

Gain sets how much the input volume is amplified, from **None** where the volume remains the same, to **High**, where the volume is 10 times greater. If the screen is blank, or very dark, increase this value. If the screen is close to white, decrease this value. Usually, the gain is best if set to a third along the slider.

Brightness alters how bright the colours are. If the music is quite low, **CD Equaliser** will be animating the image, but the colours will be too dark to see. If you turn up the brightness on your monitor you should see the image being animated. Rather than keep the monitor brightness high, increase this setting. If the image is too bright, decrease this setting. Usually, the brightness is best if moved within the first quarter of the slider.

This alters the speed of the image, between **Slow** and **Fast**. When set to **Fast**, the image will draw as fast as it can. This can sometimes cause the cursor to flicker. By slowing down the speed of the image, the cursor flicker should be reduced.

You can also change the image speed so that the image draws at a speed to match more closely the ambiance of the music. For slow music, you may not want the image drawing very quickly, so this control enables you to slow it down.

If this setting is checked, then when you switch the image to full screen it will draw at its fastest possible rate, i.e. as if **Image Speed** were set to Fast.

If this settings is not checked, the image draws at the same speed whether it is being displayed in full screen or not.

These buttons enable you to set the colour that will be displayed on the image when **CD Equaliser** decides that the music is loud. The colours start at the **Quiet Colour** when the music is quiet, fade to the **Loud Colour** when the music is loud, and eventually reach white when the music is loudest. The image will be black when there is no sound.

These buttons enable you to set the colour that will be displayed on the image when **CD Equaliser** decides that the music is quite. The colours start at the **Quiet Colour** when the music is quiet, fade to the **Loud Colour** when the music is loud, and eventually reach white when the music is loudest. The image will be black when there is no sound.

This slider sets how fast the red component of the colour fades out. For fast music, or music with a strong beat, increase this value. For slow or ambient music, decrease this value. If you find that red is staying on the screen too long, increase the value, and decrease it if colours in general do not stay on the screen for very long.

This slider sets how fast the green component of the colour fades out. For fast music, or music with a strong beat, increase this value. For slow or ambient music, decrease this value. If you find that red is staying on the screen too long, increase the value, and decrease it if colours in general do not stay on the screen for very long.

This slider sets how fast the blue component of the colour fades out. For fast music, or music with a strong beat, increase this value. For slow or ambient music, decrease this value. If you find that red is staying on the screen too long, increase the value, and decrease it if colours in general do not stay on the screen for very long.

If this option is checked, the image will change every n minutes, as defined by the edit box. The radio buttons define how the image will change when the timer elapses.

If this option is not checked, the image will continue until you change it yourself.

Enter the number of minutes before the image should change. The number of minutes can be between 1 and 60.

Select this option if you want to change the image to a new random image after the **Change Image Timer** has elapsed. The **Change Image** option must be selected for this option to take effect.

Select this option if you want to change the image to the next image in the list of images after the **Change Image Timer** has elapsed. The **Change Image** option must be selected for this option to take effect.

Select this option if you want to restart the current image after the **Change Image Timer** has elapsed. The **Change Image** option must be selected for this option to take effect.

If this option is selected, then the screen saver will be allowed to start when it notifies Windows that it is starting. This is the default option.

If this option is set, then the screen saver will not be allowed to start if **CD Equaliser** is running. Instead, the **CD Equaliser** window will change to take up the full screen, as if it were the screen saver. Right clicking the screen will switch **CD Equaliser** back to a normal sized window.

If this option is set, then **CD Equaliser** will suppress the screen saver if it attempts to start. This option allows you to disable the screen saver from ruining your viewing pleasure.

If this option is selected, then after a minute with no sound being heard by **CD Equaliser**, the image will use colours which are not based on the music. As soon as sound is heard again, the colours will fade out, and the music will affect the colours once again.

