

## Table of Contents

|  |    |
|--|----|
| 1. Introduction .....  | 3  |
| 2. Features .....  | 3  |
| 3. Installation & Update .....                               | 3  |
| 3.1. Sound Input Devices .....                               | 4  |
| 3.2. Video Output Devices .....                              | 4  |
| 3.2.1. Notebooks .....                                       | 5  |
| 3.2.2. Desktop PCs with Graphic Card .....                   | 5  |
| 3.2.2.1. Connecting 2 Video Output Devices in parallel ..... | 5  |
| 3.3. Update .....  | 7  |
| 4. License Demo versus Full Version .....                    | 7  |
| 5. Status Bar .....  | 7  |
| 5.1. Sound & Video Monitor .....                             | 8  |
| 5.1.1. SIV (Sound Input Volume) .....                        | 8  |
| 5.1.2. BPM (Beats per minute) .....                          | 8  |
| 5.1.3. Audio Signal .....                                    | 8  |
| 5.1.4. Video Monitor .....                                   | 8  |
| 5.2. Status Bar Features .....                               | 8  |
| 5.2.1. REGISTER .....  | 8  |
| 5.2.2. EXIT .....  | 8  |
| 5.2.3. LOCK .....  | 9  |
| 5.2.4. MUTE .....  | 9  |
| 5.2.5. BRIGHTNESS .....                                      | 9  |
| 6. INPUT SECTION .....                                       | 9  |
| 6.1. 3D REAL TIME SCENARIOS .....                            | 9  |
| AMBIENT .....  | 9  |
| TECHNO .....   | 10 |
| FUNK .....   | 10 |
| DISCO .....  | 10 |
| MINIMAL .....  | 10 |
| 6.2. Scene Selection .....                                   | 10 |
| 6.3. USER SET 1 & 2 .....                                    | 10 |
| 7. MOVIES & VIDEO-IN .....                                   | 11 |
| 7.1. Movie Configuration .....                               | 11 |
| 7.2. Video Formats .....                                     | 12 |
| 7.3. VIDEO-IN .....  | 13 |
| 8. FUNCTION SECTION .....                                    | 14 |
| 9. AUTO FX .....   | 14 |
| 10. PICTURE FEATURES .....                                   | 15 |
| 10.1. SLIDE SHOW .....                                       | 15 |
| 10.2. LOGOS .....  | 16 |
| 10.3. FLYER .....  | 17 |
| 11. EFFECTS .....  | 17 |
| 11.1. STROBOSCOPE .....                                      | 18 |
| 11.2. COLOR CORRECTION .....                                 | 18 |
| 11.3. FEEDBACK .....   | 18 |
| 11.4. KALEIDOSCOPE .....                                     | 18 |
| 11.5. TOUCH ME .....   | 18 |
| 11.6. Tips on EFFECTS .....                                  | 18 |
| 12. Text Features .....                                      | 19 |

|  |    |
|--|----|
| 12.1. MESSAGES .....                   | 19 |
| 12.2. SHORT MESSAGES .....             | 19 |
| 13. DISTORTION .....                   | 20 |
| 13.1. RND FX.....                      | 20 |
| 13.2. MIRROR PNP .....                 | 20 |
| 13.3. FEEDBACK.....                    | 20 |
| 13.4. KALEIDOSCOPE .....               | 20 |
| 14. LATENCY.....                       | 21 |
| 15. CONFIGS.....                       | 21 |
| 15.1. LOAD & SAVE CONFIGURATIONS ..... | 21 |
| 15.2. DMX CONFIG & MIDI CONFIG .....   | 21 |
| 15.3. Splitter & SCALER CONFIG .....   | 22 |
| 16. DIRECTORY.....                     | 27 |
| 16.1. BACK.....                        | 27 |
| 16.2. COPY .....                       | 27 |
| 16.3. PASTE .....                      | 27 |
| 16.4. DELETE .....                     | 27 |
| 16.5. SELECT ALL .....                 | 28 |
| 16.6. SELECT NONE .....                | 28 |
| 16.7. MAKE DIR .....                   | 28 |
| 16.8. CANCEL .....                     | 28 |
| 16.9. SET DIRECTORY .....              | 28 |
| 17. KEYBOARD.....                      | 28 |

## 1. Introduction

VJmachine is a fully automated and multi-faceted software for music visualization. It is ready to run by anybody, without any configuration. Very easy to adopt to any kind of event by the build in video and content features (e.g. individual video content, pictures, color correction). Just plug-in your sound source and the party can start.

VJmachine can be used on any event from the small house party or family celebration to discotheques or bigger locations.

All company and product names herein are trademarks of their respective owners.  
All rights are reserved.

If you have questions concerning this product, do not hesitate to contact us.  
You can find our contact form at: [www.VJmachine.com](http://www.VJmachine.com).  
Support queries can also be sent by email to: [info@VJmachine.com](mailto:info@VJmachine.com)

## 2. Features

- Ready-to-Run and Easy to use for everybody
- Full automatic music synchronization for the visualization
- Any Sound Source external or internal is supported (e.g. Line-in, Mic, Internal)
- Modern 3D graphics in full HD quality (1080p at 60 fps)
- Video content support (e.g. VJ videos, home videos)
- Picture integration and animations of logos, flyers and slide shows, with automatic scaling and masking
- Live Video Input integration
- Over 75 different 3D real-time scenarios
- Numerous automatic and manual video effects, which create a unique atmosphere for any event
- Several pre-configurations available
- Custom configuration maintenance support
- DMX & MIDI controller support
- Multi Video Output Device support
- Splitter and Scaler support for complex screen installations
- Marketing features make it usable as promotional platform

## 3. Installation & Update

### Prerequisites:

Windows 7 or higher (only 64bit Version)

4 GB RAM

600 MB Disk space

Graphics Card – min. 2 GB RAM

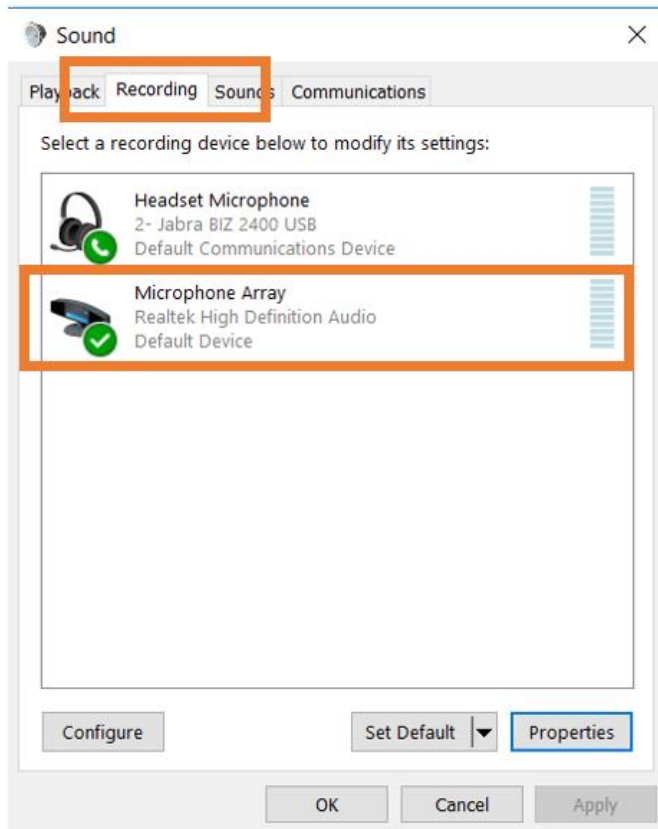
Download VJmachine and install it on your Windows computer. Please read the next points 3.1. Sound Input Devices and 3.2. Video Output Devices to finalize the configuration.

### 3.1. Sound Input Devices

VJmachine is designed to analyse any sound input external or internal for the visualization. It can be microphone, line in or music coming from your soundcard (cd, mp3, youtube, etc.)

You must **set up your sound configuration within windows before starting** VJmachine.

