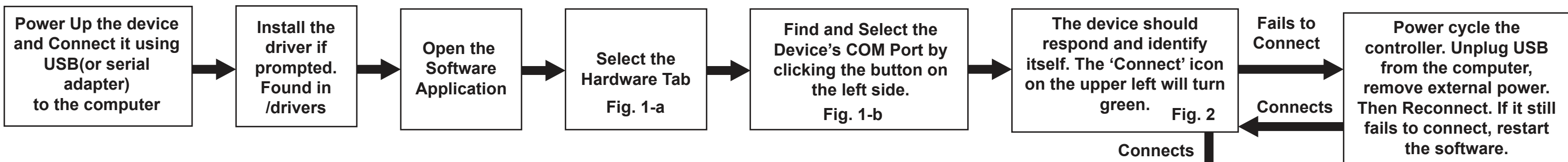
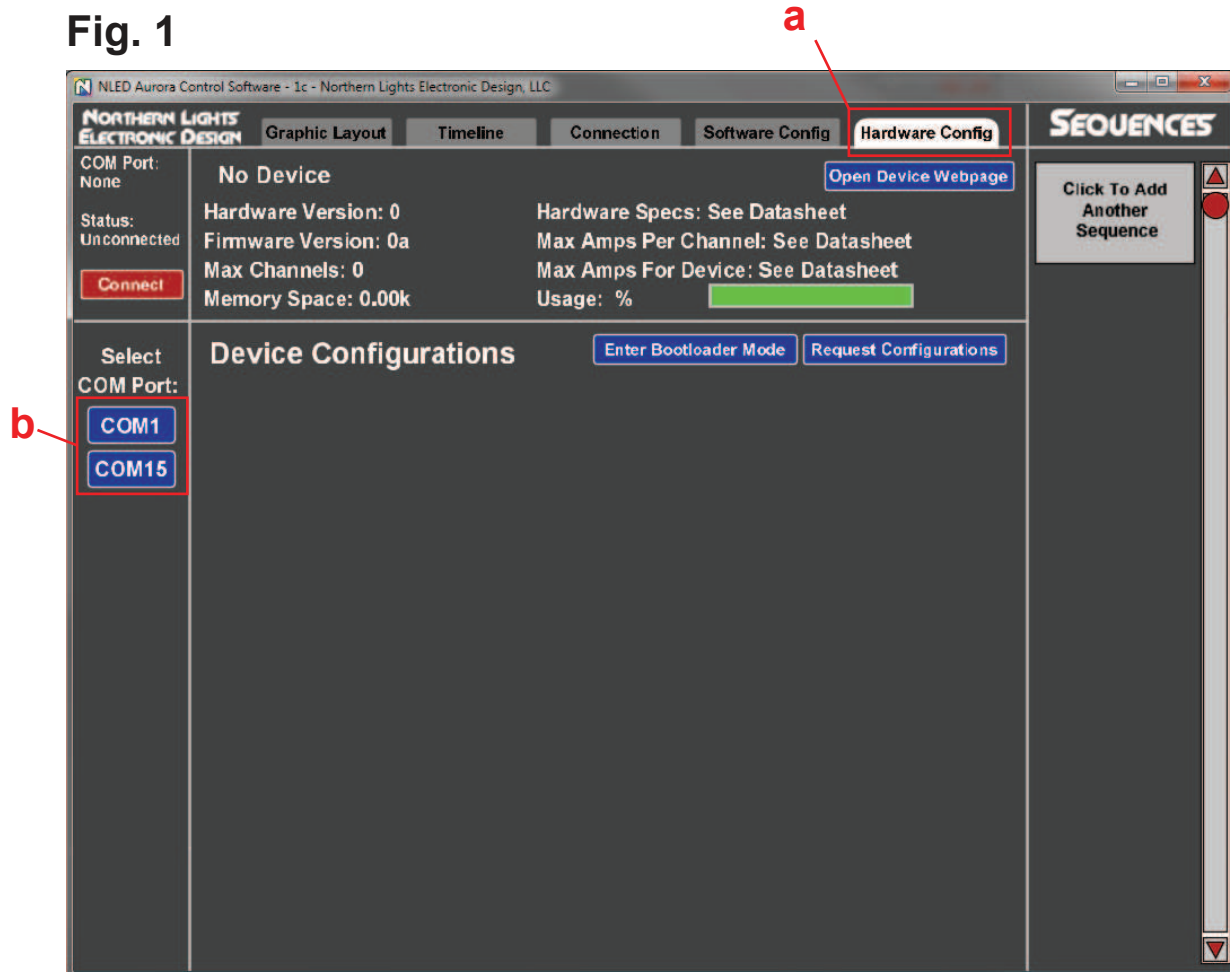


# NLED Aurora Control Software- Version 1c - Usage Flow Chart

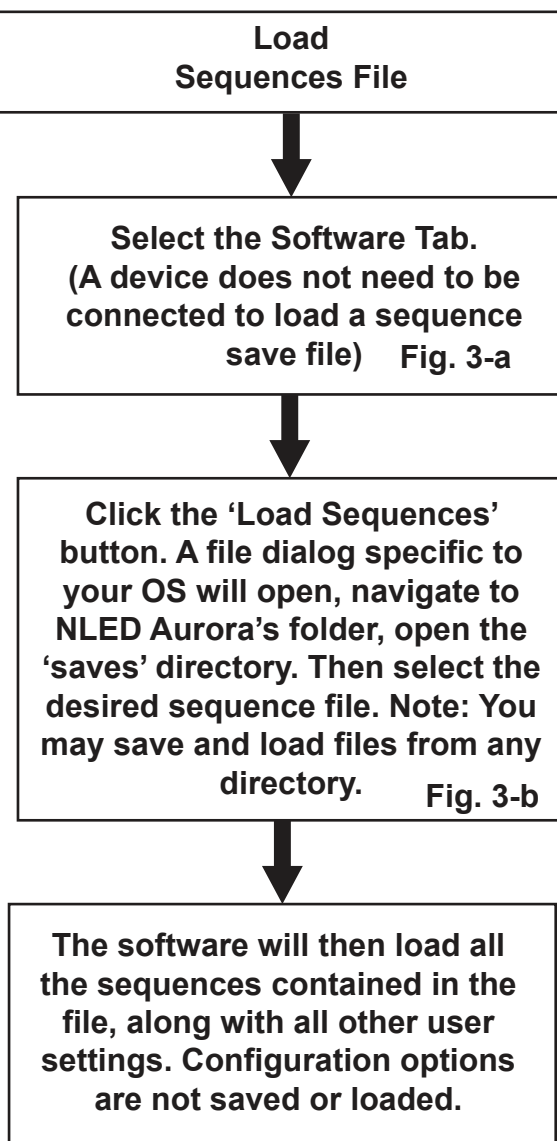
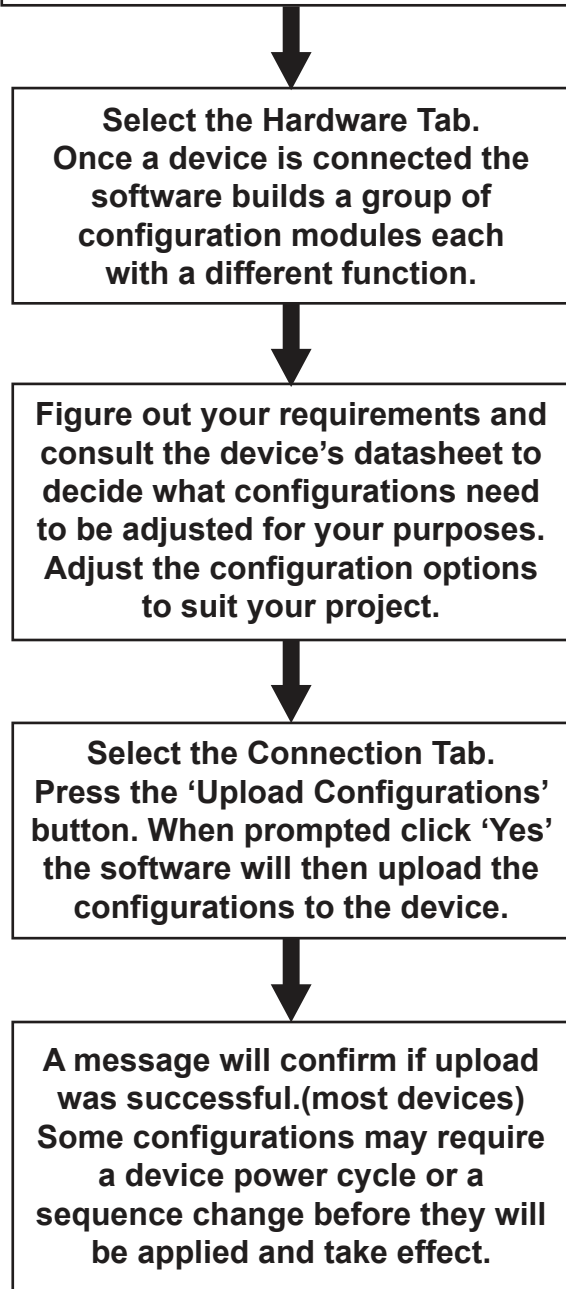
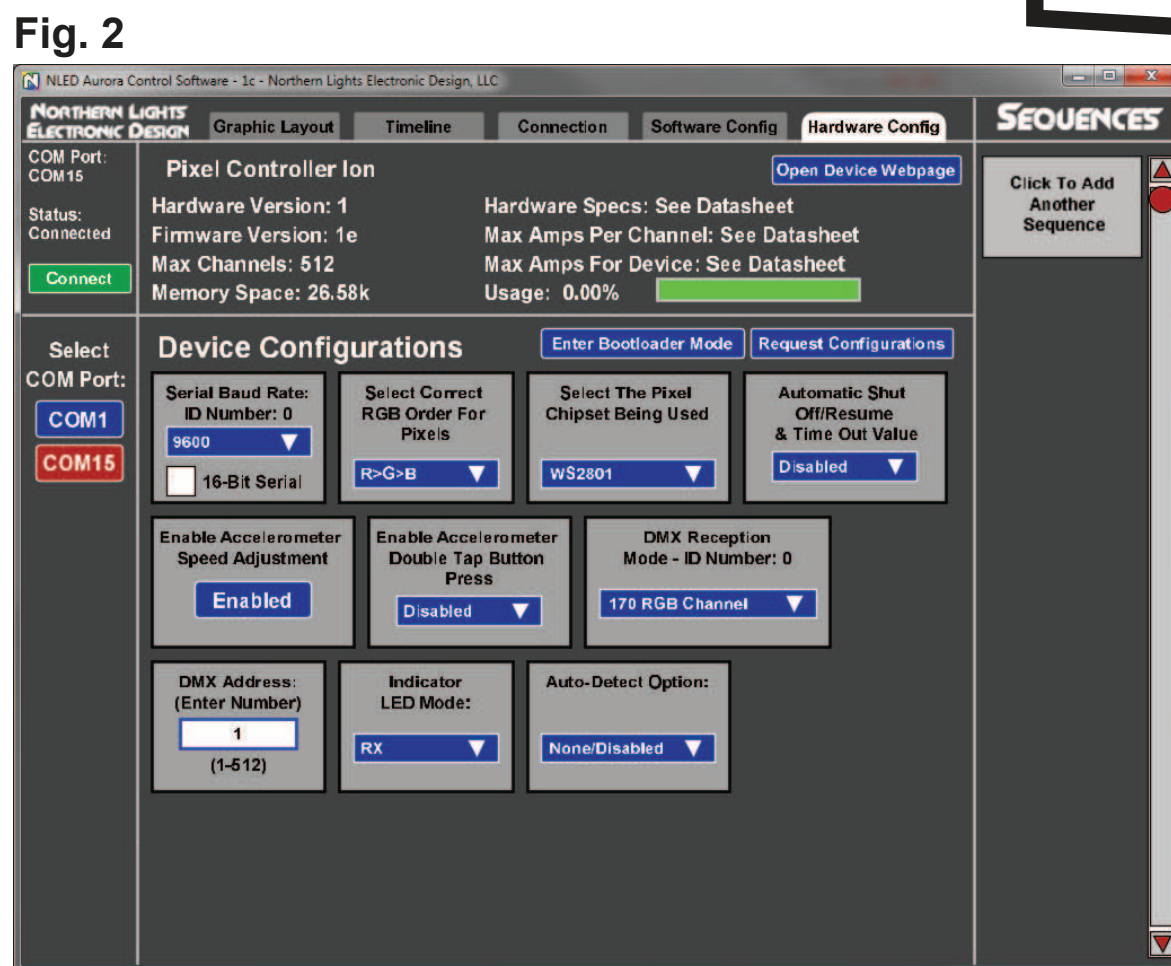
**Start:**



