

Lighting Use Profiles

How each fixture type samples the screen

1 ScreenGlow



Direct screen-edge colour

EXAMPLE FIXTURE

LEDs around the screen perimeter



DEFAULT GEOMETRY

Screen Perimeter /
Around Screen

★ Edge depth 1–50%

2 CabinetGlow



Screen-aligned colour spread

EXAMPLE FIXTURE

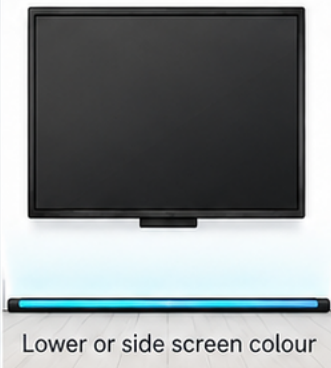
LED strip on a shelf
or cabinet



DEFAULT GEOMETRY

Straight /
Below Centre

3 SkirtingGlow



Lower or side screen colour

EXAMPLE FIXTURE

LED strip along skirting
or baseboard



DEFAULT GEOMETRY

Straight /
Below Centre

4 LampGlow



Broad source region

EXAMPLE FIXTURE

Lamp, ring light
or large diffused source



DEFAULT GEOMETRY

Cluster /
Right Centre

5 SpotGlow



Focused source region

EXAMPLE FIXTURE

Spotlight, puck light
or compact accent



DEFAULT GEOMETRY

Cluster /
Right Centre

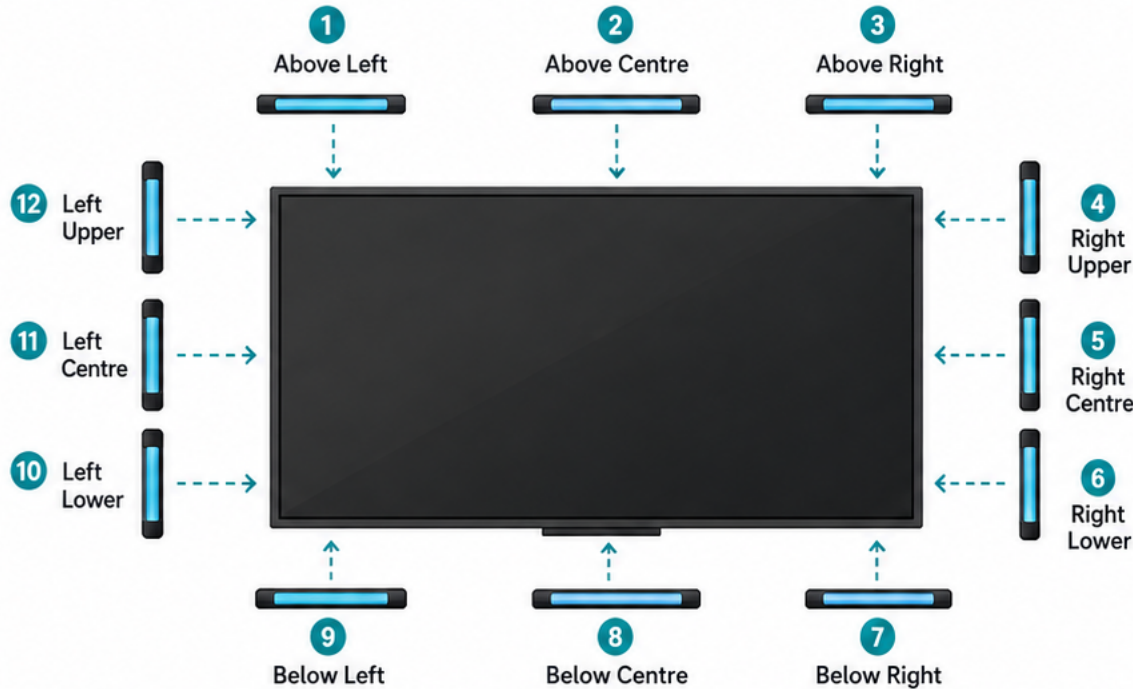


Choose the visual role first, then adjust geometry to match the real fixture.

