

The Holotope - Instruction Guide

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CAUTION: It is unsafe to look directly into the Holotope Light Projector LED's:
*Light Labyrinth & Holotope projectors startup at 50% maximum light intensity.
Begin all light programs at >50% of maximum light intensity until eyes adjust.
For those with a history of ocular impairment, consult an eye doctor before use.*

IMPORTANT:

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Holotope Hardware Components



- a. MIDI box with USB cable (printer style)
- b. MIDI cable (5-pin)
- c. IR sensor
- d. Projector Power cable
- e. Quick Start Remote Guide & Instruction Manual
- f. Projector Remote Control
- g. USB drive with ResLight Player Software (Mac & PC)**

**** You will need a laptop or computer (not included) to run the ResLight Player.**

Holotope Artwork Setup

1. Begin by setting up the Holotope artwork (tripod version shown).



Tripod Holotope in Storage Bag



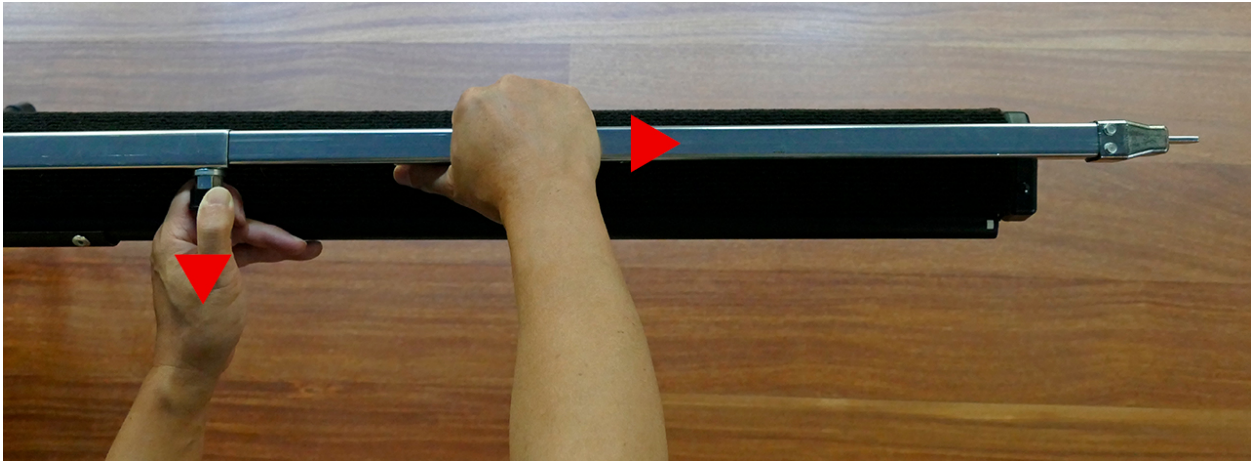
Tripod Holotope outside Storage Bag

2. Balance the Tripod Holotope on a chair with the tripod legs up as shown.
The chair will hold the canvas while you are setting up the legs of the tripod.



Tripod Holotope in locked position on chair

3. From the backside of the chair, pull the knob TOWARD you while pulling the shaft extension OUT together will release the canvas from the tripod stand.



Releasing Canvas from locked position

4. Separate the canvas from the tripod in an X-configuration before opening legs.



Canvas orientation before opening tripod legs

5. Release the tripod legs by pulling on the triangular cap located on the base of the central shaft. Pulling on the cap releases the lock and opens the legs.



