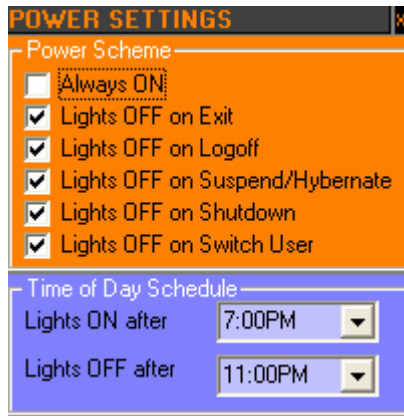


Map special effects to any of the 6 ports available in A-R-E Basic model

View effect real time value

Set Min/Max for each effect

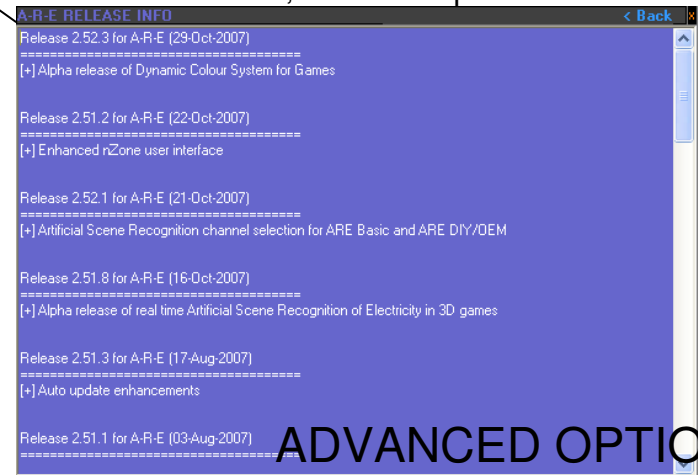
# AMBIENT REALITY EFFECTS



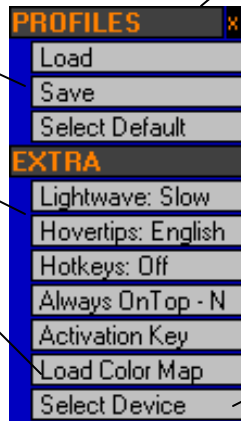
Advanced real time event log



Online release info, and auto update



Engine profile management



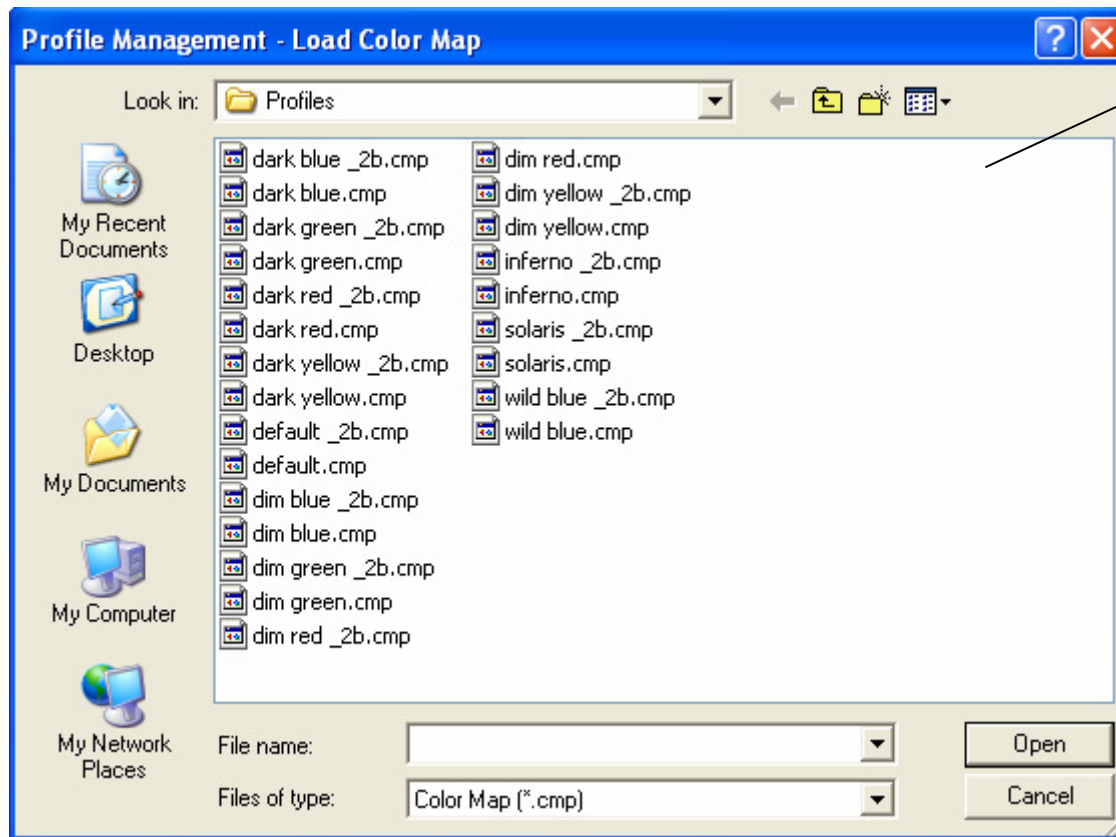
Miscellaneous options Management

TIP: use Load Color Map to adjust colors on non-white walls

TIP: use Select Device to switch to DEMO mode, or connect new hardware

ADVANCED OPTIONS

# AMBIENT REALITY EFFECTS

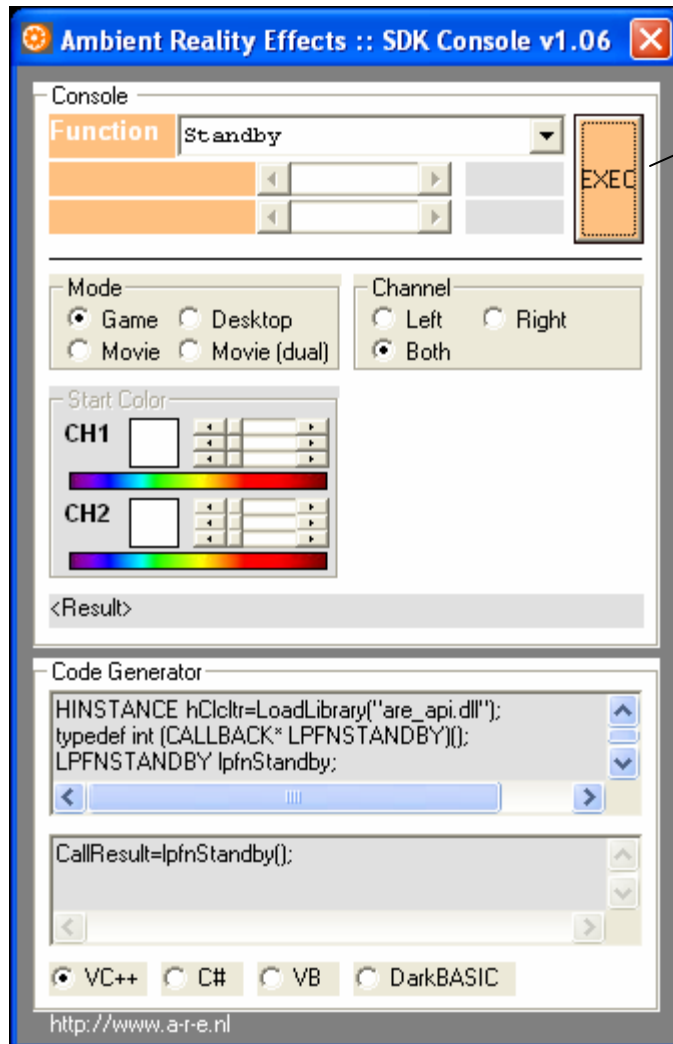


Select color mapping to

1. Create special color effects
2. Compensate for wall color

TIP: if you have a beige wall color select "dim yellow", etc.

# AMBIENT REALITY EFFECTS



1. Select function from drop down menu

2. Choose mode, channel, and start/end colors, and your choice of programming language, click Exec.