Placement, Size and LED Path

How SceneGlow locates a fixture around the screen

FIXTURE PLACEMENT POSITIONS

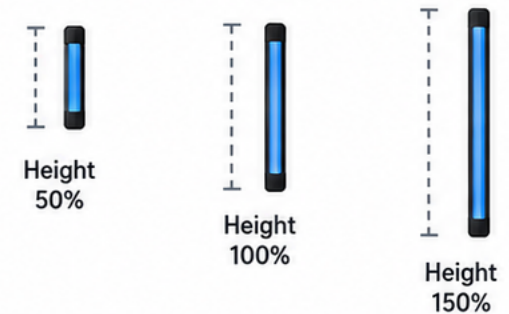


FIXTURE SIZE RELATIVE TO SCREEN

WIDTH (horizontal)



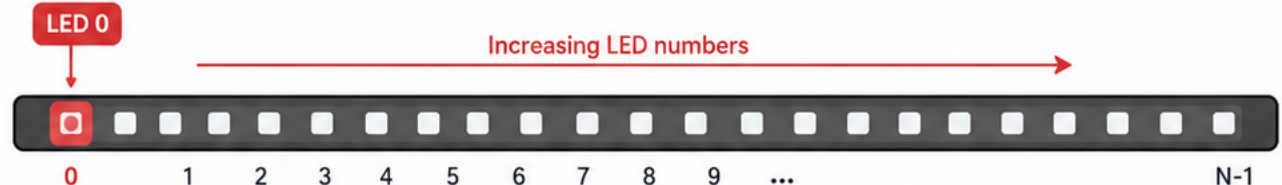
HEIGHT (vertical)



Percentages are relative to the screen's width (for width) or height (for height).

LED 0 AND DIRECTION

LED 0 is the first pixel in the fixture.
The arrow shows the direction that LED numbers increase.



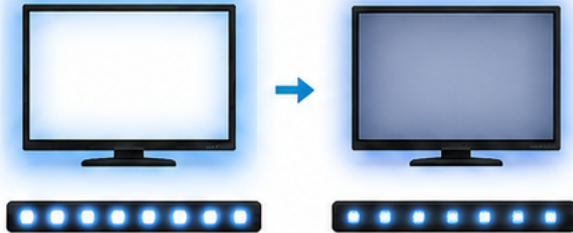
Basic Output Settings

What each WLED tuning setting changes

1 Output brightness cap

Before

After

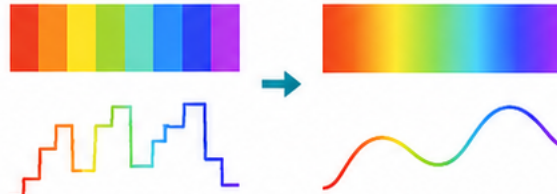


Limits this fixture after shared brightness.

2 Smoothing

Before (Low)

After (High)



Higher = calmer but slower.

3 Black threshold

Before (Low)

After (High)

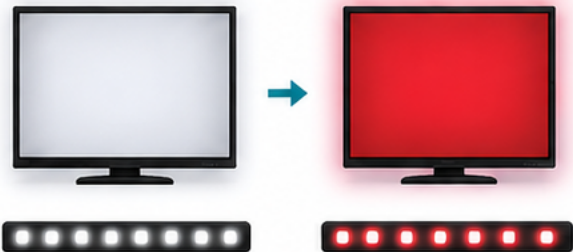


Suppresses near-black noise.