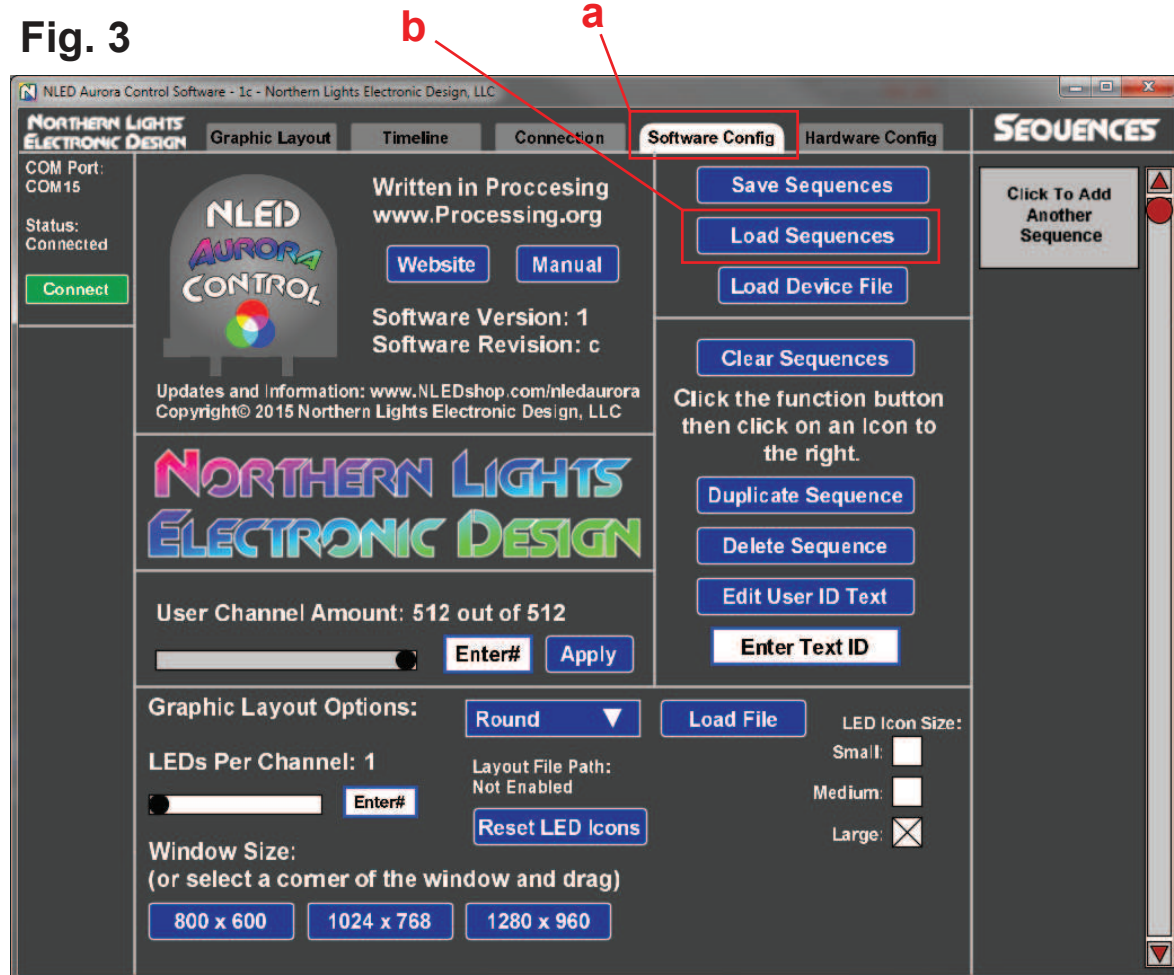
**Fig. 1**



**Fig. 2**



**Fig. 3**



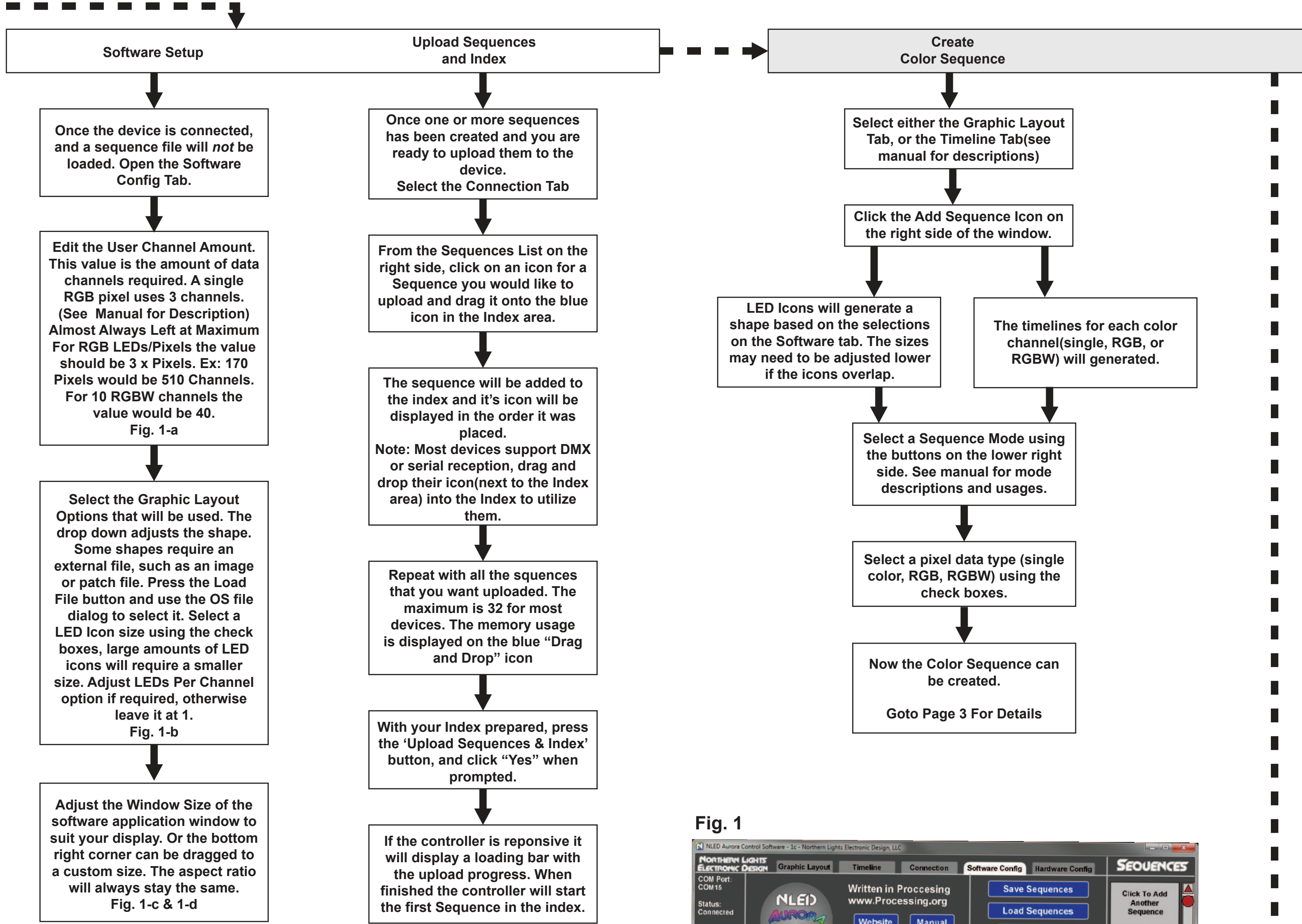
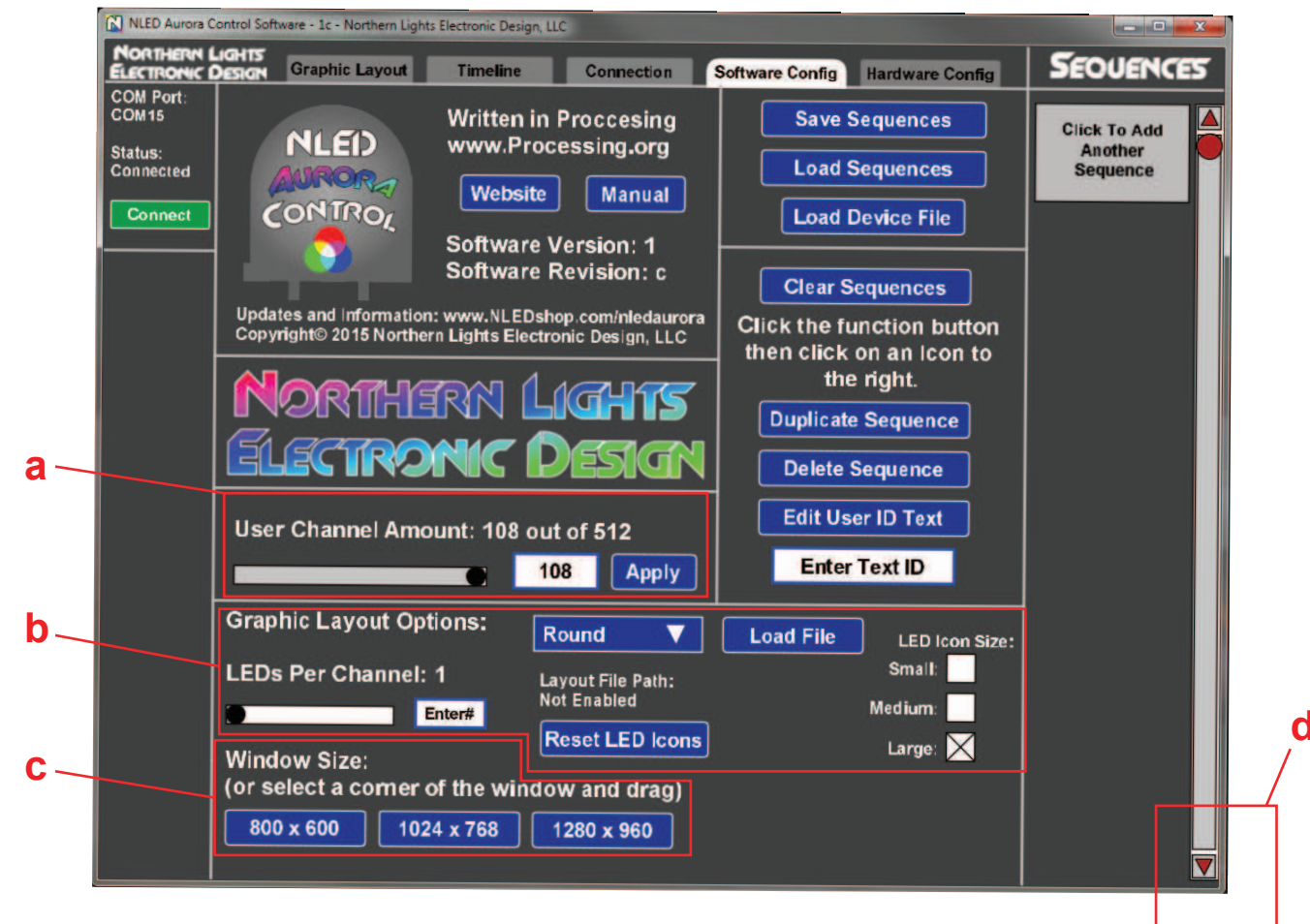