3. Copy the code generator output into your application or game.

TIP: make sure to copy "Ambient Reality Effects\SDK\ARE\_API.dll" onto your application folder.

It's that simple!

SDK Console

# AMBIENT REALITY EFFECTS

Click to change virtual landscape

TIP: create and load your own dreamscapes!



Click to toggle automatic movement on virtual color landscape

TIP: transform any favorite image into a stream of colors!

Mouse position on desktop

# AMBIENT REALITY EFFECTS

INSPIRO v1.02 - Empathy Engine for A-R-E ? | x

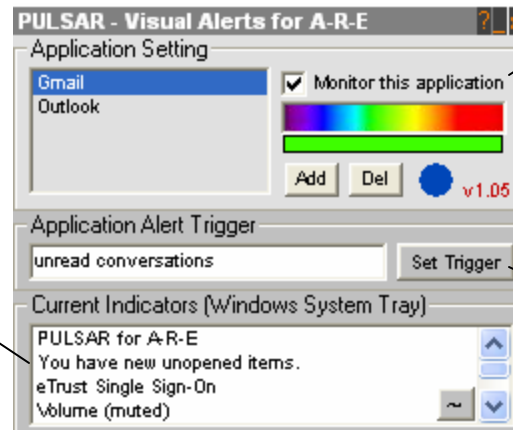
Type anywhere under  
Windows, and get your text  
empathically translated into  
colors!

As simple as that...

# AMBIENT REALITY EFFECTS

2. View all Systray events, and double click to select as alert trigger

TIP: type directly on the "Application Alert Trigger" field, or modify it's existing text



1. Add/delete applications to monitor, and select the alert color

3. Once selected, associate the alert with the application by clicking on Set Trigger



# AMBIENT REALITY EFFECTS