4 White suppression

Before (Low)

After (High)

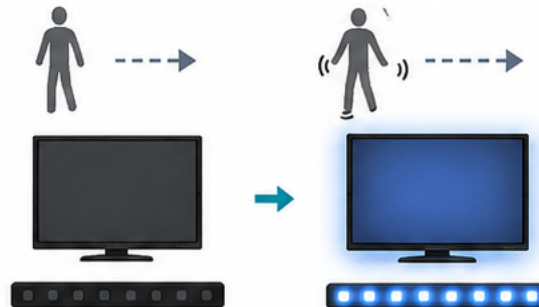


Reduces sustained white/grey output.

5 Motion sensitivity

Low Sensitivity

High Sensitivity



Changes how motion-driven effects trigger.

6 LED sync delay

Delay Earlier (-)

On Time
(0)

Delay Later (+)



Aligns lighting with the displayed picture.

These settings apply per WLED output.

Effect Modes and Controls

How SceneGlow animates a fixture path

EFFECT MODE EXAMPLES

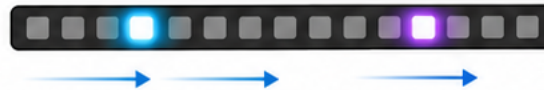
1 Off — normal sampling

Direct colour mapping along the fixture.



2 Motion Pulse

Coloured pulses travelling along a path.



3 Edge Echo

Screen-edge impact creating a two-way ripple.



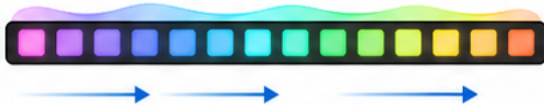
4 Ambient Wash

One averaged colour lighting the first portion of the strip from LED 0.



5 Viscous Motion

Multiple colours flowing and blending along a path.



6 Scene Aura

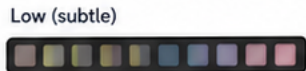
A calm, room-wide ambience effect derived from the scene.



EFFECT CONTROLS

1 Effect Strength

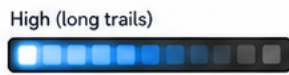
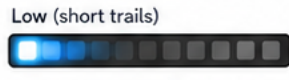
Blends the effect with the underlying scene colours.



0% 100%

2 Trail Persistence

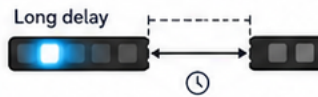
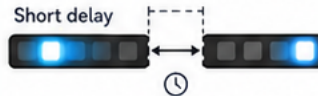
Controls how long motion trails remain visible.



0% 100%

3 Continuation Delay

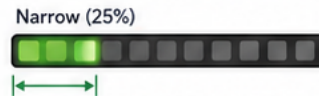
Delay before an effect restarts after reaching the end.



0s 2.0s

4 Ambient Wash Strip Coverage

Sets how much of the strip is covered from LED 0.



0% 100%

5 Ambient Wash Trailing Fade

How smoothly the wash fades at the end.