As sound source for the VJmachine are all configurable external or internal devices supported (e.g. Line-in, Mic, Internal). Just configure in your Windows Sound configuration your required devices as **“Default” Recording device**.



### 3.2. Video Output Devices

You can use up to 3 output devices with VJmachine software and even split the screen over them as you like (scaler and splitter). The video output devices you can use depend on the hardware you run the VJmachine software on.

You must use **“Extended”** (not duplicate/clone) **Mode in Windows Display Configuration**. The monitors you find in the Windows Display Configuration is the limiting number for your setup.

You must **connect all displays before starting** the software.

Please read chapter 3.2.1. Notebooks when you are running VJmachine on a notebook.

When you are running VJmachine on a PC with 3D graphic card with several output devices read chapter 3.2.2. Desktop PCs with Graphic Card. Use always **“Extended Mode”** in your Windows Display configuration. The first monitor is always used for the menu of VJmachine and the second as output device for the visualization.

### 3.2.1. Notebooks

When running VJmachine on a notebook you can use the notebook screen for the menu and the external video output connection (VGA, HDMI, DisplayPort or DVI) as output device. On the output device, the visualization is presented. You must use “Extended Mode” in your Windows Display configuration, the first monitor is always used for the menu of VJmachine and the second as output device.

### 3.2.2. Desktop PCs with Graphic Card

When running VJmachine on a PC with 3D graphic card the first monitor in your Windows Display configuration is used for the menu and the second screen as output device. On the output device, the visualization is presented. All devices VGA, HDMI, DisplayPort or DVI are supported.

It is also possible to connect two output devices. VJmachine have an integrated Scaler & Splitter functionality, which allows you for example to split the video output signal in two separated parts each presented on its own display (see chapter 3.2.2.1. Connecting 2 Video Output Devices in parallel and chapter 15.3. Splitter & SCALER CONFIG).





#### 3.2.2.1. Connecting 2 Video Output Devices in parallel

To use two output devices is not possible with all graphic cards. The resolution of the output device can differ. The VJmachine software always use the native resolution of the devices. The VJmachine menu is always on Screen 1 of your Windows Display configuration. If two different types of connection (DVI, HDMI, VGA, DisplayPort) to us it is usually necessary to use Active Adapter E.g. Active Adapter DisplayPort to HDMI. Perhaps you have to try a little bit around what works with your graphic card. For questions about your specific configuration, please use the contact from including your system configuration on [www.vjmachine.com](http://www.vjmachine.com).

The example here describes the connection on an older graphic card with 2 DVI, 1 HDMI and 1 DisplayPort adapter.

To use two different video output devices with VJmachine, one of the devices must be connected via DisplayPort. Therefore it is necessary to use an Active DisplayPort Adapter. Active DisplayPort Adapter are available for all connection types from DisplayPort to HDMI, VGA, DVI).

By that for example it is possible to connect one output device via HDMI and a second via DisplayPort with Active Adapter on a DVI monitor or a LED-Wall with DVI Controller Box can be used in parallel to an HD LED-Screen on the other output device.

|   |  |
|---|--|
|    | <p>Picture 1:</p> <p>Connections in example</p> <ol style="list-style-type: none"> <li>1. DisplayPort</li> <li>2. HDMI</li> <li>3. DVI-I, over this connection a optional VGA display can be connected. For that a simple passive DVI to VGA adapter is required (see Picture 4)</li> <li>4. DVI-D, over this connection the first monitor (1. Monitor in Windows configuration) for the VJmachine menu should be connected</li> </ol> |
|   | <p>Picture 2:</p> <p>Active DisplayPort zu DVI Adapter</p>   |
|  | <p>Picture 3:</p> <p>Active DisplayPort to VGA Adapter</p>   |
|  | <p>Picture 4:</p> <p>Simple passive DVI to VGA Adapter</p>   |

Possible Configurations:

1. Two DVI Displays: VJmachine menu on connection 4, DVI Display 1 (output device 1) on connection 3 and DVI Display 2 (output device 2) via active DisplayPort to DVI Adapter (see Picture 2) on Connection 1.
2. Two VGA Displays: VJmachine menu on connection 4, VGA Display 1 via passive DVI to VGA Adapter (see Picture 4) on connection 3 und DVI Display 2 via active DisplayPort to VGA Adapter (see Picture 3) on connection 1.
3. One DVI Display and one VGA Display: VJmachine menu on connection 4, DVI Display on connection 3 and VGA Display via Active DisplayPort to VGA Adapter (see Picture 3) on connection 1, or: VGA Display via passive DVI to VGA Adapter (see Picture 4) on connection 3 and DVI Display via active DisplayPort to DVI Adapter (see Picture 2) on connection 1.
4. One HDMI Display and one VGA Display: VJmachine menu on connection 4, HDMI Display on connection 2 and VGA Display via active DisplayPort to VGA Adapter (see Picture 3) on connection 1.
5. One HDMI Display and one DVI Display: VJmachine menu on connection 4, HDMI Display on connection 2 and DVI Display via active DisplayPort to DVI Adapter (see Picture 2) on connection 1.

### 3.3. Update

To update your VJmachine software to a newer release, just download the latest release and install it over the already installed version in the same directory.

## 4. License Demo versus Full Version

The following features are not working in the Demo version of VJmachine:

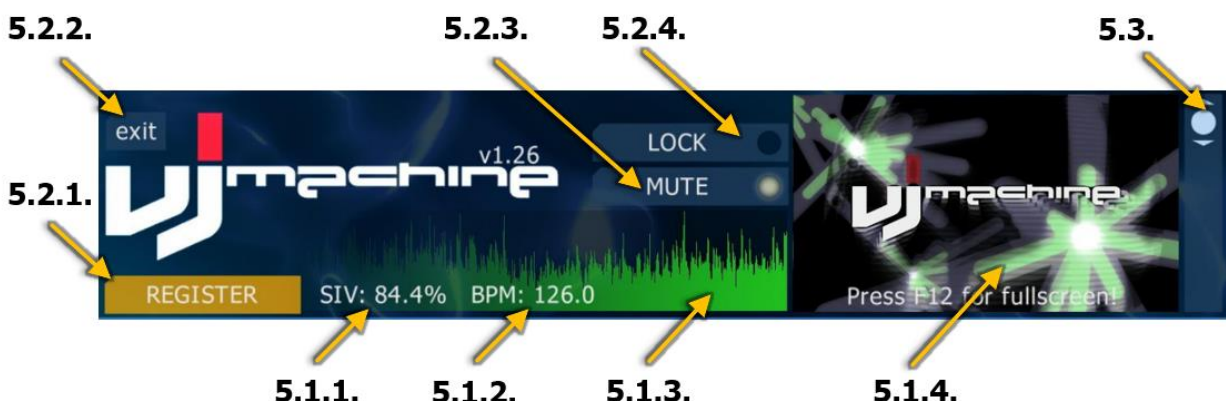
- Save and Load own configurations, this includes directories chosen for videos and pictures, at restart all is set back to standard
- Logo and Flyer features are not available
- The VJmachine logo is shown regularly

## 5. Status Bar

In the upper third of the monitor, you will find the status bar.

It displays information about any optical and acoustical signals.

Furthermore, it contains all the main functions, such as BRIGHTNESS, LOCK, MUTE, EXIT, etc.



## **5.1. Sound & Video Monitor**

### **5.1.1. SIV (Sound Input Volume)**

SIV is the automatic volume control. If the audio signal from the mixing console is too weak or too strong, this can be smoothed out by the SIV to a certain degree.

**An optimum sound volume level lies between 20% and 80%.**

Should the input signal be too low and the SIV level is already at 100%, the error message "Audio signal too low" will appear.

Should the input signal be too strong and the SIV level is below 10%, the error message "Audio signal too loud" will appear.

In this case, re-adjust the signal at the mixing console until the level is between 20% and 80%.

**Note:** Re-adjusting the signal involves a 30-second delay.

The system first checks whether it is perhaps just a break in the music (drop in beat).

### **5.1.2. BPM (Beats per minute)**

The BPM displays the exact speed of the current music track.

Because the system is intended for use in discotheques and clubs, it is capable of precisely determining speeds ranging between 110 BPM and 160 BPM.

