

**AmbiLED.NET v3**

**Lights Settings** **Voodoo Settings** **Gamma**

**Input**

☐ No expand  
☒ Expand individually  
☐ Expand together

Max. multiply: 5

Colour Quantize: 1

☐ Progressive Threshold

Darkness Threshold: 0

Darkness Limit: HSV 0

**Output**

Light mode: True-Cinema +Expansion

IntelliInterval: (cycle=ms) 8 Colour Increase: (10=actual color) 10

Aggressive Threshold: 128

(Maximum) Smooth Radius: 8 Dynamic Radius Slide Delay: 1

Minimum Smooth Radius: 8 Dynamic Control input: (HSL)HSB.Brightness

**Debug/Diagnose**

☒ FPS: 24/84 Job time: 00:00:00.0050001  
 Est. to capture: 00:00:00.0029999

☒ Show Debug/Diag

Top	Left	Right	
89	92	76	<-- Received RGB
8	8	8	<-- Voodoo Input
8	8	8	<-- Dynamic Control value
8	8	8	<-- Current Smooth Radius
8	8	8	<-- Destination Smooth Radius
			<-- Voodoo Output

**Com Port settings**

Port name: COM3 Recalc Voodoo Speed Settings

Baudrate: 9600

MoMoLight: v1 v2

☐ Data: ?

☒ Trigger Run <- Process.Name  
 mpc-hc\winamp\XBMC\lehell\wmpayer

AmbiLED.NET v3 (2011) build 0903 ^Silas Id, silas@qnapclub.pl MoMoLight v2/v3 RGB software <http://qnapclub.pl/qnas/AmbiLED/>

```
global.PreviousColor[I] =
global.CurrentColor[I] =
global.CurrentColor[I +
global.CurrentColor[I +

rDiff = 0; gDiff = 0; bDiff = 0;

if (this.WindowState !=
{
//display Aggressive
try //prevent error
{
AggressiveIndica
}
catch { }
global.__aggressived
if (global.__aggressived
}
}
```

100 %

**Error List**

0 Errors 0 Warnings 0 Messages

Description

Error List Code Definition Window

**Left (Range settings)**

Red: 209/209 Horizontal scan range percentage start 0 end 20

Green: 250/250

Blue: 239/239

**Right (Range settings)**

Red: 255/255 Horizontal scan range percentage start 80 end 100

Green: 255/255

Blue: 132/132

**Diagnostic info** ☒ Show Debug/Diag

Left: 9690 Top: 9741 ☒ Measure time 00:00:00.0250005  
 Right: 9945 Est. to capture 00:00:00

**Log**

8956:DXHookD3D9: Hook: End  
 8956:DXHookD3D9: Flag: SoftwareVertexProcessing  
 8956:DXHookD3D9: Hook: Device created  
 8956:DXHookD3D9: Hook: Before device creation  
 8956:DXHookD3D9: Hook: Begin  
 8956:64-bit Process: False  
 8956:DLL Injection succeeded  
 8956:DXHookD3D9: Hook: End  
 8956:DXHookD3D9: Flag: SoftwareVertexProcessing  
 8956:DXHookD3D9: Hook: Device created

Administrator privileges required: OK

**Capture Method and Settings**

☒ Direct3D 9 BackBuffer IntelliInterval: 1 [ms]  
☐ Direct3D 10 BackBuffer Vertex: SoftwareVertex  
☐ Direct3D 11 BackBuffer Adapter: 0: (1920x1080)  
☐ Direct3D 9 FrontBuffer (soon) ☒ Handle: 1974762  
☐ OpenGL (not yet!) Rect: [342 x 232], (1031,298)-(1373,531)  
☐ DFMirage Mirror Driver Caption: avs  
☐ GDI.BitBit Class: avswnd  
☐ .NET.CopyFromScreen Style:   
☐ Disable DWM

Finder Tool:

Drag the Finder Tool over a window to select it, then release the mouse button. Or enter a window handle (in hexadecimal).

**Surface Reduction**

Width: 192 ☒ 192x256 ☒ FPS: 21

**LOSS (TIARI REMIX) (7:03)**

**VISUALIZER**

6:43 6:38 7:21 7:03

**ALBUM ART**

Col 81 Ch 81 INS