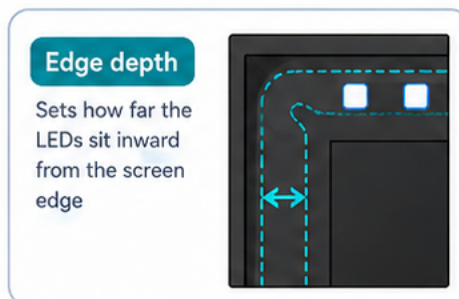
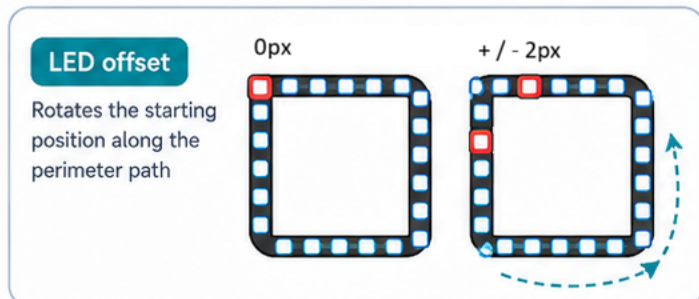
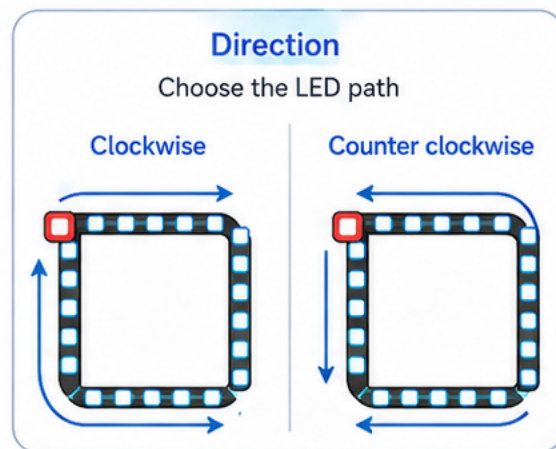
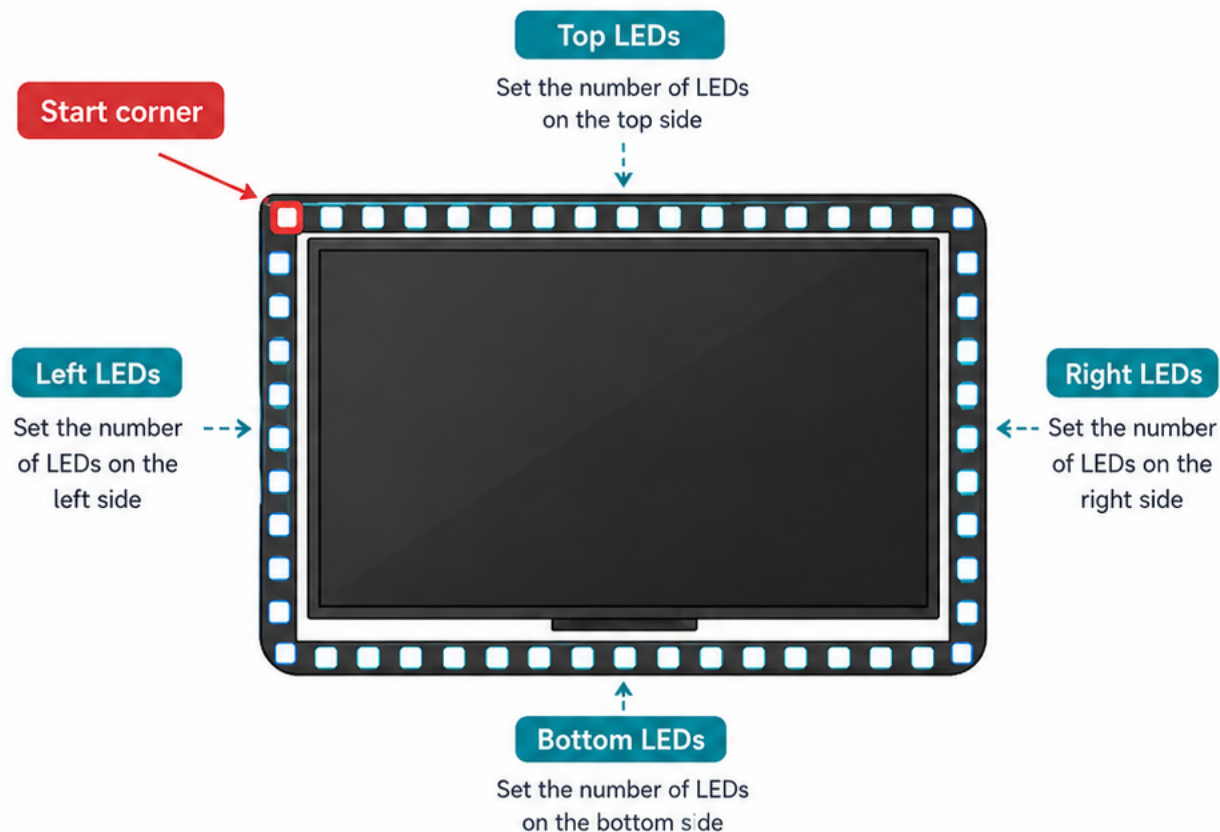
0% 100%



Effects follow the configured fixture geometry and LED order.