Fig. 1



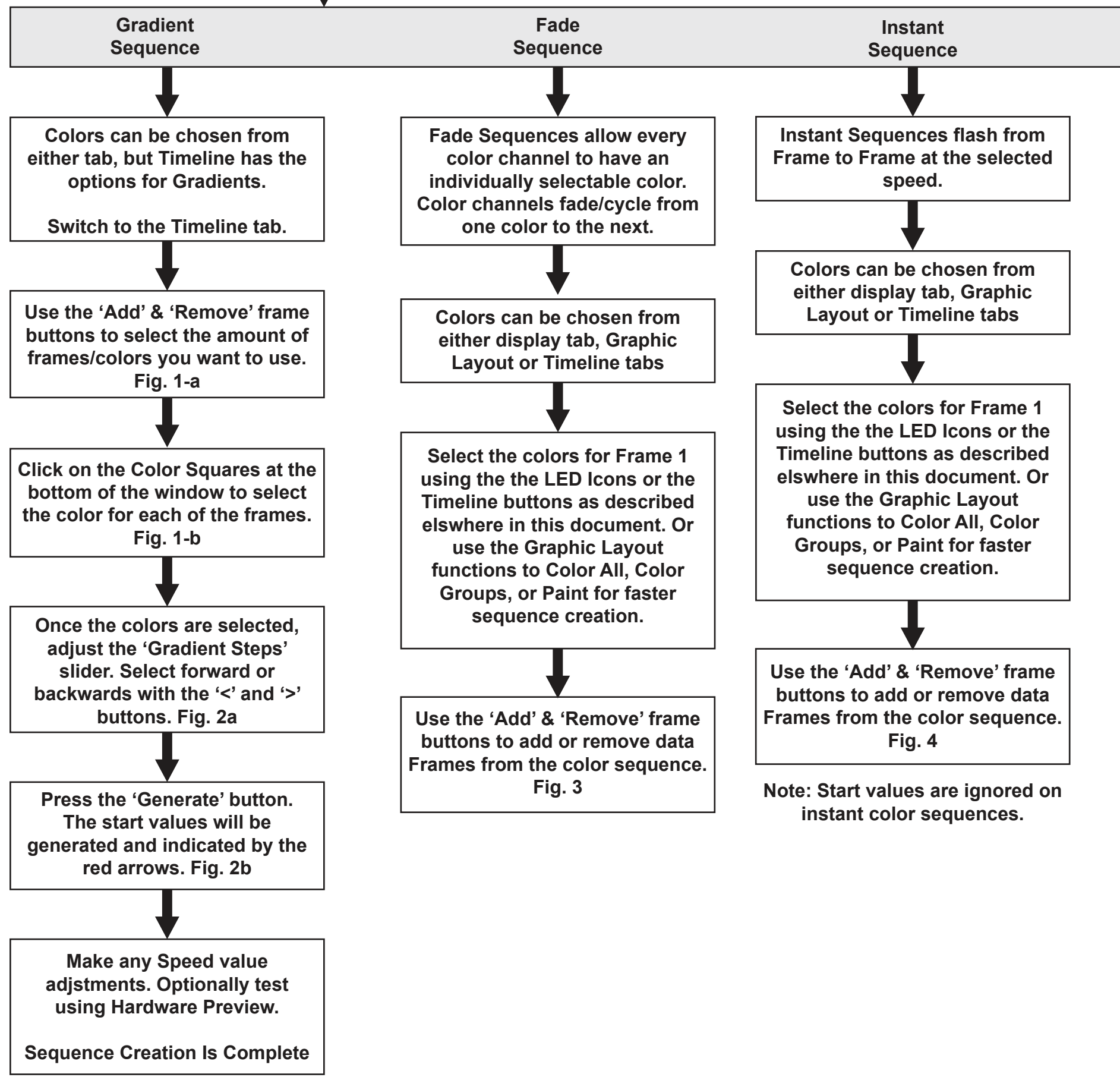


Fig. 3

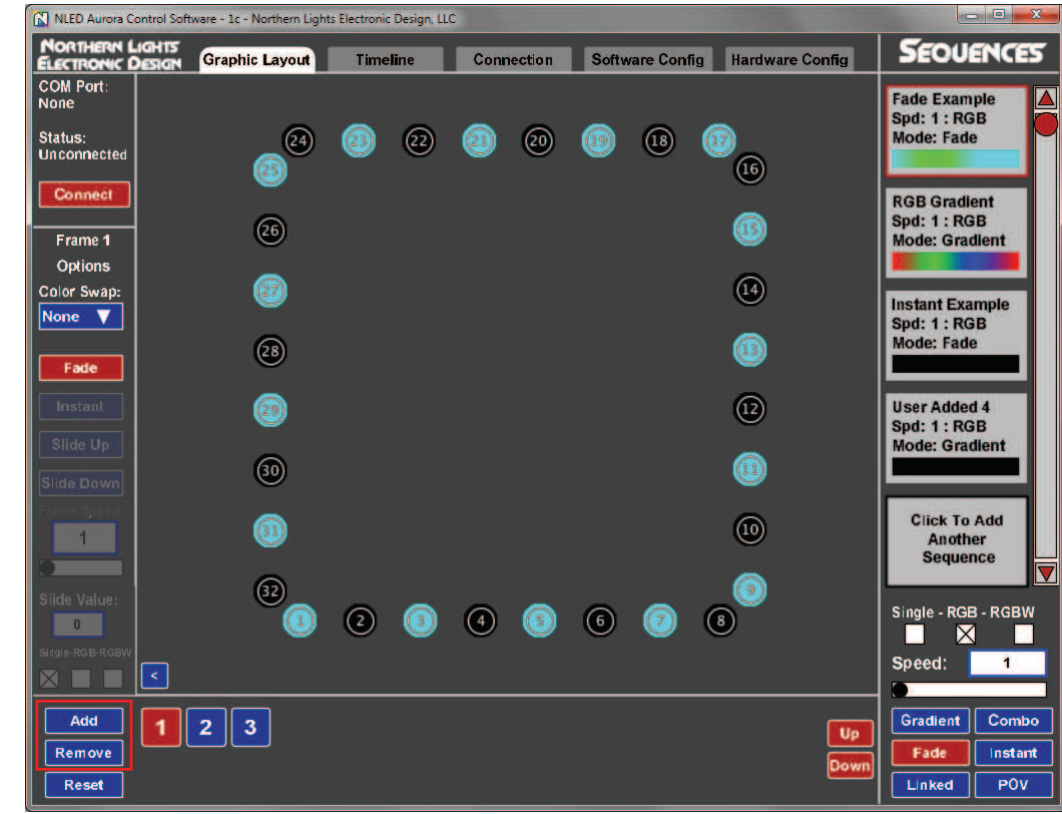


Fig. 4



Fig. 1

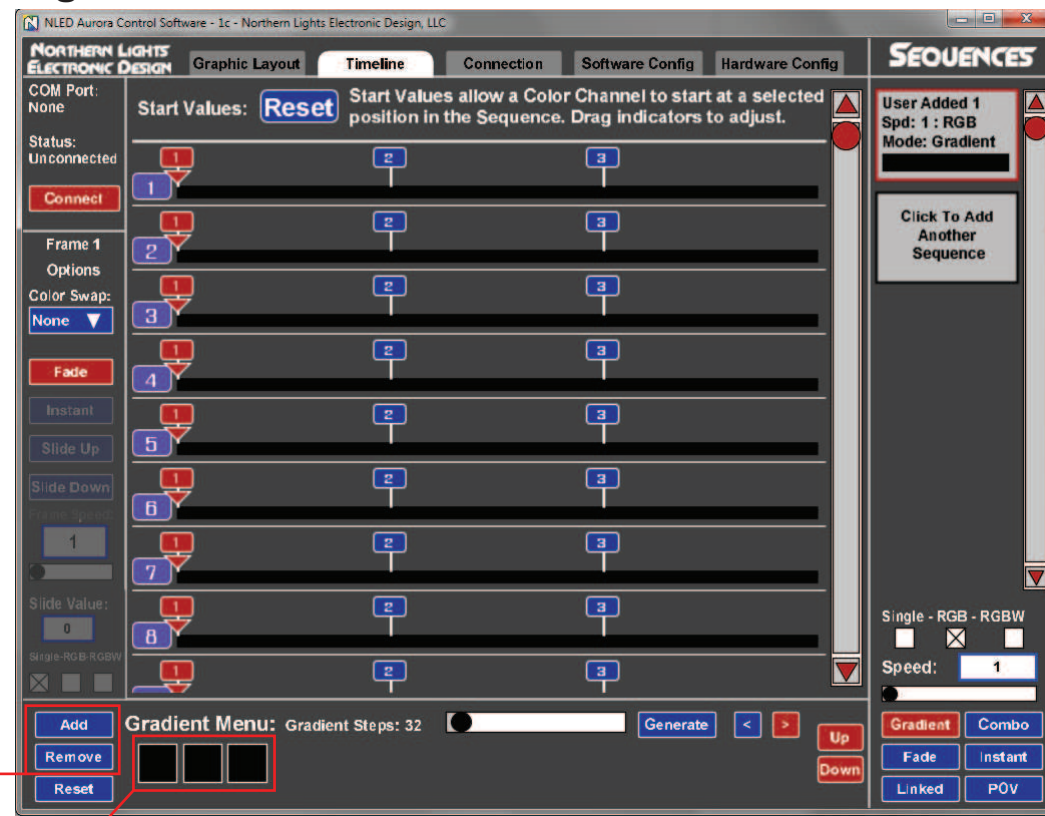


Fig. 2



## POV Sequence

POV(Persistence of Vision) Color Sequences are for flow toys such as poi, staffs, and hoops. It allows an image(s) to be displayed as the LEDs are moved around.

Create the Sequence and select the Timeline tab. A custom menu will be displayed.

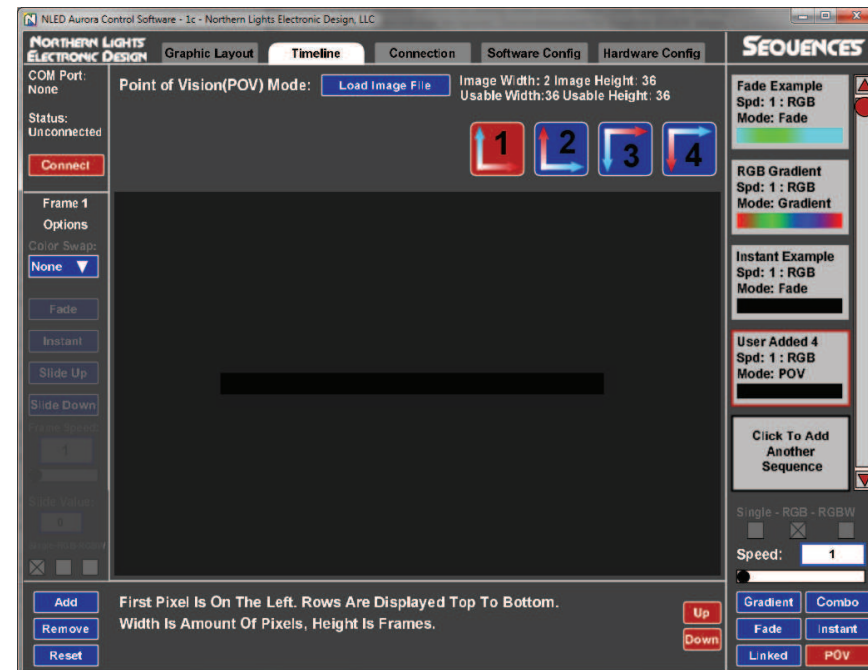