### **5.1.3. Audio Signal**

This area visualizes the incoming audio signal.

Having adjusted the audio signal properly, the peak values of loud music instruments (visualized by green pikes) may even reach the upper margin of the display (up to directly below the MUTE button).

It is extraordinarily important that your VJmachine is able to analyse the incoming audio signal. This analysis supplies complex multi-layered information on music, rhythm and sound, which is then processed using a broad range of methods in 3D animations. It is this process that creates a unique audio-visual experience.

### **5.1.4. Video Monitor**

The monitor show the video output signal as on your presentation screen in real time. If you are using just one screen for the user interface and the presentation you can switch from presentation to menu by pressing F12 on your keyboard.

## **5.2. Status Bar Features**

### **5.2.1. REGISTER**

To register your VJmachine and get full functionality press the button. You will get forwarded to a shopping card in browser to buy the full version. The Security Key is already handed over the shopping card to finalize the order. With your invoice mail you will receive a registration key you have to enter her end press "Enter".

### **5.2.2. EXIT**

Pressing the EXIT button above and to the left of the "VJmachine" logo exits the program.

### 5.2.3. LOCK

To lock/unlock the touchscreen, press the LOCK button.  
You now have 3 seconds to confirm the command.

### 5.2.4. MUTE

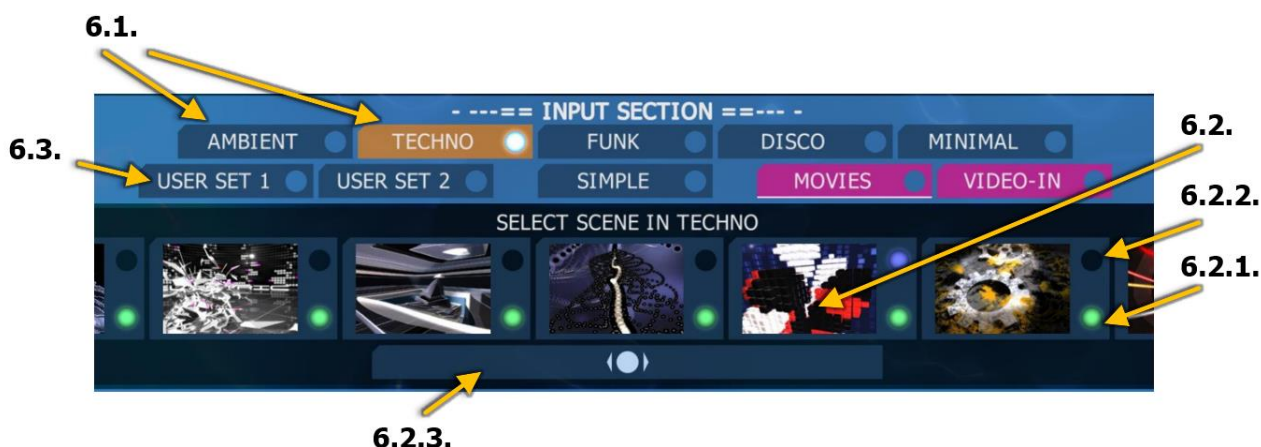
By activating MUTE, you will instantly "blacken" the whole monitor.

### 5.2.5. BRIGHTNESS

The slide control at the upper right of the monitor enables you to control the brightness of the output signal.

## 6. INPUT SECTION

The INPUT SECTION allows you to choose suitable visuals for your music genre. Your VJmachine offers you five different basic styles with 3D real time scenarios, your own VJ videos or any other videos (see next chapter 7. MOVIES) or a video input device.



### 6.1. 3D REAL TIME SCENARIOS

Once you have chosen a basic style (or a composition of your own), your VJmachine will automatically select a scene corresponding to your chosen style/composition and precisely synchronize the visuals to your music.

This selection by the VJmachine is done automatically and at random.

You can change the basic style at any time and the current scene will continue to the end before the new style begins.

**Your VJmachine has a total of more than 75 scenes from 20 different 3D worlds, which are generated in real time by a modern 3D video card.**

The content of scenes is influenced by information gained from the analysis (5.1.3.) as well as by random parameters, which are new and different within their domains of definition every time. Thus, every generated animation holds a fascinating uniqueness and ensures an unforgettable audio-visual experience.

### **AMBIENT**

Round shapes, soft transitions and subtle colors mould a perfect atmosphere to warmly

welcome the night or to bestow it with a smooth chill-out glow.  
The scene concentrates on atmosphere; rhythm is only marginally visualized.

## **TECHNO**

Straight lines, strict geometrical shapes and harsh contrasts that also color-wise play well together with hard 4/4 beats.

## **FUNK**

Warm red, brown and orange tones and playful shapes put the music's funk right up on the screen.

## **DISCO**

The color and shape designs as well as the symbols take you back to the good old days of disco.

## **MINIMAL**

The minimal scenes see shapes and colors reduced to a minimum.  
The puristic style fuses perfectly with minimal house and techno music.

### **6.2. Scene Selection**

To start right in a new scene, simply tap the icon of the respective scene.

**All the scenes have two buttons on the right-hand edge.**

The lower button (6.2.1.) indicates if a scene is activated (green) or deactivated (red) within the current selection. An activated scene (green) will be included in the VJmachine's play list.

Pressing the button again deactivates this scene for the ongoing play list (red).

The currently played scene is recognizable by a yellow flashing upper button (6.2.2.). The next scene in the play list is highlighted by a blue upper button. Activating this upper button allows you to select a different following scene at any time.

To navigate within the scene selection, just move the slide bar (6.2.3.) below the selection to the left or right.

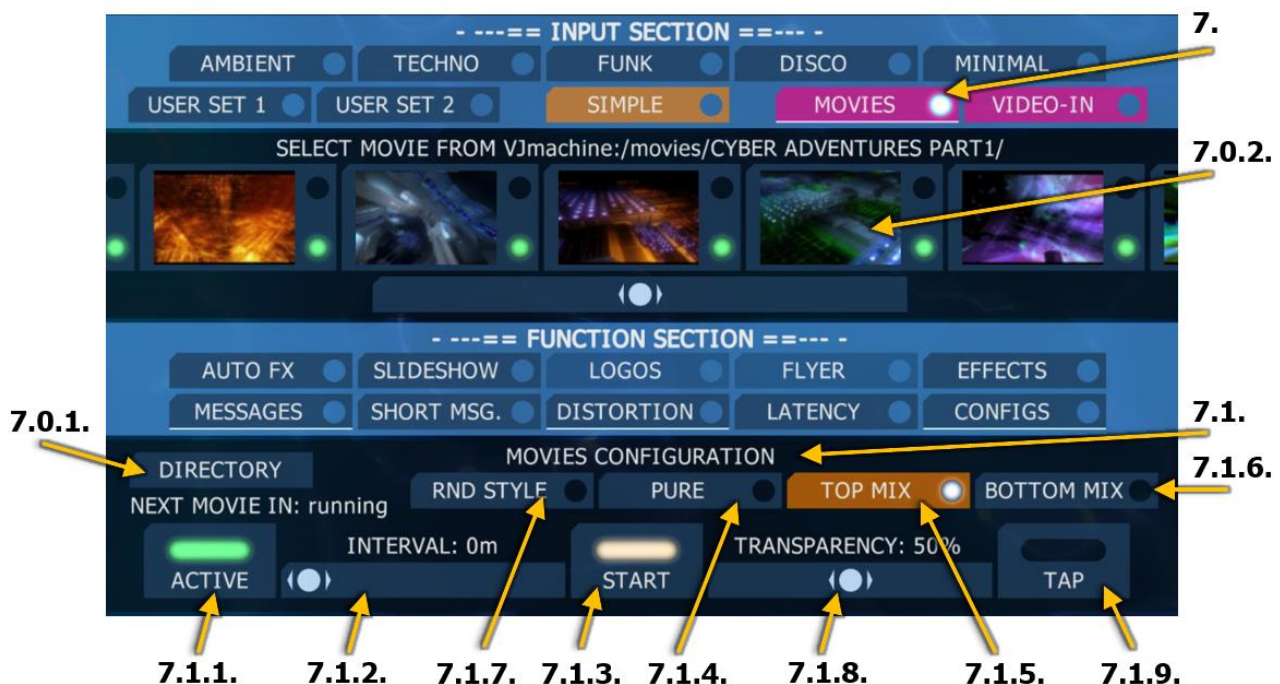
### **6.3. USER SET 1 & 2**

The user set contains all the scenarios of the five basic styles.