Screen Perimeter Layout

Configure a TV backlight strip around the screen



CHECKLIST

- Side counts must equal Total LEDs**
The sum of all four sides must match your Total LEDs.
- Use Around Screen placement**
Select Around Screen to enable perimeter configuration.
- Correct corner and direction before offset**
Choose the start corner and direction first, then set offset.

Straight Layout

For shelves, skirting, light bars and vertical runs

STRAIGHT FIXTURE EXAMPLES



MORE STRAIGHT LAYOUT IDEAS



Shelf
Below Centre



Tower
Right Centre



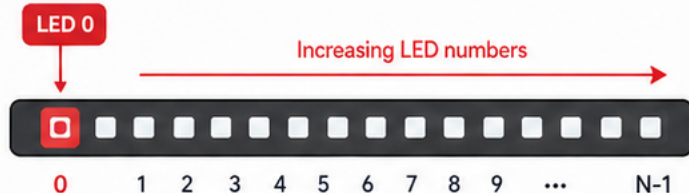
Accent
Up Left



Skirting
Below Screen

DIRECTION FROM LED 0

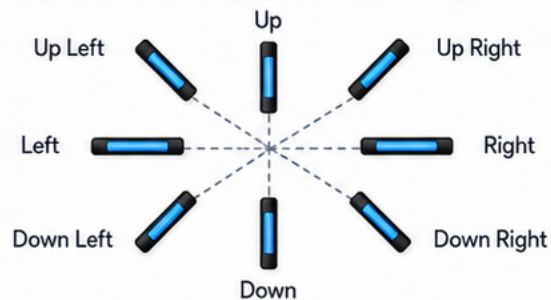
LED 0 is the first pixel in the fixture. The arrow shows the direction that LED numbers increase.



SETTINGS THAT AFFECT A STRAIGHT FIXTURE

- 1 Placement relative to screen**
Where the fixture is positioned around the screen.
- 2 Fixture width**
The length of the fixture as a percentage of screen width.
- 3 Fixture height**
The height/thickness of the fixture as a percentage of screen height.
- 4 Direction from LED 0**
The direction that LED numbers increase.

DIRECTION OPTIONS (8 SUPPORTED)



EXAMPLE SETTINGS

1 Shelf	Below Centre Placement	75% Width	5% Height	Right Direction
2 Tower	Right Centre Placement	5% Width	143% Height	Down Direction

L Shape Layout

For one strip with two perpendicular legs

EXAMPLE L SHAPE FIXTURES

Turn Right (└ shape)



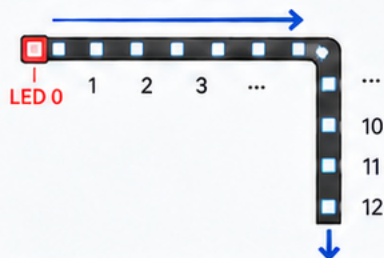
Turn Left (┐ shape)



