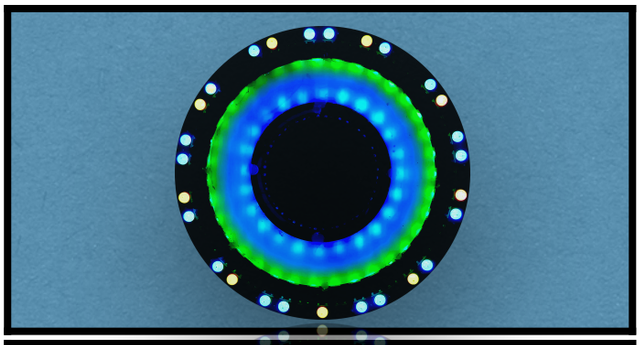


THE HALO
RESONANT DEVICES

BASIC
VERSION 5.3

USER GUIDE

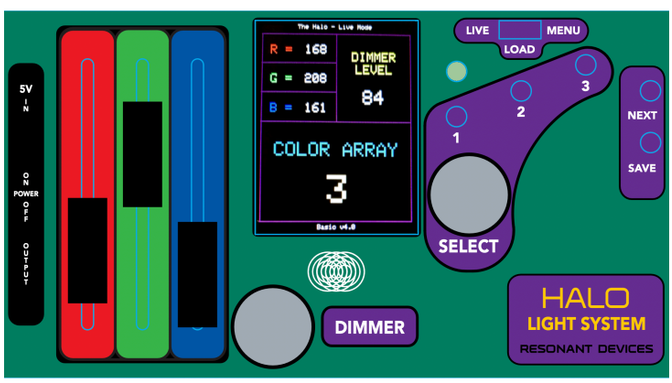
Resonant Devices
A Sonic Engineering Company

RESONANT DEVICES, LLC, IS A SONIC ENGINEERING COMPANY THAT DESIGNS AND ENGINEERS SCIENTIFICALLY-CALIBRATED CYMATICS EQUIPMENT BASED ON OVER 100 YEARS OF COMBINED EXPERIENCE IN RELATED FIELDS.

WWW.RESONANTDEVICES.COM
@RESONANTDEVICES ON FACEBOOK
INFO@RESONANTDEVICES.COM

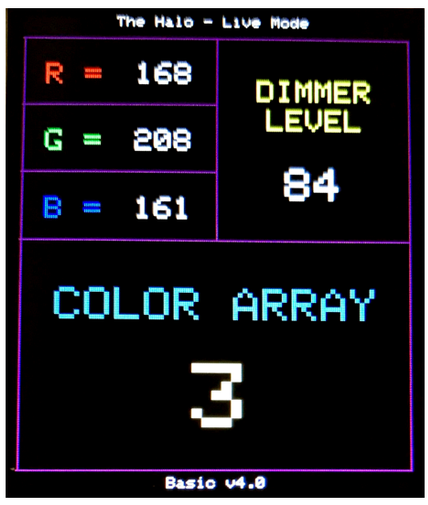
1. Hardware Names and Functions

Name	Function
ON/OFF	This switch turns the unit on and off
MODE SWITCH	Switches between Live and Load modes
SELECT	Cycles through the pixels on the rings
RGB SLIDERS	These sliders control the Red, Green and Blue components to the LEDs
DIMMER	Controls the brightness of the array
RING BUTTONS	Press to choose which ring of lights to paint. Ring 1 is the outer ring, Ring 2 is the middle ring, and Ring 3 is the inner ring
SAVE	Saves the current array to the number shown; also saves a new color to an altered pixel.
NEXT	Cycles through stored arrays
5V IN	5V power in
OUTPUT	Power and data out to light rings
TEST LED	Displays the alteration color
AUX port	MicroUSB port for upgrading the unit



2. The Display Screen

On the display you can see information such as the RGB slider values, each between 0 and 255. The dimmer level is shown as a value between 0 and 100. The Halo Basic unit features six storage spots for custom color arrays labeled 1-6. The top of the display shows whether the user is in LIVE mode or LOAD mode.



3. Modes of Operation

When the mode switch is positioned to the left, the unit is in LIVE mode. This is the main mode for creating color arrays to save for later use. Switching the mode switch to the right turns the unit into LOAD mode which is the mode used to recall stored arrays for use and/or alteration. MENU (mode switch to the far right) is reserved for Halo Premium functions. Ask us how you can upgrade your unit!

4. Creating a Live Color Array

A. Use the buttons labeled 1, 2 and 3 to choose the ring of lights to alter. Ring 1 is the outer, largest ring. Ring 2 is the middle ring. Ring 3 is the inner, smallest ring. The default is set to Ring 1.
B. Slide the RED, GREEN and BLUE sliders to the desired levels to create a custom color on the selected pixel. Each color value spans a range between 0 and 255.
C. Rotate the SELECT knob to paint the selected ring with the current color. Sliding the RGB sliders while simultaneously rotating the SELECT knob results in faded color effects.
D. Use the DIMMER knob to alter the brightness of the entire color array. The minimum value is 0 and the maximum value is 100.

5. Altering a Live Color Array

A. Press the SELECT knob to skip around the selected ring, using the Ring Buttons to navigate the full array - a blinking cursor will identify the current location on the selected ring.
B. Use the TEST LED to decide on an alteration color together with the RGB sliders.
C. Press the SAVE button to send the alteration color to the selected pixel.
D. To alter more than one pixel consecutively, hold the SAVE button down while rotating the SELECT knob. Release the SAVE button to continue skipping around the chosen ring.

NOTE: Pressing the ring buttons restarts the SELECT cursor at the beginning of the selected ring.

6. Saving a Custom Color Array

A. With the TEST LED off, press the SAVE button at any point while in LIVE mode to save the displayed color array to the color array number shown on the screen. This will erase any previous array stored under that number.
B. Press NEXT to cycle through the storage spots to save the displayed array to the desired location determined by a number between 1 and 6.

7. Storage Capacity

The Halo Basic version offers a capacity for six stored arrays labeled 1-6, and one live array for a total of seven usable arrays. The six stored arrays will remain in the memory of the unit after the power is turned OFF; the LIVE array is erased when the unit is powered OFF.

8. Loading a Stored Color Array

A. To load stored color arrays to the light rings, switch the unit into LOAD mode. The light rings will automatically display the array stored under the number shown on the screen in the color array box. Press the NEXT button to cycle through the stored arrays. Switching back to LIVE mode will refresh the light rings to the color array that was last worked on in that mode.
B. To recall a stored array to the LIVE mode array while viewing it in LOAD mode, be sure the TestLED is off and hold the Save button for 5 seconds. This will bring the current stored array to the LIVE array so it can be altered and re-saved under a different saved number.

9. Altering a Stored Color Array

A. While in LOAD mode, press SELECT to begin altering a stored color array.
B. Once the cursor is blinking and the TEST LED is on, follow same steps as for altering a live array in Section 4.
C. Once SELECT is pressed again, the alterations will be saved to that array and can be recalled at another time.

10. Troubleshooting and Care

- If the system stalls, turn the unit off and back on again to restart the inner computer.
- Turn off after every use.
- Do not shake or drop the unit.
- Store in a dry environment.
- Intended to be used with light rings from Resonant Devices.
- Do not attempt to load programs onto this device that are not distributed by Resonant Devices; failure to do so may result in permanent damage of this device.
- Contact us at info@resonantdevices.com for further assistance.