Here you can activate your very own favorites by tagging them and deactivate other scenes.

## 7. MOVIES & VIDEO-IN

Pressing the MOVIE button activates the video/movie feature.



Your VJmachine is delivered with more than 90 pre-installed VJ videos in HD quality, which are found in the "movies" folder and categorized in sub-folders.

To view a directory, press DIRECTORY (7.0.1.) and select a directory name (for more details on the DIRECTORY, see chapter 16. DIRECTORY).

The system adds the videos, which can then be selected by pressing the respective icon (7.0.2.).

Like in the scene selection, it is also possible to activate/deactivate individual videos and set the next video/event.

### 7.1. Movie Configuration

In the lower section of the monitor's display, you will find further options for working with videos.

Note: This option menu can only be seen by pressing the MOVIE button (7.).

➔ To play the videos at **automatically repeated intervals**, press the ACTIVE button

- (7.1.1). The length of intervals can be set by the INTERVAL slide bar (7.1.2.).  
➔ To play a randomly selected video **once**, press START (7.3.1).

You can also select the parameters for combining your videos with parallel-running animations.

You can choose between the following parameters:

- PURE (7.1.4.) – a simple cross fade between animation and video.
- TOP MIX (7.1.5.) – the video is played **above** the animation; dark color tones in a video become transparent.
- BOTTOM MIX (7.1.6.) – the video is played **behind** the animation; dark color tones in the animation become transparent.
- RND STYLE (7.1.7.) – the parameters are selected **at random**.

The degree of transparency and cross fade can be set by the TRANSPARENCY slide bar (7.1.8.).

Press the TAP button (7.1.9.) once to deactivate the pre-set cross fade.

Press the TAP button again and the cross fade will be reactivated once for a short period.

Use the TRANSPARENCY slide bar to permanently reactivate the cross fade.

**Our tip:** *The video feature is a great tool for modifying the 3D animations!*

*We particularly recommend the TOP MIX and BOTTOM MIX features.*

*If the color selection seems too arbitrary to you, this can be corrected accordingly using the effect COLOR CORRECTION.*

*The video feature can also be used to automatically play promotional videos (e.g. sponsors' commercials or animations of your own logos) at selected intervals in the animations!*

*For this, we recommend the PURE feature.*

The **TAP button** has been designed for your own personal manual control of rhythm visualizations during live performances.  
Select the directory "Black & White Noise", activate the ACTIVE button, set INTERVAL to 0, select the TOP MIX feature and set TRANSPARENCY to 100%.  
All you have to do now is tap the TAP button to the rhythm of the music.

## 7.2. Video Formats

The VJmachine use applications from the Microsoft Media Foundation to play videos.

Supported formats: **MOV**, **MP4** and **AVI**.  
Supported codecs: **H264**, **DIVX**, **XVID** and **MPG4**.

Should a format's codec not be supported, an "Unknown Codec" icon is displayed in the video task bar.

If so, please check the original file and, if necessary, convert it to an appropriate format.

You can find further information on the Microsoft Media Foundation under:

<http://msdn.microsoft.com/en-us/library/dd757927%28v=VS.85%29.aspx>

### 7.3. VIDEO-IN

VJmachine use applications from the Microsoft Media Foundation all supported devices can be used as live video input devices for example camera connected via USB or internal notebook camera.

Pressing the VIDEO-In button show you the available video-input devices and preview screen (7.3.2.)

You can configure the appearance of the video input device (7.3.3.) in your visualization the same way as MOVIES explained in chapter 7.1. Movie Configuration.



All EFFECTS configured also apply to VIDEO-IN signal. This creates cool effects and includes the party crowd into the visualization (7.3.1.).

You can find further information on the Microsoft Media Foundation under:  
<http://msdn.microsoft.com/en-us/library/dd757927%28v=VS.85%29.aspx>

## 8. FUNCTION SECTION

In the menu SELECT FUNCTION, you can select and adjust any of the additional features Picture Features, EFFECTS and Configurations of your VJmachine.



Having selected a feature, a corresponding configuration menu will appear below the task bar (8.1.).

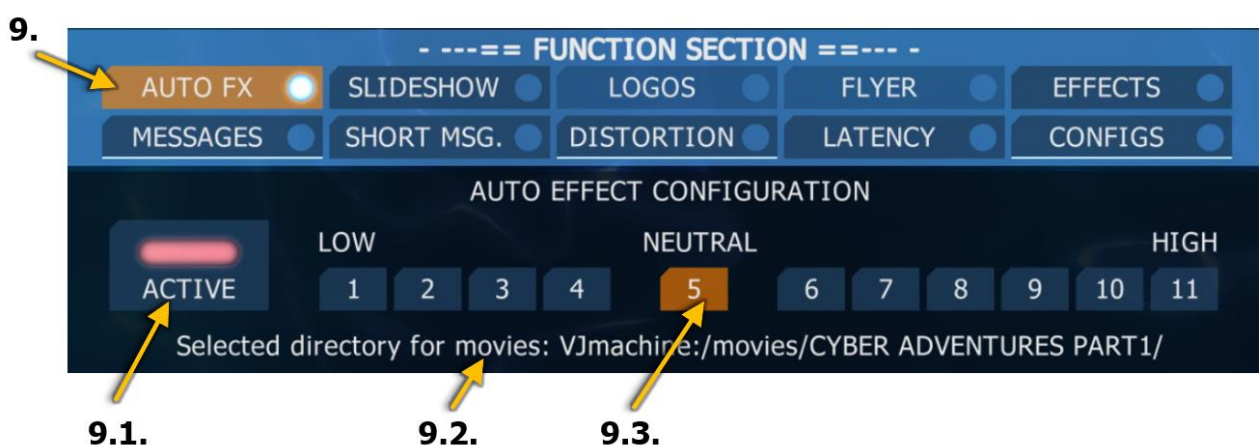
An activated feature can always be identified by the white underscore below the button (8.2.).

Example: As soon as one of the 16 messages in MESSAGES is activated, a white underscore is displayed below the MESSAGES button. Now you know that at least one of the messages is active.

Any activated message in the MESSAGES menu itself is also visible by a white underscore.

## 9. AUTO FX

With the AUTO FX function all effects from the EFFECTS and MOVIE menu are automatically and completely in sync with the music used.



The ACTIVATE button (9.1.) activate the function. The density of effects can be configured from low density 1 to very high density 10 (9.3.). For the AUTO FX function a MOVIE DIRECTORY must be configured (see chapter 7. MOVIES), the selected directory is shown below 9.2..

## 10. PICTURE FEATURES

There are three different animation features for pictures available for different purposes.

1. SLIDESHOW show a set of pictures e.g. party pictures of your friend as a show.
2. LOGOS show always just one picture at a time. The directory can have up to 16 pictures. You don't need to mask the pictures. The system automatically recognizes backgrounds that have to be masked and correctly processes all image sizes and ratios.
3. FLYER feature allows you to integrate any amount of image files as so-called flyers into the show. Due to their high content of information, flyers are animated very slowly.

### 10.1. SLIDE SHOW

The slide show feature allows you to arrange as many images as you like in an automatically animated slide show.



Supported file formats: **JPG, BMP, PNG, PIC.**

You do not have to scale images beforehand, just make sure they have been saved the right way around.

The system only supports image files without mask channels (no masked images / the alpha channel will not be supported). The system calculates the degree of the background's transparency in real time.

Although optimized for so-called party pics - portrait photographs taken with flash - the slide show can be used for all kinds of images without limitation.