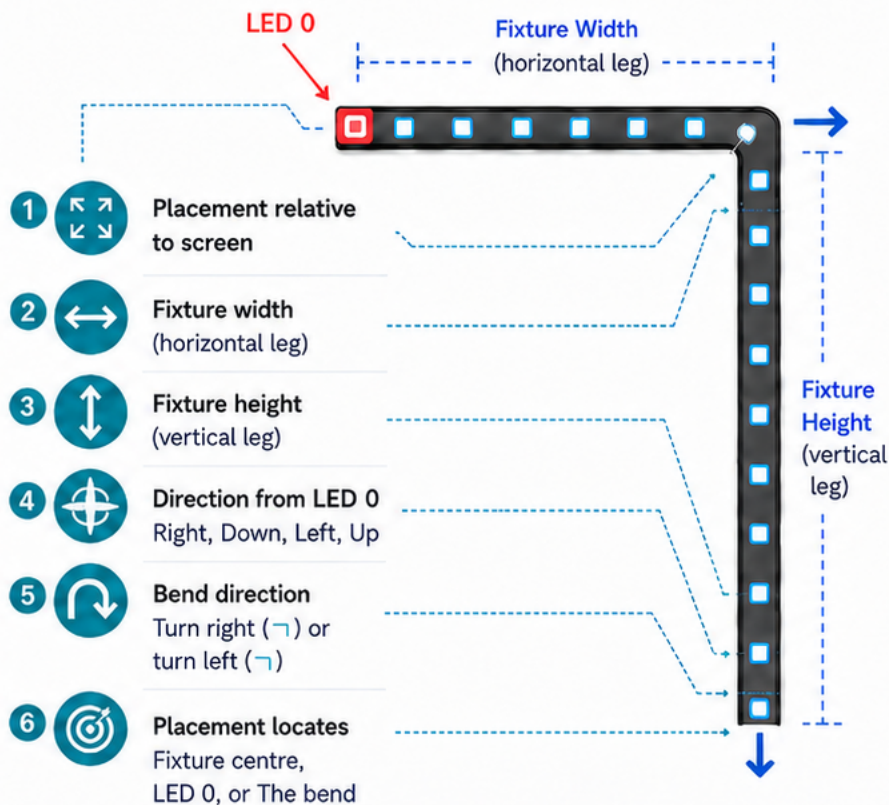
FOLLOW THE PATH



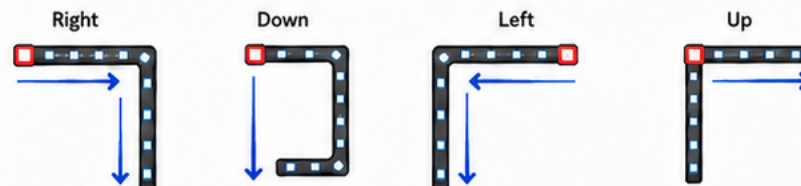
Stand at LED 0 and follow increasing LED numbers.



L SHAPE SETTINGS (WHAT YOU CONFIGURE)

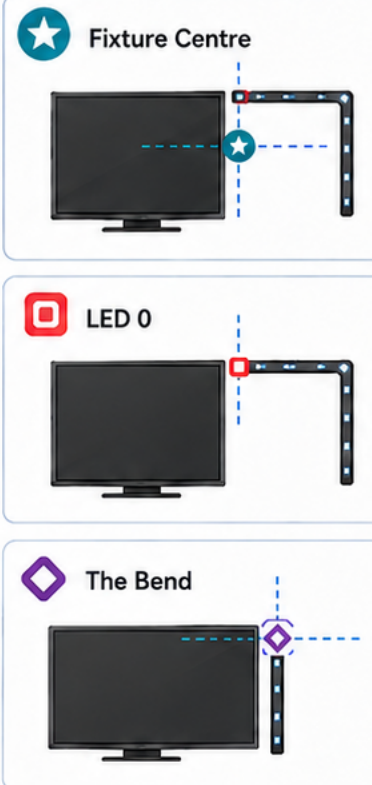


DIRECTION FROM LED 0 (START)



PLACEMENT LOCATES

Choose which point on the L shape SceneGlow uses to position it relative to the screen.



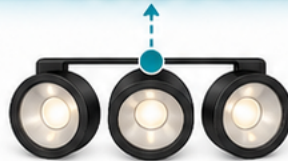
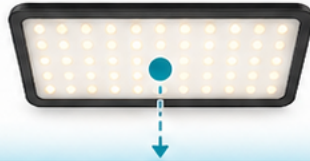
REMEMBER
Width describes the horizontal leg.
Height describes the vertical leg.