There are 4 methods for displaying the POV images. All described on the bottom of the workspace and in the manual. Select the one that works with your project. Fig. 1-a

Press the 'Load Image File' to open an image file(PNG is best, or most any other format) Fig. 1-b

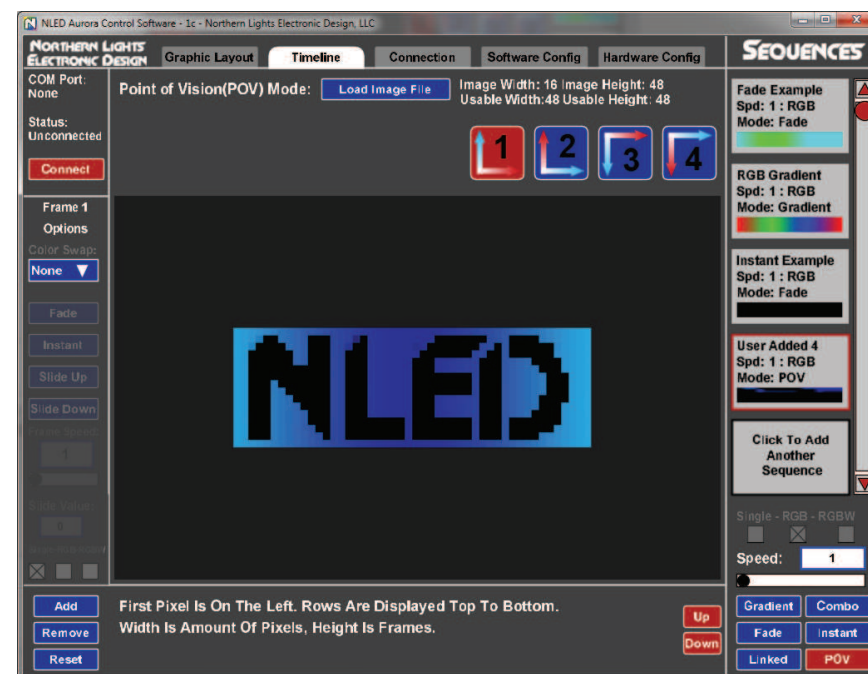
The image should display as seen in Fig. 2. If there is empty space(Fig. 3) that means the image mode is incorrect or the image was not properly sized for the amount of channels the user selected.

Optionally test the POV on hardware to see if the settings that were selected will work with the project. Adjust if needed.