- ➔ Press the DIRECTORY button (10.1.1.) (for more details, see chapter 16. DIRECTORY) and select a directory containing images you want to use in a slide show.
- ➔ To play the slide show only **once**, press START (10.1.2.).
- ➔ To play the slide show at **automatically repeated intervals**, press the ACTIVE button (10.1.3). Using the INTERVAL slide bar (10.1.4.), you can determine the intervals of different slide shows.
- ➔ ALLOW FX button (10.1.8.) enables or disables the parallel activity of the AUTO FX

function. When disabled just the Slideshow is shown without interference of any effects

Activating the buttons STYLE 1-3 (10.1.5.), you can choose between three different pre-defined animation styles.

For a random style selection, press RND STYLE (10.1.6.).

.

The additional information area (10.1.7.) on the lower left of the monitor displays which directory is selected, the number of valid image files in the directory, the approximate length of the slide show and when it will start next.

**Our tip:** Take photos of your event and copy them directly into your VJmachine. Start the slide show straight away!

The music visualization will not be affected in any way by the copying process and your party guests will be able to see themselves on the projection screen during the event – normally a cause of great astonishment!

## 10.2. LOGOS

The LOGO feature allows you to integrate up to 16 logos into the animations.

The logos have to be saved as image files on the VJmachine.

Supported file formats: **JPG, BMP, PNG, PIC.**

You do not have to mask your logos; simple, unmasked image files are sufficient.

The system automatically recognizes backgrounds that have to be masked and correctly processes all image sizes and ratios.



To obtain optimum quality, logos should have a **minimum resolution of 512\*512 pixels** and a **maximum resolution of 4096\*4096 pixels**. Plus, the outside edge of image files should be either masked out or filled with the background color. Vector formats are not supported.

- ➔ Press DIRECTORY (for more details, see chapter 16. DIRECTORY)
- ➔ and select a directory containing logos you wish to integrate into the animations.
- ➔ To display a logo **once**, press START.
- ➔ To display logos **at automatically repeated intervals**, press ACTIVE. The INTERVAL slide bar allows you to set the interval at which individual logos are displayed.

Activating the buttons STYLE 1-3, allows you to choose between three different pre-defined animation styles.

For a random style selection, press RND STYLE.

The additional information area on the lower left of the monitor provides you with an overview of which directory is selected, the number of valid image files included, which image file will be animated next and when the next logo animation will start.

***Our tip:*** Your VJmachine can also be used as an excellent promotional platform without any extra work! Even during normal operation, you can bring up and animate logos from sponsors and other advertisers!

### 10.3. FLYER

The flyer feature allows you to integrate any amount of image files as so-called flyers into the show. Due to their high content of information, flyers are animated very slowly.

Supported file formats: **JPG, BMP, PNG, PIC.**

Masked image formats are not supported.

To obtain optimum results, flyers should have a **minimum resolution of 1024\*1024 pixels** and a **maximum resolution of 4096\*4096 pixels**.

All file sizes and image ratios are always correctly processed.

Press DIRECTORY (for more details, see chapter 16. DIRECTORY) and select a directory containing flyers you wish to integrate into the animations.

- ➔ To display a flyer **once**, press START.
- ➔ To display flyers at **automatically repeated intervals**, press ACTIVE. The INTERVAL slide bar allows you to set the interval at which individual flyers are displayed.

Activating the buttons STYLE 1-3 allows you to choose between three different pre-defined animation styles.

For a random style selection, press RND STYLE.

The additional information area on the lower left of the monitor provides you with an overview of which directory is selected, the number of valid image files included, which image file will be animated next and when the next flyer animation will start.

***Our tip:*** Make your flyers for upcoming events even more effective by simply integrating them in the animation show!

## 11. EFFECTS

In the EFFECTS menu you can spontaneously select and activate additional effects live. All effects are activated/deactivated using the ACTIVE button.

You can also apply all the effects at the same time.



### 11.1. STROBOSCOPE

STROBOSCOPE is a flashing light, which is controlled by TRANSPARENCY (intensity) and SPEED.

Press ACTIVE to activate and deactivate the effect.

Pressing the TAP button will immediately run the effect once for a short duration.

### 11.2. COLOR CORRECTION

With the COLOR CORRECTION activated, you can control the intensity of the color selection by using TRANSPARENCY. Select your desired color with the COLOR bar. Pressing the TAP button will immediately run the effect once for a short duration.

### 11.3. FEEDBACK

With FEEDBACK activated, you can control the intensity of the effect by using TRANSPARENCY. Using POWER will increase the amount of white in the effect. Pressing the TAP button will immediately run the effect once for a short duration.

### 11.4. KALEIDOSCOPE

With KALEIDOSCOPE activated, you can control the intensity of the effect by using TRANSPARENCY. POWER controls the frequency of reflections. Pressing the TAP button will immediately run the effect once for a short duration.

### 11.5. TOUCH ME

With TOUCH ME activated, the respective scene will fill the whole monitor. Touching the monitor's surface now will launch pixel explosions. The intensity of these explosions can be controlled using TRANSPARENCY. The size of the explosions is controlled using POWER.

Pressing the TAP button will immediately run the effect once for just one explosion. Afterwards, the system automatically returns to the selection menu.

### 11.6. Tips on EFFECTS

*The **TAP button** has been designed to allow you to personally control the rhythm of visuals during live performances.*

*Set your desired effects beforehand (TRANSPARENCY and POWER), then tap the TAP button with one hand to the rhythm of the music. With the other hand you can switch between different effects.*

#### **Our tip for a really psychedelic mood:**

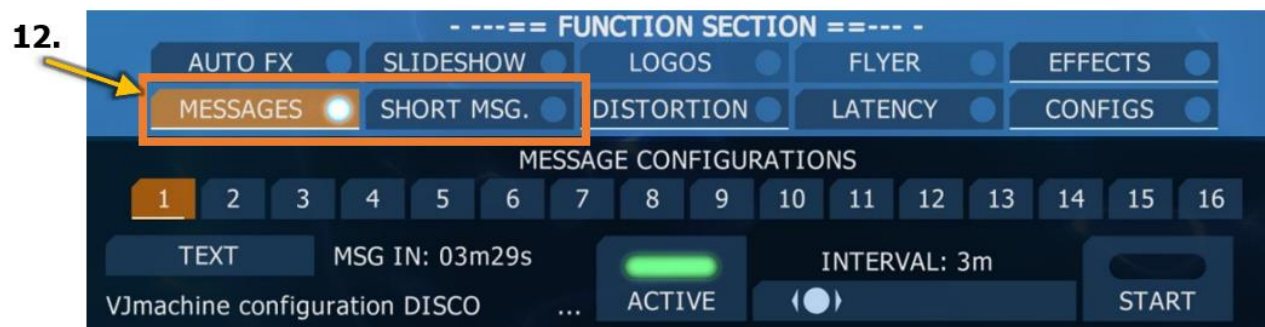
*Activate FEEDBACK, TRANSPARENCY (95%), POWER (100%);*

activate KALEIDOSCOPE, TRANSPARENCY (90%), POWER (2%);  
and (optional) activate SELF DISTORTION.

Using COLOR CORRECTION, you can also easily color your animations and adjust them to your desired color mood!

## 12. Text Features

Two different ways to show text on the visualization re possible. With MESSAGES you can schedule text messages to show them automatically. SHORT MESSAGES are for manual single appearances.



### 12.1. MESSAGES

You can write and save up to 16 messages.

Press TEXT to enter the input field (for more details, see chapter 17. KEYBOARD).

- ➔ To display a message **once**, press START.
- ➔ To display a message at automatically **repeated intervals**, press ACTIVE. The INTERVAL slide bar allows you to control the interval at which individual messages are displayed.

When the ACTIVE button is activated, it displays when the next message will be shown at the lower left of the monitor.

*Our tip: The messages offer an enormous range of possibilities! For example, you can announce events such as "Happy Hour!", present the live act of the evening, promote upcoming events, broadcast declarations of love, advertise all kinds of products, etc.*

### 12.2. SHORT MESSAGES

You can write and save up to 16 short messages.

Press TEXT to enter the input field (for more details, see chapter 17. KEYBOARD).