Cluster Layout

For compact lights, bulbs, panels and spot groups

WHAT IS A CLUSTER?

A Cluster treats multiple LEDs as one fixture with a single placement and size.



● = Placement point

All LEDs in the cluster sample the same placement point.

SETTINGS THAT AFFECT A CLUSTER



Placement relative to screen

Moves the entire cluster's sample point around the screen.



Virtual width

Changes the cluster's virtual width for effect size.



Virtual height

Changes the cluster's virtual height for effect size.



Cluster flow mode

Controls how LEDs in the cluster animate in sequence.

CLUSTER FLOW MODES

1 Whole Fixture

All LEDs act together



All LEDs show the same color at the same time.

2 LED Zero To Last

Sequence from first to last LED



Animation starts at LED 0 and moves to the last LED.

3 Last To LED Zero

Sequence from last to first LED

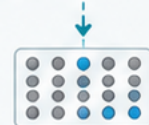


Animation starts at the last LED and moves back to LED 0.



HOW IT WORKS

All LEDs in the cluster sample the same placement point on the screen.



Width and height settings adjust the virtual physical size used for effects.

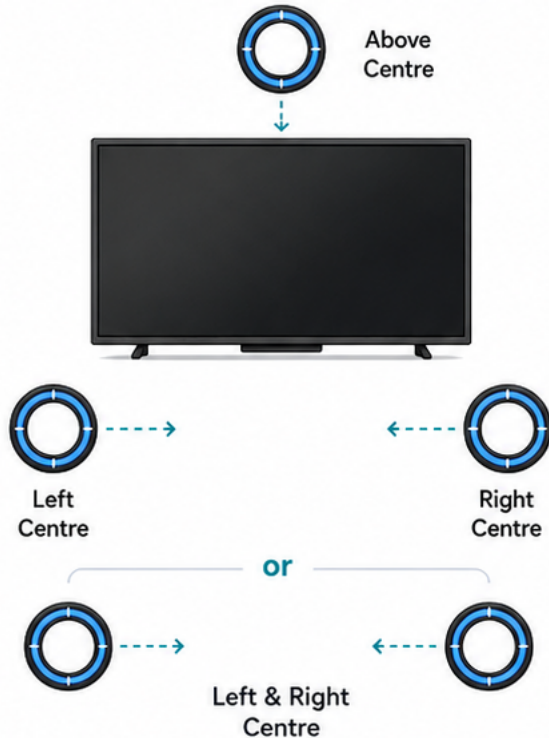


REMINDER: Best for compact diffused fixtures or tight LED groups.

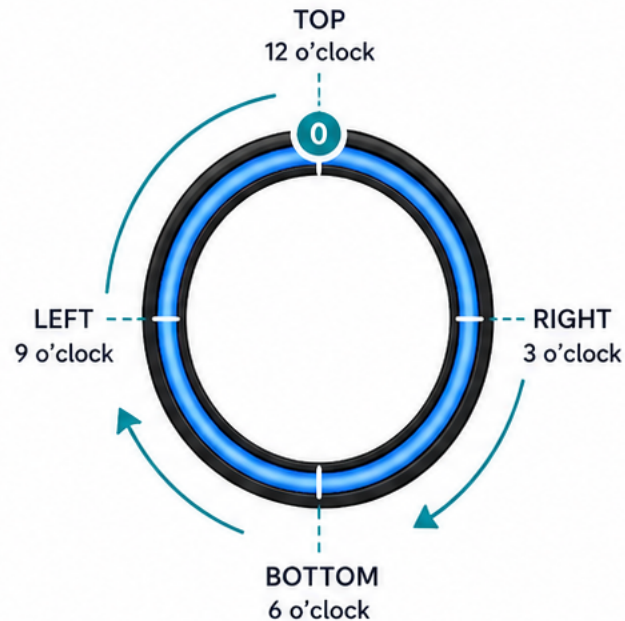
Ring Layout

For circular and oval fixtures

PLACEMENT RELATIVE TO SCREEN



RING FIXTURE ANATOMY



DIRECTION



Clockwise
(default)



Counter
clockwise

SETTINGS THAT AFFECT A RING FIXTURE



Placement relative to screen

Where the ring is positioned around the screen.