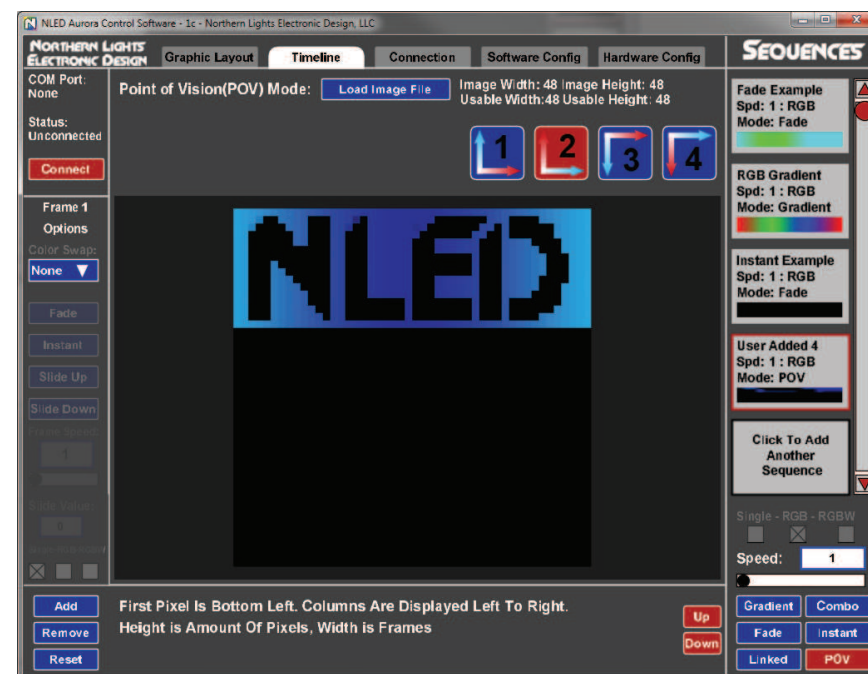
### Fig. 1



### Fig. 2



### Fig. 3



## Linked Sequence

Linked Sequences are used to link/chain/automatically play through a set of Color Sequences.

First use the Add/Remove buttons to select the amount of Color Sequences to link. Fig. 4-a

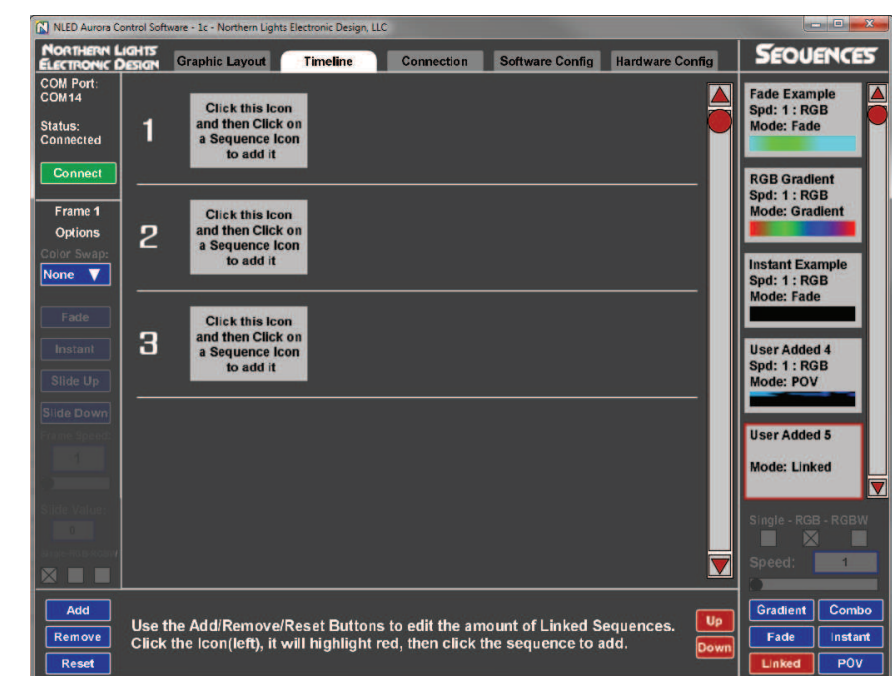
Click on the grey icon to the right of the numbers. It will highlight red. Fig. 5

Once it highlights red the next Sequence Icon that is pressed will fill the slot. Click on a Sequence Icon on the right side of the workspace. Fill all the desired link slots. Fig 5-b

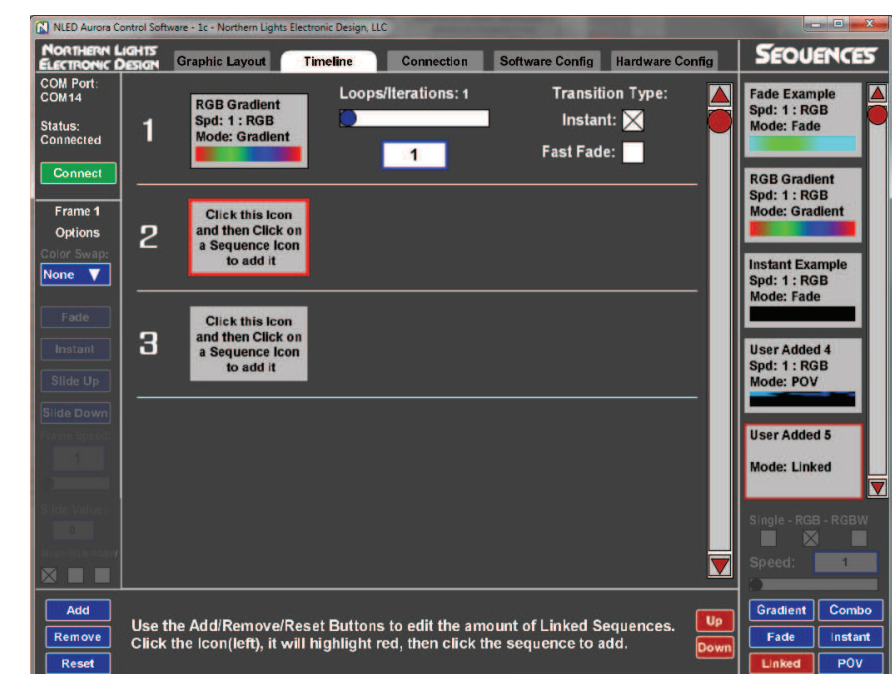
Use the sliders and/or text fields to adjust the Loops/Iterations value. Each linked Color Sequence will run that amount of times before switching to the next sequence. Fig. 6

Adjust the 'Transition Types' for each of the linked slots. Fig. 6

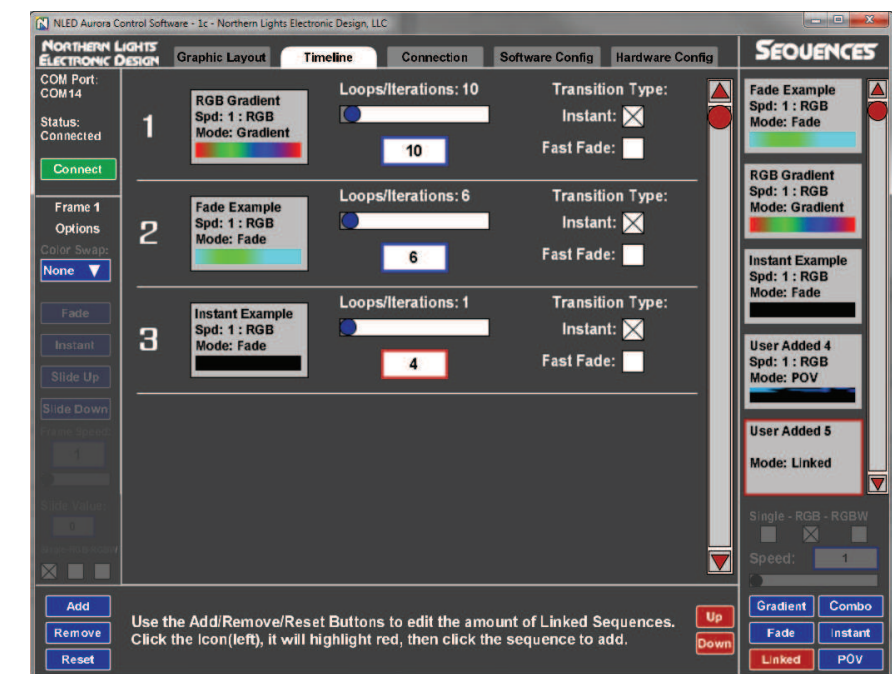
### Fig. 4



### Fig. 5



### Fig. 6



# Combo Sequence

Combo sequences allow multiple other sequence modes to be combined into one. Frames can be individually set to fade, instant, or slide types.

Create the Sequence and select the Timeline tab. The sidebar options on the left will be accessible.

Create the required amount of frames. Select the first frame and select the Frame Options sequence mode on the left side. Create and set the Frame Options for any remaining frames.

Select the colors for each color channel in the frame. Either using the Graphics Layout tools or manually.

Adjust the start values to suit the project by dragging the triangle indicators.

Adjust the Frame Options Speed if necessary. Experiment with the color sequence on hardware and make any adjustments.