Short messages cannot be set to appear at intervals. They are displayed only once when the START button is pressed.

*Our tip: The short messages feature is intended for short and spontaneous messages, such as messages of affection, etc.*

## 13. DISTORTION

In the DISTORTION menu, you will find all kinds of filters to modify scenes. These are applied automatically by the system at repeated intervals. Only one effect is applied at a time. However, this varies each time.



Pressing ACTIVE activates the modification filters, which are then automatically applied.

Using the FREQUENCY slide bar, you can determine the frequency of the effects: from 0% (effects are never applied) to 100% (effects are always applied).

**Please note:** With FREQUENCY set to 0%, no effect will be visible, even if the ACTIVE button is activated.

Using the TRANSPARENCY slide bar, you can determine the intensity of the effects: from 0% (effects not visible) to 100% (effects at full power and clearly visible).

**Our tip:** To enhance the variety of your animations, we recommend always using the DISTORTION feature in combination with RND FX.

The system will automatically and autonomously select and apply the filters. We recommend not setting FREQUENCY at 100%, as the natural beauty of the scenes will no longer be visible.

### 13.1. RND FX

The random function.

With RND FX activated, the effects MIRROR PNP, FEEDBACK and KALEIDOSCOPE are used in random order.

### 13.2. MIRROR PNP

A DISTORTION effect that splits the image into segments or breaks up the pixel structure.

### 13.3. FEEDBACK

A DISTORTION effect that applies an echo effect to the image, simulating the visual characteristics of a PAL system television.

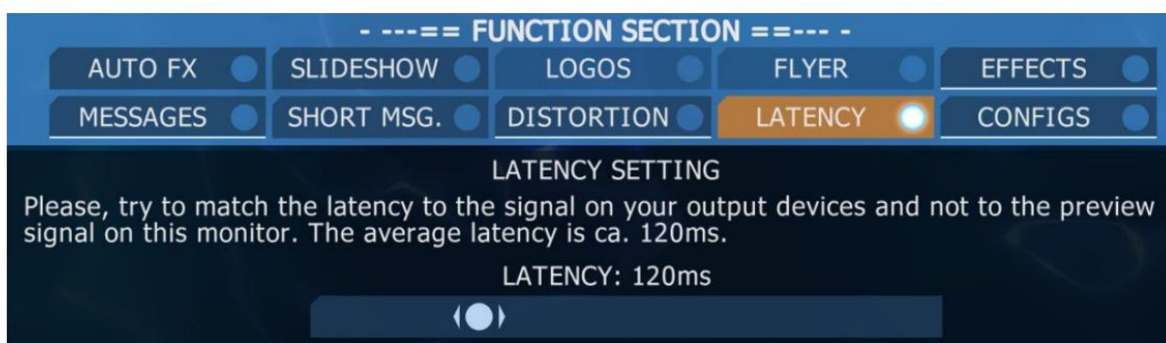
### 13.4. KALEIDOSCOPE

KALEIDOSCOPE mirrors the image fourfold (from doubled to eightfold).

Symmetrical shapes are created that are very attractive to the eye.

## 14. LATENCY

Latency compensates the calculation time of analyzing the music and rendering the animation by parallel output of the music. Latency is pre-set at 120 ms, this is should be in most cases the right value.



Should the video signal be affected by external devices, the latency has to be increased to maintain synchronization.

## 15. CONFIGS

### 15.1. LOAD & SAVE CONFIGURATIONS

Here you can use load the pre-configurations delivered with you VJmachine. You can also save and load your personalized user settings. You have 8 slots to save and load configurations.



By pressing RESET, you can return to the original factory settings at any time. Resets to the original factory settings.

### 15.2. DMX CONFIG & MIDI CONFIG

The DMX interface, allows you to control your VJmachine via a light mixing desk. Press the DMX CONFIG button to enter the configuration area.



Here you can use the buttons LEARN and CHANNEL to assign various features such as STROBOSCOPE, FEEDBACK, etc. to a light mixing desk.

- To assign a specific feature, press LEARN and move the respective light mixing desk controller.
- To assign a channel, press CHANNEL, enter the desired channel number and confirm it with ENTER.
- Pressing PAGE1/PAGE2 allows you to navigate between pages within the configuration menu.
- Press CONFIRM to accept all new DMX settings. To cancel any new settings and return to the previous settings, press CANCEL.

Functions that can be controlled via the DMX interface:

- Brightness of the output signal
- STROBOSCOPE (TRANSPARENCY, SPEED)
- FEEDBACK (TRANSPARENCY, POWER)
- KALEIDOSCOPE (TRANSPARENCY, POWER)
- MOVIE (ACTIVE, INTERVAL, START, STYLE, TRANSPARENCY)
- SELF DISTORTION (STYLE, FREQUENCY, TRANSPARENCY)

*Our tip: Controlling your VJmachine via a light mixing desk allows you to integrate it into a complex light show, whereby the light jockey takes control.*

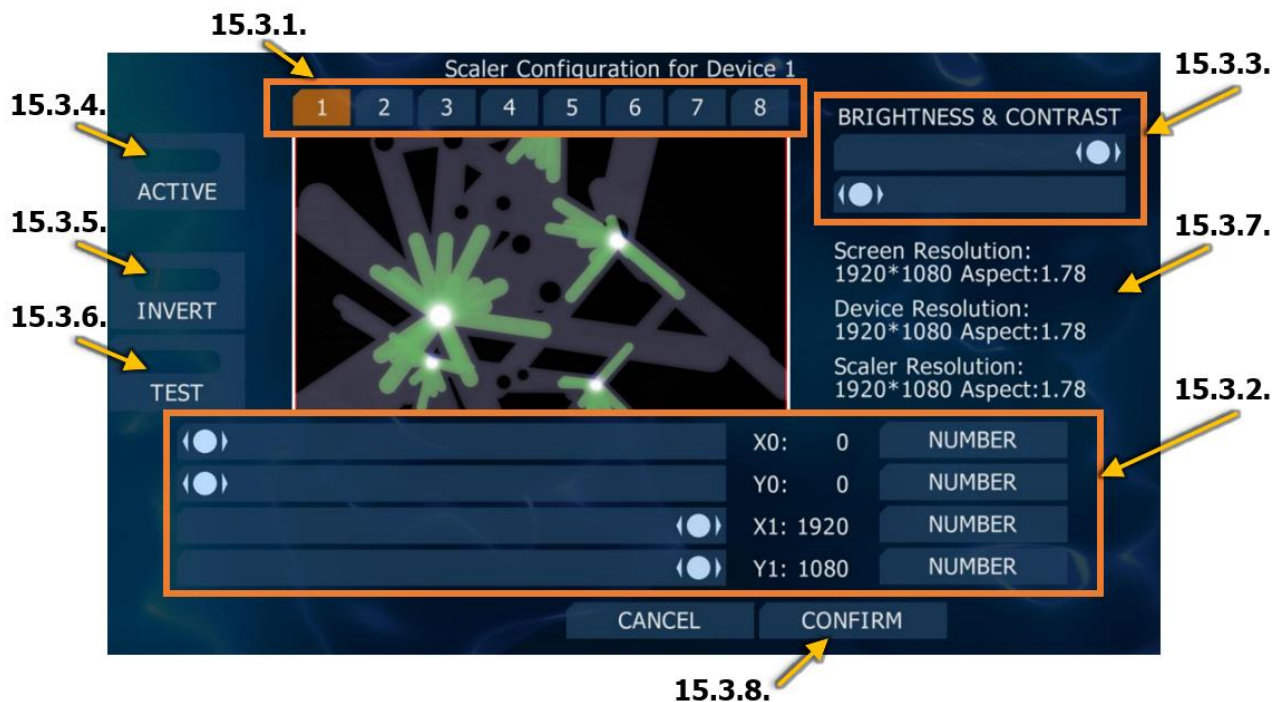
*This not only achieves better results, it also saves on personnel. A further advantage is that various features can be operated at the same time.*

*This allows you to significantly increase the effect of your live shows!*

### 15.3. Splitter & SCALER CONFIG

On top of the configuration menu are 8 so called slots (15.3.1.). They are used to split,

scale and position the animation screen up to eight times on the output device. Each of the slots can be configured independently. On top of the slot you can see the output device you are actually configuring (on the picture “Device 1”).