Fixture width

Controls the horizontal size of the ring.



Fixture height

Controls the vertical size of the ring.



LED 0 clock position

Top, Right, Bottom, or Left.



Direction

Clockwise or Counter clockwise.



EXAMPLE SETTINGS

LampGlow	Ring
Placement	Right Centre
Width	30%
Height	30%
LED 0	Top
Direction	Clockwise

CIRCLE (EQUAL)



Equal width and height
create a perfect circle.

ELLIPSE (DIFFERENT)

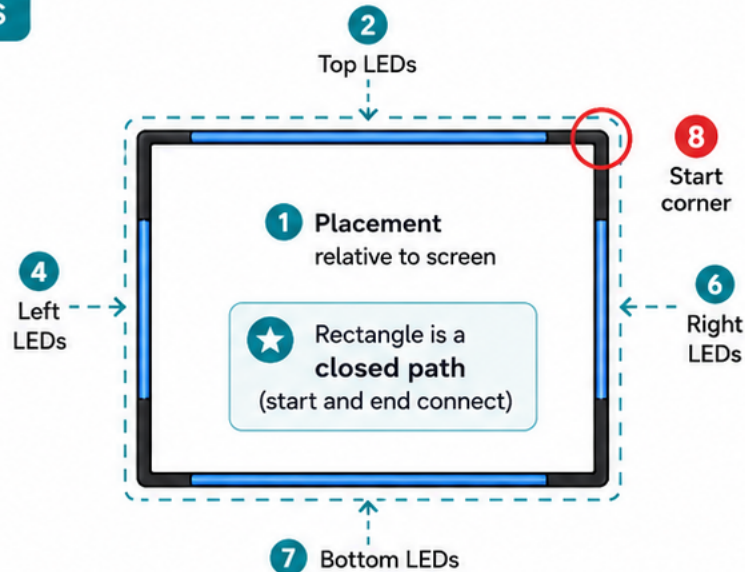


Different width and height
create an ellipse.

Rectangle Layout

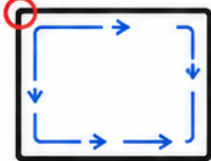
For cabinet frames, wall panels and rectangular outlines

RECTANGLE LAYOUT CONTROLS

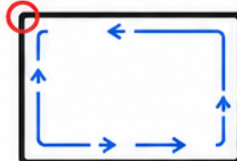


9 Direction

Clockwise



Counter clockwise



10 LED Offset (corner gap)



Increase offset to move the start point away from the corner.

LAYOUT COMPARISON

Screen Perimeter



Follows the screen edge.

Rectangle (separate)



Independent rectangle anywhere near the screen.

QUICK CHECKLIST

- ☒ Side counts must equal Total LEDs
- ☒ Use width and height to size the rectangle
- ☒ Use offset only after corner and direction are correct

SETTINGS THAT AFFECT A RECTANGLE

1 Placement relative to screen

Position the rectangle anywhere around the screen.

2 Fixture width

Set the horizontal size of the rectangle.

3 Fixture height

Set the vertical size of the rectangle.

4 Left LEDs

Number of LEDs on the left side.

5 Top LEDs

Number of LEDs on the top side.

6 Right LEDs

Number of LEDs on the right side.

7 Bottom LEDs

Number of LEDs on the bottom side.

8 Start corner

Choose which corner is the starting point.

9 Direction

Choose Clockwise or Counter clockwise.

10 LED offset

Add spacing between the start point and the corner.