Fig. 1



Fig. 2



Fig. 3



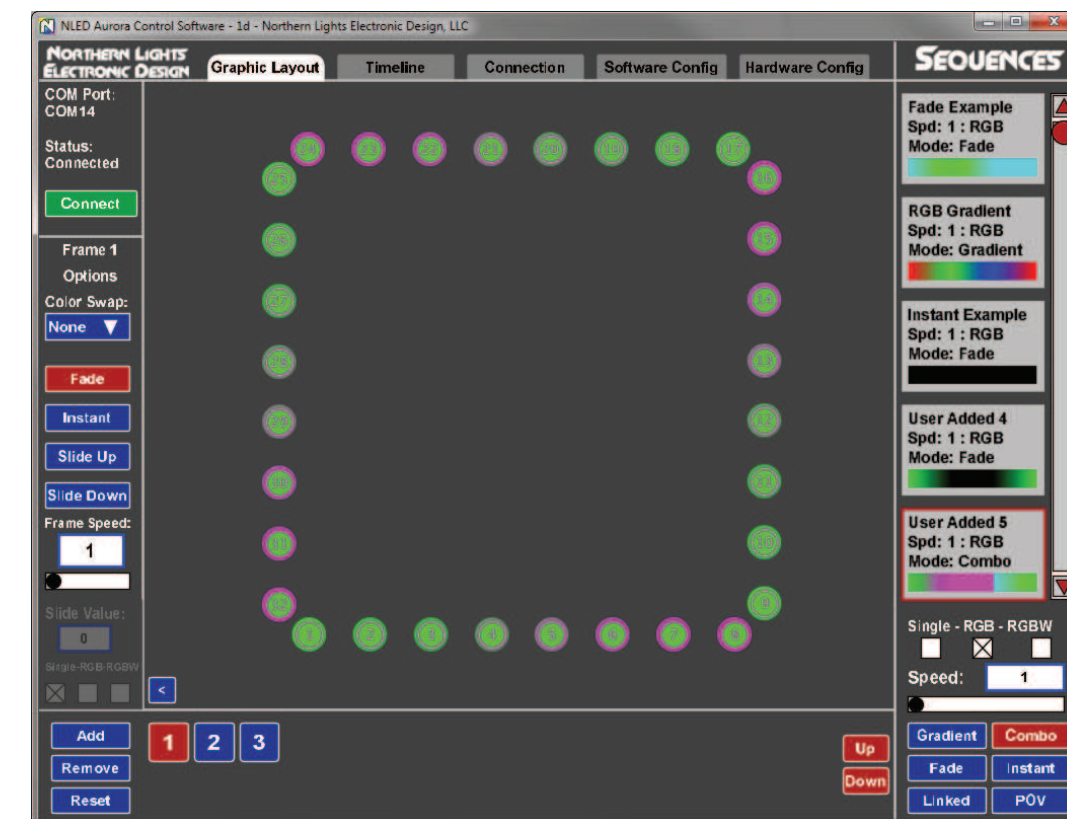
Fig. 4



Fig. 5



Fig. 6



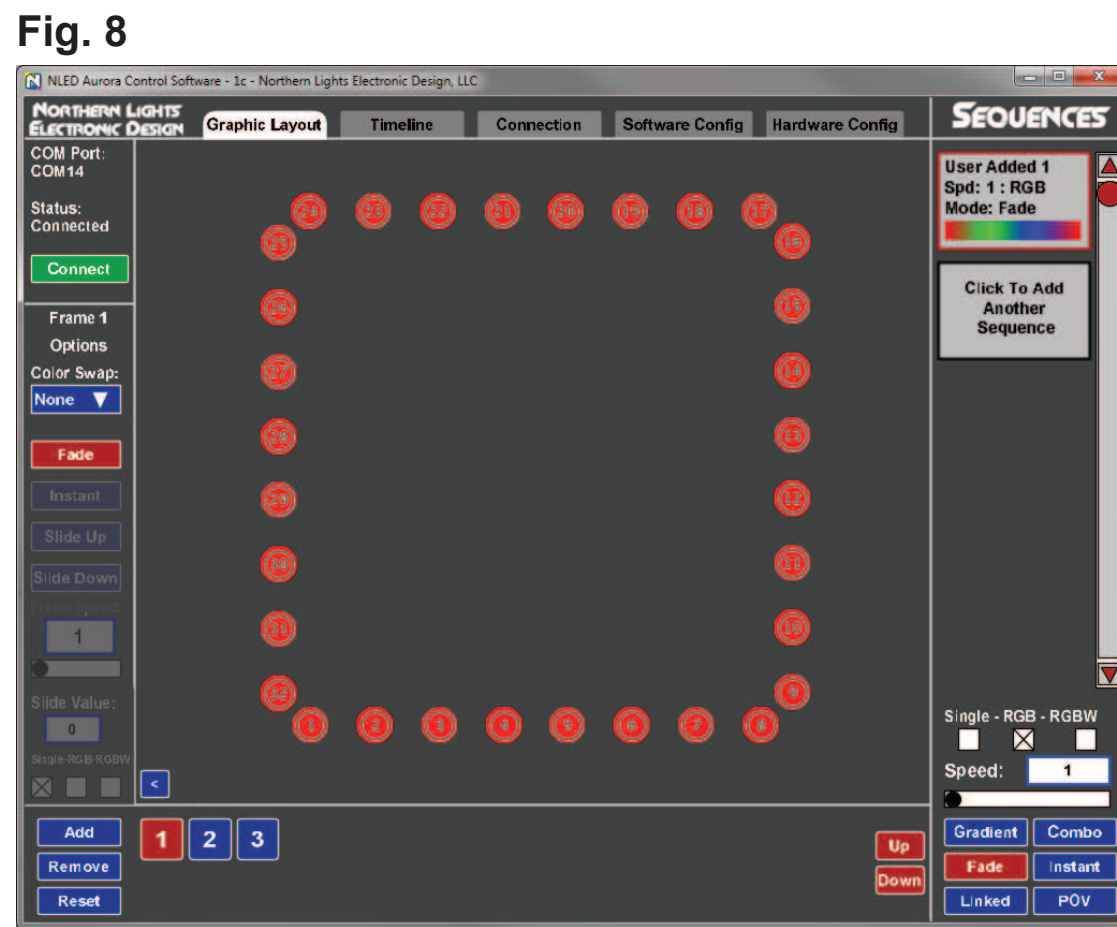
**Graphic Layout Tools:  
Paint Function**

Click the '>' button in the lower left corner of the workspace. Fig. 7 to expand the Graphic Menu. Click the 'Paint' button to toggle the Paint function. Fig. 8 & 9

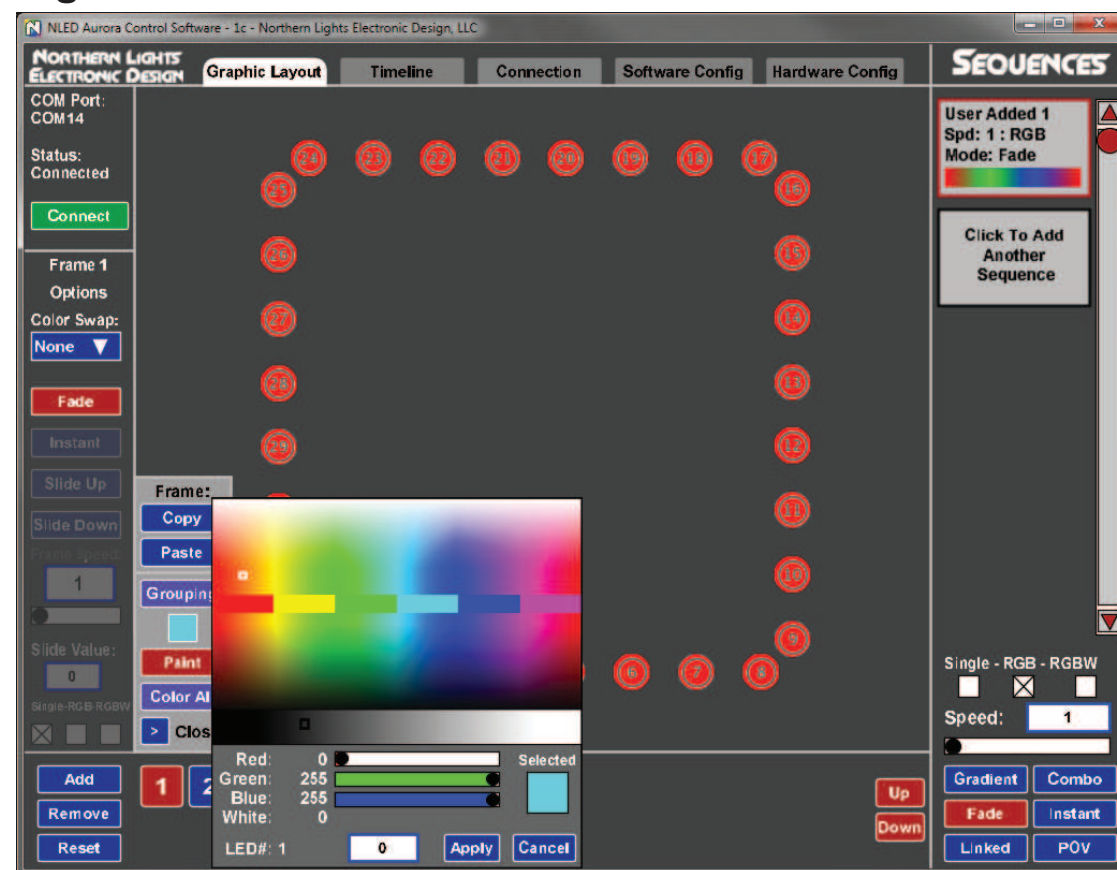
Use the Color Picker Menu to select your color. Either click on a color or use the sliders to create one. Click 'Apply'.

With the Paint Function still selected, clicking on a LED Icon will paint it the selected color. This allows colors to be selected quickly. Paint the required LED Icons. Click the 'Paint' button again to end the Paint Function.