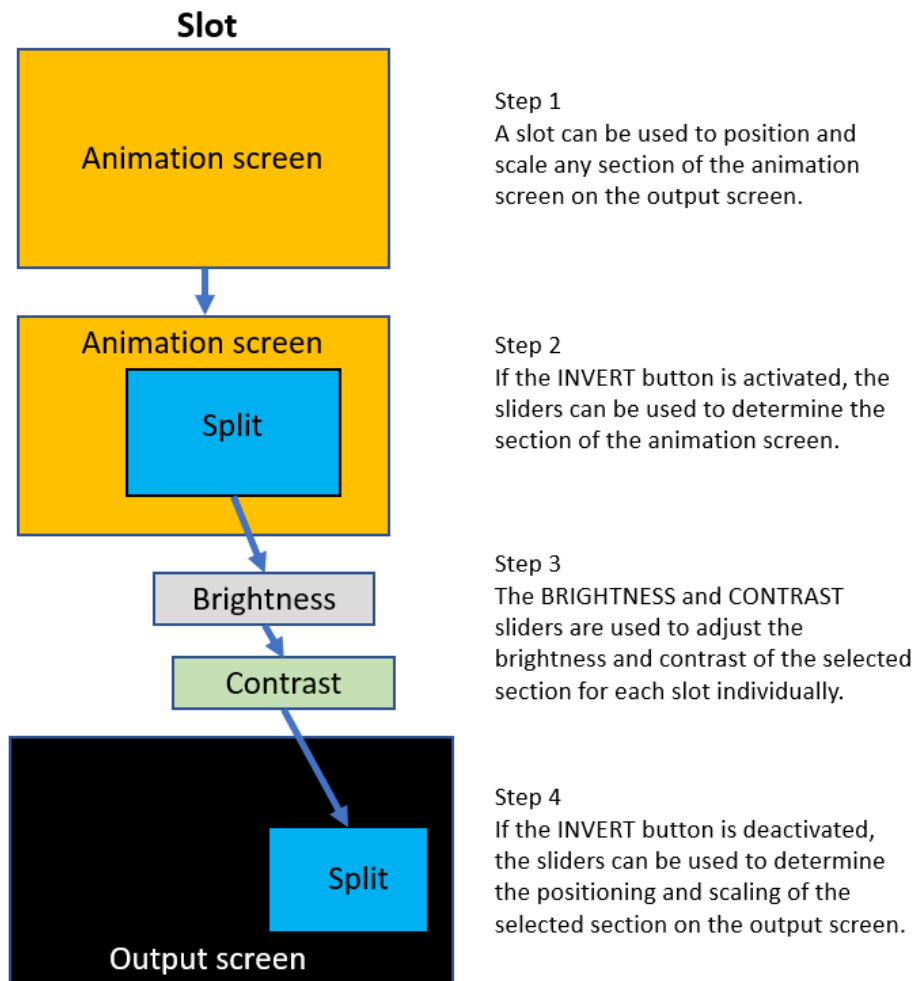
In the lower part of the configuration menu there are 4 large sliders (X0, Y0, X1, Y1, Y1) with which the positioning, scaling, and splitting of the animation screen can be adjusted (15.3.2.). The sliders X0 and Y0 move the upper left corner and X1 and Y1 move the lower right corner. With the NUMBER button, located to the right of each slider, the exact value can be entered via the keyboard mask.

On the left side of the configuration menu there are 3 large buttons: ACTIVE, INVERT and TEST.

The ACTIVE button (15.3.4.) activates the current slot setting. All slots can be activated and deactivated independently of each other.

The INVERT button (15.3.5.) sets the mode with which the sliders work. If the INVERT button is deactivated, you can use the sliders to adjust the positioning and scaling of the animation screen. If the button is activated, the sliders are used to set the section (the split) of the animation screen to be displayed by the slot on the output screen. For better orientation, in this mode you can see a slightly darkened copy of the animation screen in the background of the output screen. After you have made this setting, return to the Position/Scale mode by deactivating the INVERT button. Now the selected section of the animation screen can be positioned and scaled freely on the output screen.

Use the TEST button (15.3.6.) to activate the test pattern as a replacement for the animation screen. This makes it much easier to make adjustments.





On the right side of the configuration menu there are 2 BRIGHTNESS and CONTRAST sliders (15.3.3) with which brightness and contrast can be set individually for each slot.

Directly under the BRIGHTNESS and CONTRAST sliders (15.3.7.) you will find important information about resolution and aspect ratio of the animation screen (screen resolution), the output screen (device resolution) and the selected section (scaler resolution). Aspect ratio refers to the ratio between width and height of a single pixel, whereby the VJmachine always assumes that the ratio on the output devices is always 1 (i. e. the pixels are square), so this information is only obtained from the width and height of the screen or section.

This information can help to set the correct aspect ratio on the output device. If only one output screen is connected to the VJmachine, the triggering of the animation screen and the output screen is always the same.

If two output devices are connected, the animation screen will assume the resolution of the largest output screen. If the aspect ratio of the two devices is different, it is necessary to correct it with the splitter.

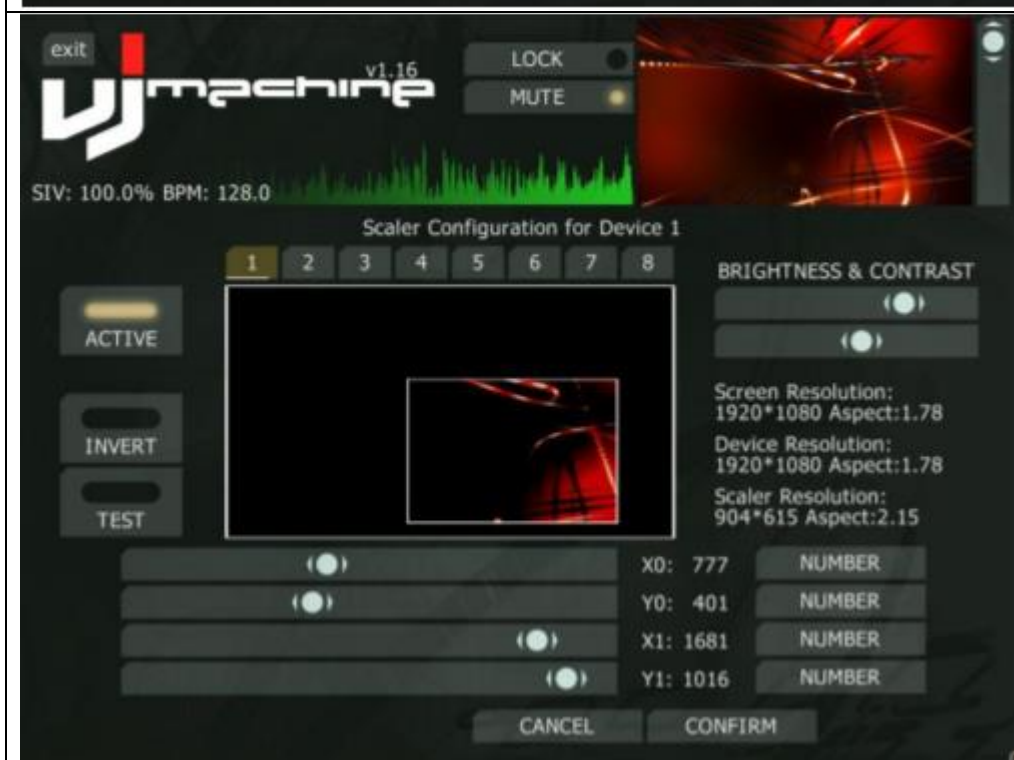
All steps shown on configuration screens

|   |   |
|---|---|
|   | <p>Step 1</p> <p>A slot can be used to position and scale any portion of the animation screen on the output screen.</p>           |
|  | <p>Step 2</p> <p>If the INVERT button is activated, the sliders can be used to determine the section of the animation screen.</p> |



### Step 3

The BRIGHTNESS and CONTRAST sliders can be used to adjust the brightness and contrast of the selected section for each slot individually.