CD Equaliser v1.0

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CD Equaliser is a program for *Windows 95* which will animate an image based on the music being played from the audio CD in your CD-ROM drive.

For **CD Equaliser** to work, you will need the following:

- A CD-ROM capable of playing audio CDs.
- A soundcard capable of recording audio in mono, using the 11kHz 8-bit WAV format.
- A 256 colour display. **CD Equaliser** will not work if the screen resolution is anything else.

There is very little to using **CD Equaliser**. For this reason there is very little help. Each dialog box has context sensitive help, and everything else you need to know is on this page.

Further information can be found in the *README.TXT* file, which was copied to your hard disk when you installed.

Using CD Equaliser

Select an image from the **Images** menu. Configure an image by selecting the **Image** menu option from the **Options** menu.

Restart an image by left clicking the mouse on the main window.

Switch **CD Equaliser** between a normal sized window and a full screen window by right clicking the mouse on the main window.

Change the way **CD Equaliser** converts music into animation with the **Equaliser** menu option on the **Options** menu.

Change application wide settings for **CD Equaliser**, by selecting the **General** menu option on the **Options** menu.

To install a new image library (a file with the **EQL** extension), copy it to the folder containing **CD Equaliser**. The new images will be added to the **Images** menu the next time you start **CD Equaliser**.

To remove an image library, delete the EQL file. Do not do this to the *CDIMAGE.EQL* file which comes with **CD Equaliser**.

Select this option to make one end of the line move horizontally.

Select this option to make one end of the line move vertically.

Select this option to have the shape bounce around the window.

Select this option to have the shape rotate.

Select this option to have the image scale itself from small to large and back again, as it draws.

Select this option for only the points of the shape to be drawn.

Select this option for the points of the shape to be connected by lines.

This option sets the size of the points or lines used to draw the image. Setting this to a value other than 1, may cause the image to draw slower, and the cursor to flicker.

This option allows you to choose a shape to draw from a preset list. Choose **Random** for a different shape to be used, each time the image is restarted.

Select this option to have the laser-like lights displayed.

Select this option to have the lights at the bottom of the window displayed.

Select this option to have the circular lights at the top of the window displayed.

Select this option to have the pulsing sphere of light at the top of the window displayed.

Select this option to have the *inner light* pulse when the music level is low.

Select this option to have the *inner light* pulse when the music level is medium.

Select this option to have the *inner light* pulse when the music level is high.

Select this option to have the lights at the top of the screen rotate.

This option changes the width of the pen used to draw the curves. Setting this to a value other than 1, can cause the image to slow down, and the cursor to flicker.

Select this option to draw the curves using a square pen.

Select this option to draw the curves using a circular pen.

Select this option to draw the curves using a pen which is angled from top right to bottom left.

Select this option to draw the curves using a pen which is angled from top left to bottom right.

Moving the slider changes how circular the curves are. The closer to **Tight** the slider is set to, the more circular the curves will be.

Select this option for the kaleidoscope to have horizontal symmetry.

Select this option for the kaleidoscope to have vertical symmetry.

Select this option to have the bars draw horizontally only.

Select this option to have the bars draw vertically only.

Select this option to have the bars draw both horizontally, and vertically.

This option sets how wide the bars used to draw the image are.

This option sets how wide the gap between the bars are. If the slider is at the far left, no gap will be drawn between the bars.

This option sets how fast the image rotates.

This option sets the size of the shape used to draw the image. Increasing this value may cause the image to slow down, and may cause the cursor to flicker.

Select this option to draw the image using squares.

Select this option to draw the image using circles. This may cause the image to draw slower, and cause the cursor to flicker.

Select this option to have the colours used to draw the image swirl round in the direction of rotation. If this option is not selected, the image will pulsate the colours, with the centre of the image pulsing when the music is low, and the outside of the image pulsing when the music is high, or on a strong beat.

Press this button to accept the changes you have made.

Press this button to cancel the changes you have made.