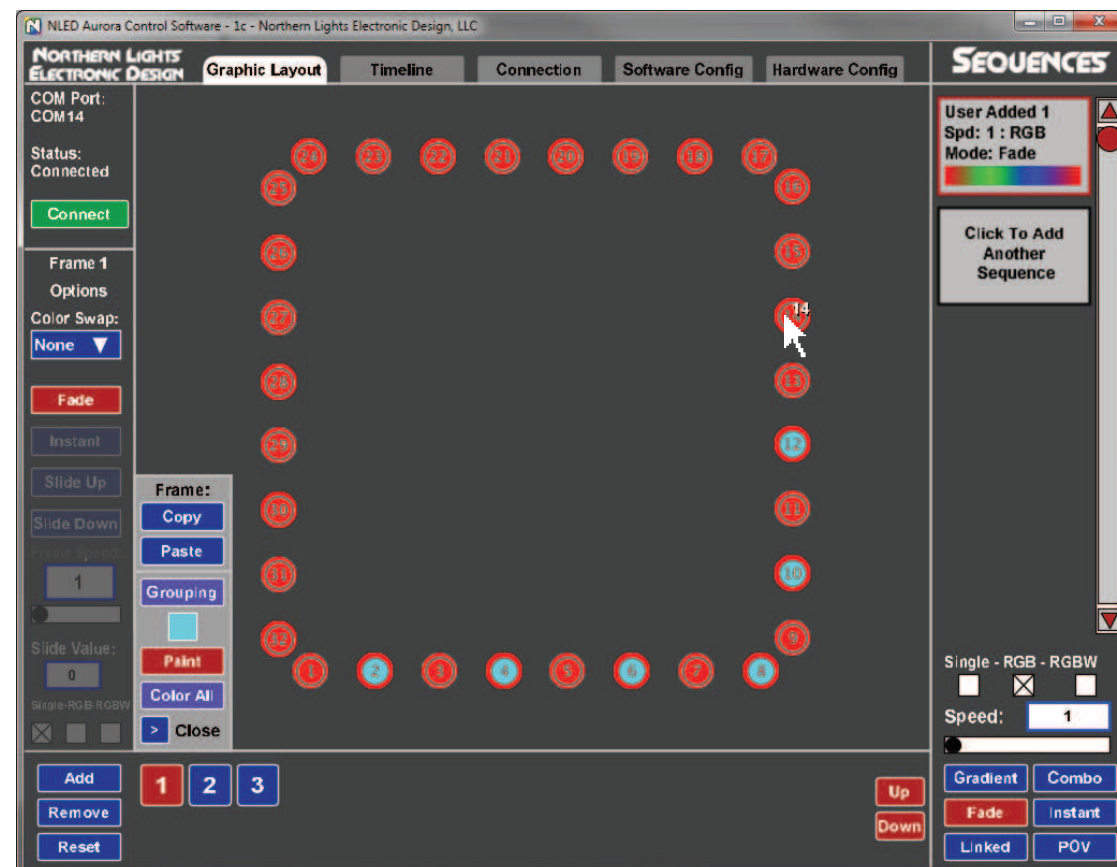
The Paint Function allows a single click to alter the color of the LED Icon/Color Channel to the user selected color. It must be toggled on or off from the Graphic Menu. Accessed with the '<' and '>' buttons on the Graphic Layout tab.



**Fig. 8**



**Fig. 9**



**Graphic Layout Tools:  
Color All Function**

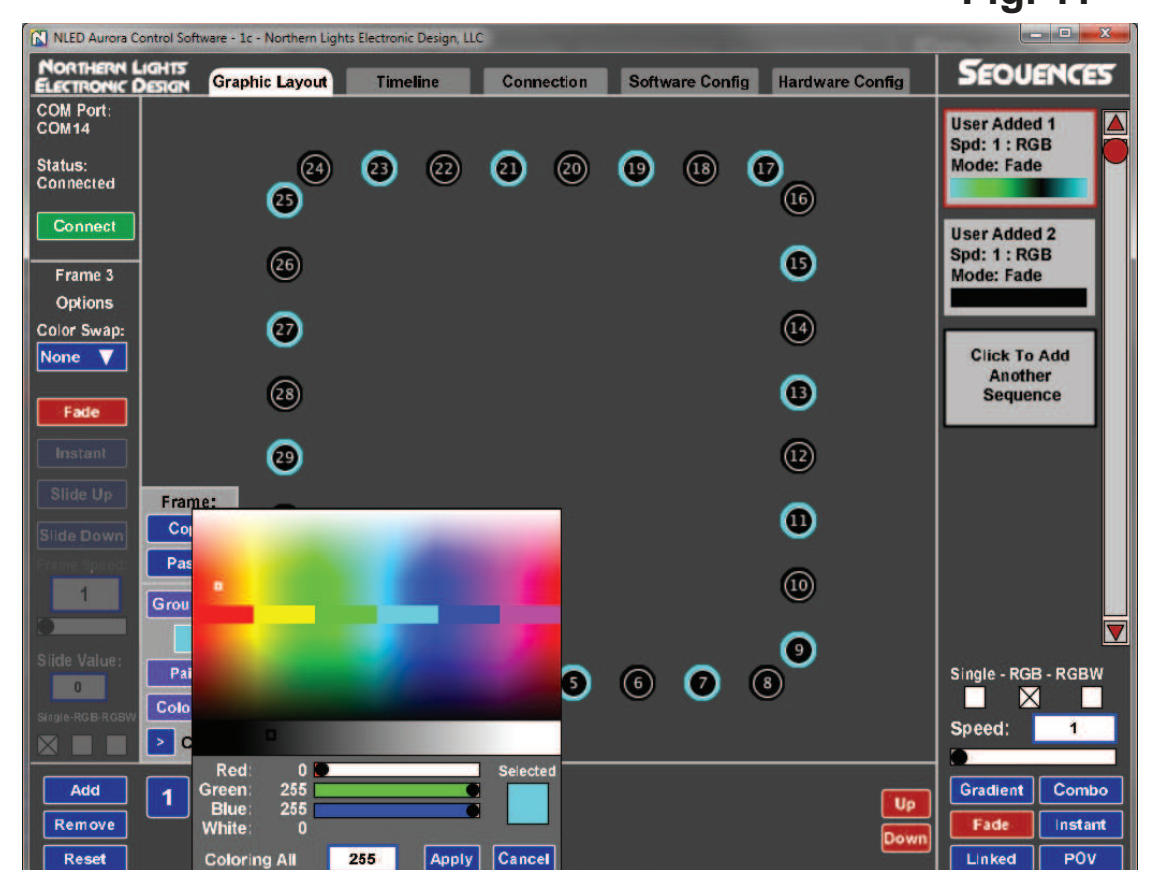
Click the '>' button in the lower left corner of the workspace. Fig. 8 to expand the Graphic Menu. Click the 'Color All' button. Fig. 8 & 11

Use the Color Picker Menu to select your color. Either click on a color or use the sliders to create one. Click 'Apply'. Fig. 11

It will then fill all the color values for the entire Frame to the selected color. Fig. 12

Use the '<' button to close the Graphic Menu.

The Color All Function will change the color of every LED Icon/Color Channel in the selected Frame to the user selected color.



**Fig. 11**

**Fig. 12**

## Graphic Layout Color Selection

Colors are selected by clicking on the LED Icons. The LED Icons size and positions can be altered on the Software Config tab. LED Icons represent an output channel or pixel.

Mouse over a LED Icon to view its ID number. Left click to open the color selection menu for that LED Icon.  
Fig. 5 & Fig. 6

Either click anywhere on the color picker to select that color. Or adjust the sliders to create any color. The available sliders will be dependant on the Pixel Data Type(Single, RGB, RGBW) Fig. 6

Once the color is selected, press 'Apply' button to confirm the color selection for that color channel/LED Icon. Or press 'Cancel' to leave the color unchanged.

Make the color selections for all LED Icons/Color Channels.

If required, select the next Frame using the buttons at the bottom of the workspace.  
Fig. 7

If a new Frame is selected using the buttons, the LED Icon colors will change to display the selected Frame's data values. Frames are played sequentially.

Alter any colors as before. Continue with any other Frames and select the colors.

## Timeline Layout Color Selection

The Color Channel number is indicated by the purple buttons on the left side. And is equivalent to a LED Icon. The blue buttons represent the Frames, red indicating which one is selected.

Use either the blue Timeline buttons(Fig. 1-a) or the Frame Buttons(Fig. 1-b) at the bottom of the workspace to select a Frame to edit.

Then to select a color for the Color Channel click on the red Timeline button(Fig. 1-c) or click on the purple Color Channel number button(Fig. 1-d) to open the color picker.

Select a color and press 'Apply'. The gradient for that Color Channel on the selected Frame will update with the new color. And the LED Icon for that Color Channel and Frame will update on the Graphic Layout tab.  
Fig. 2 & Fig. 3

Continue selecting all the colors for every Color Channel and Frame.

Note: If there are too many Frames to be able to select a color. Use the Frame Buttons at the bottom of the workspace to select a Frame, and then click on any of the purple Timeline buttons that indicate a Color Channel.