### Step 4

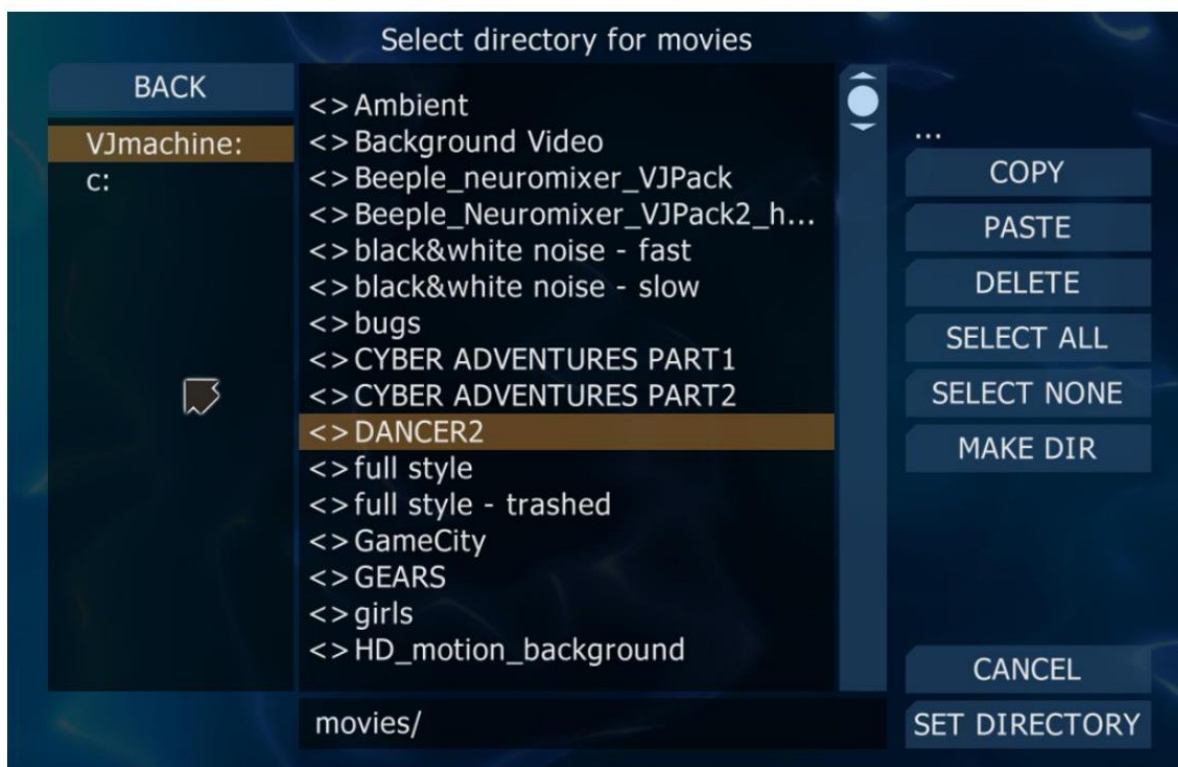
If the INVERT button is deactivated, the sliders can be used to determine the positioning and scaling of the selected section on the output screen. The ACTIVE button activates the setting, which is then immediately visible on the output screen.

### Example Use-Cases:

- 1) Two displays (1080p LED screens or video projectors) connected and you want to split the output signal in two parts, each of the two displays show one part (e.g. left and right)
- 2) 6 LED walls (100 \* 100 pixels) connected via Controller Box (DVI) on the VJmachine. The LED Controller Box is configured so that the LED walls are arranged next to each other. With the Scaler/Splitter functionality of the VJmachine you can set 6 splits one for each LED panel and position them next to each other for the LED Controller Box. Every LED panel is showing another split of the animation screen.

## 16. DIRECTORY

The DIRECTORY feature allows you to copy data files to your VJmachine and select directories whose content is to be used as a media source by a feature (e.g. LOGOS).



### The directory is divided into three sections:

The **left-hand** section shows all media devices connected to the system.

VJmachine show the installation directory of the VJmachine software.

If you are using an external drive, it will appear on the list as soon as you connect it.

The **middle** section indicates the content of the selected medium.

By clicking once, you can select a directory or individual files.

Double-clicking will navigate you inside individual directories.

The **right-hand** section lists all the features for handling files/directories.

### 16.1. BACK

Press BACK to move one level up within a directory.

### 16.2. COPY

Press COPY to copy selected files/directories to the clipboard.

### 16.3. PASTE

Press PASTE to paste files from the clipboard into the selected directory.

### 16.4. DELETE

Deletes the selected files/directories.

## 16.5. SELECT ALL

Selects all the files/directories within the selected directory.

## 16.6. SELECT NONE

Cancels the selection.

## 16.7. MAKE DIR

Creates a new directory (perfect for maintaining an overview).

Example: If you want to create several different slide shows with different themes, simply use MAKE DIR and create a directory for each slide show. Now all you have to do is save your photos in the different directories and name them accordingly.

## 16.8. CANCEL

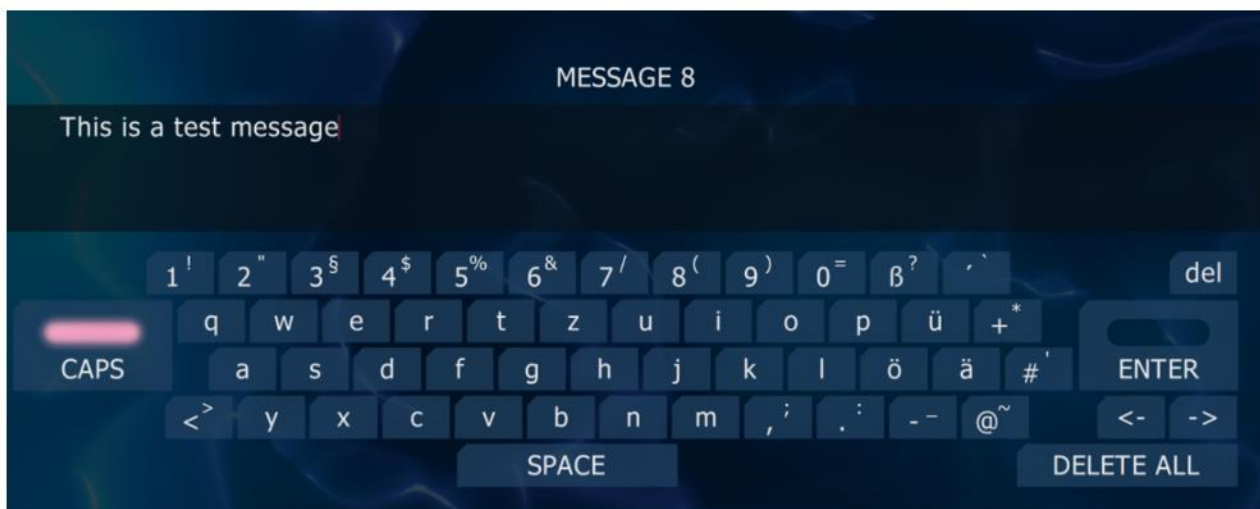
To leave DIRECTORY.

## 16.9. SET DIRECTORY

Confirms the selection of the directory you are in.

**Please note:** You have to SEE the files of the directory you want to set to actually be able to set that directory for use by a feature. The selected directory will then be used as a source directory by the feature that was previously selected.

# 17. KEYBOARD



- CAPS allows you to set letters as upper or lower case as well as use special characters.
- Press DEL to delete single letters and DELETE ALL to delete the whole text.
- Use the arrow keys to navigate within a text.
- Confirm your text with ENTER. It is then immediately ready to use.

*Astound your audience with breathtaking images!*

***Turn every night into an unforgettable audio-visual experience!***

***We wish you lots of fun using your VJmachine!***

Your **einklang.visuals GmbH**