Fig. 1

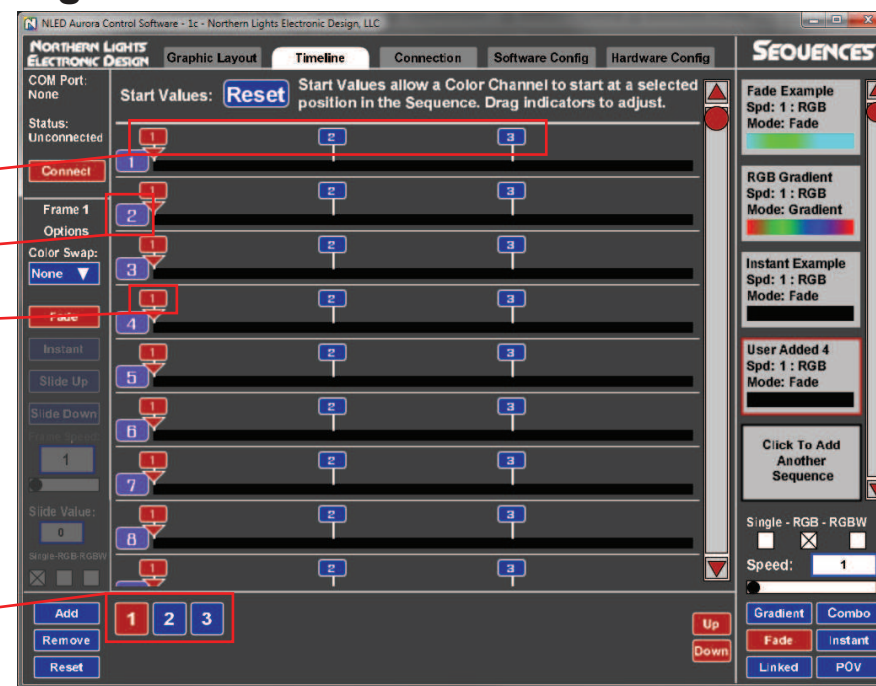


Fig. 2

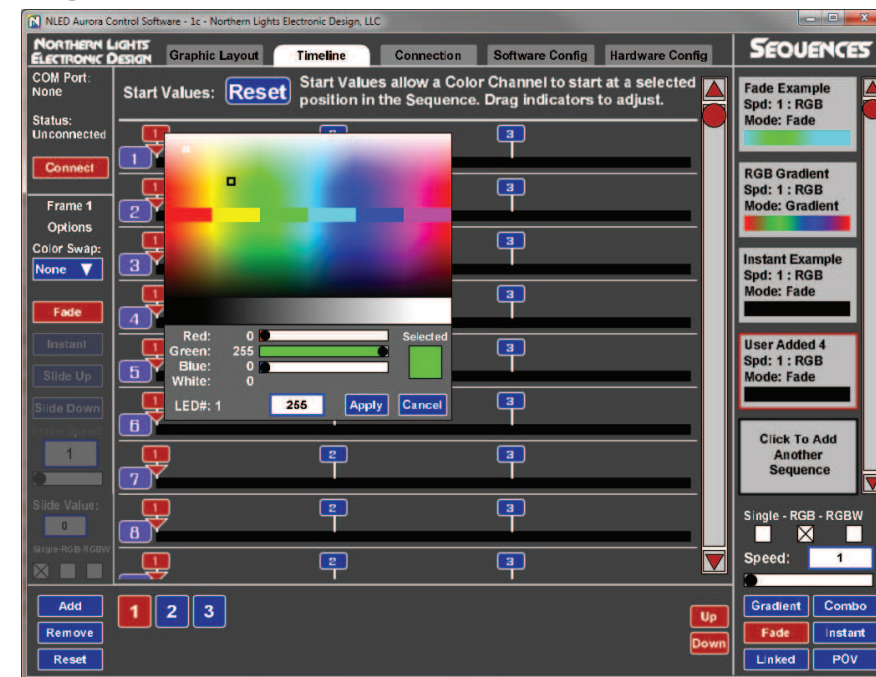


Fig. 3



Fig. 4

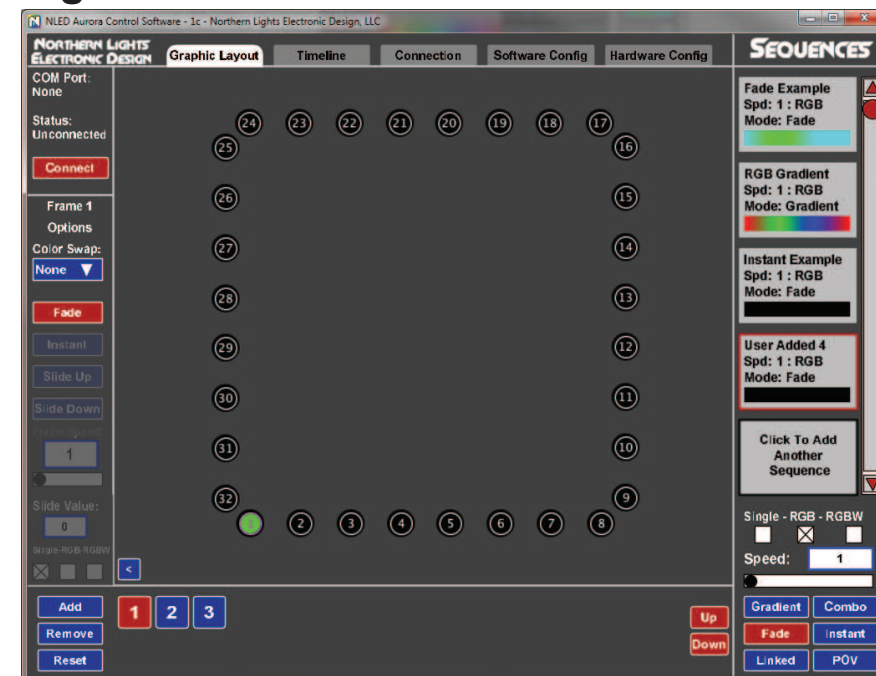


Fig. 5

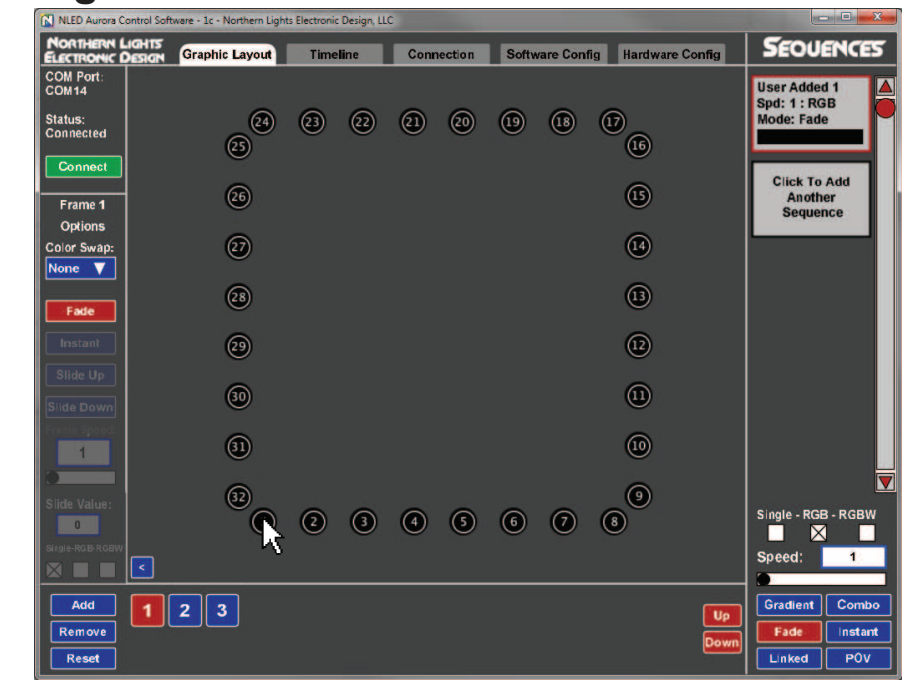


Fig. 6

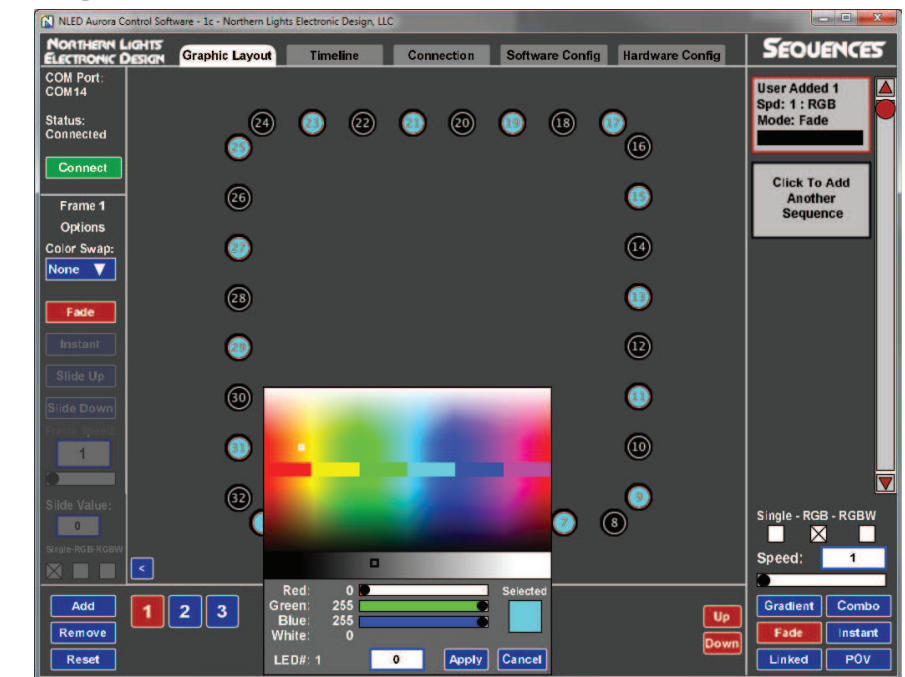


Fig. 7