Releasing the tripod legs



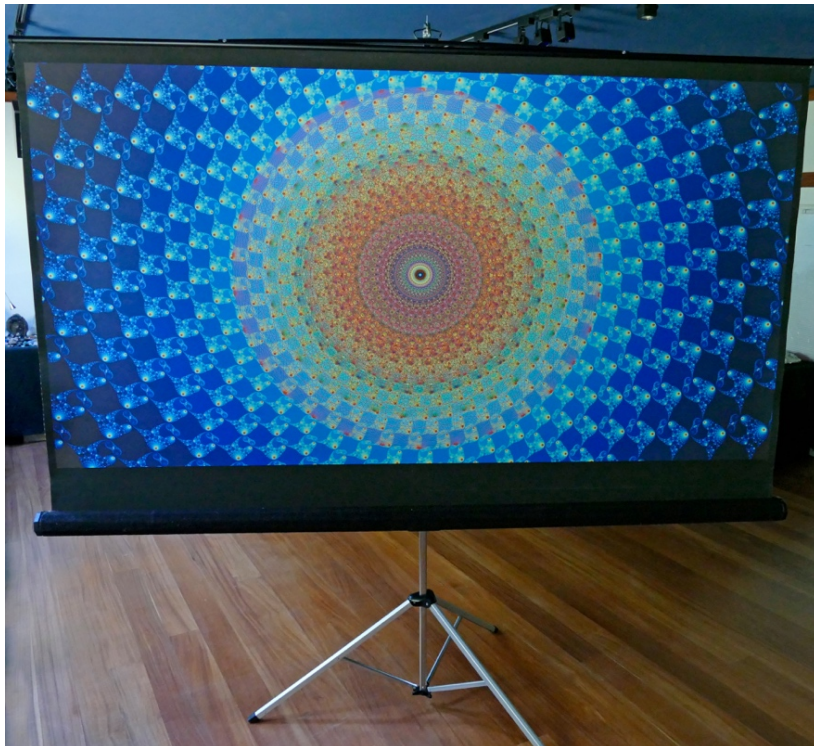
Opening the tripod legs

6. Standing up the tripod, make sure the canvas handle is pointing UP.



Tripod orientation before opening canvas

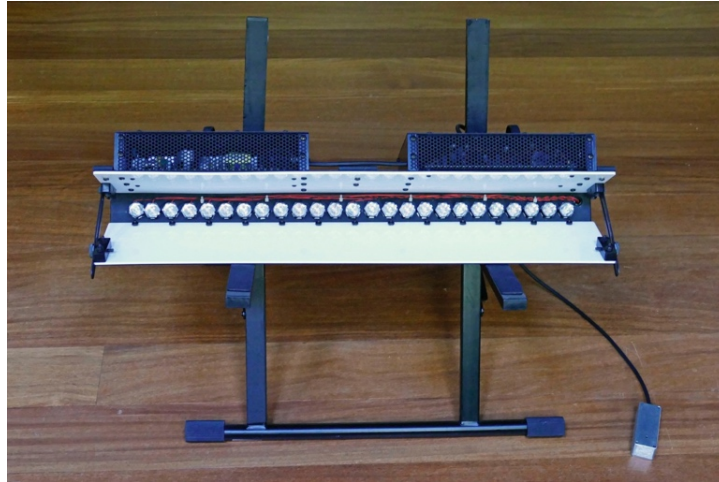
7. By pulling the knob on the shaft and pulling up the shaft extension, adjust the height of the shaft to fit the height of the room. Be sure to lock shaft extension into place. Finally, pull the canvas UP until handle rests on top hook.



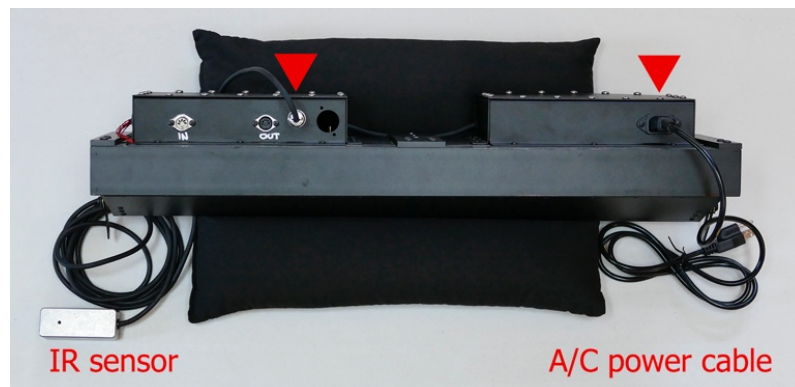
Tripod Holotope Canvas Setup Complete

Holotope Projector Setup

1. Set up your projector on the optional stand or a standard chair with the projector lights facing the Holotope artwork.



2. Plug the IR (Infrared) sensor and plug the A/C power cable into the projector.



3. *Do not look directly into the projector as it is being plugged in.*
When plugging in the projector, you will see a flash of lights indicating power is being received. Plug the power cable into a 3-prong wall outlet (or grounded A/C power adaptor if outside USA). After a quick flash of light, the projector lights will turn off and your projector now is ready for use.
4. Point the Projector Remote at the micro LED receiver on the IR sensor box. Press Power on the remote (refer to Quick Start Remote Guide if necessary). The default startup program is Dream Sequence 1 at 70% brightness.
5. Angle the projector so that the light will be facing the center of the artwork.
6. You can run the Holotope projector by remote alone. For dynamic, real-time mixing, use the ResLight Player application provided on USB pen drive. When setting up the ResLight Player, be sure to boost the brightness level on the remote up to 100%.

There are several features available on the remote that allow you to select preset sequences, select single colors, color blending, or adjust brightness and strobing features.

Remote Control Buttons

Power: Power On/Power Off

The Power button initiates the first “Dream” sequence (non-strobing Dream program). This sequence will remain active, and loops until another has been selected. “Serenity” repeats every 3-6 minutes, each time in a different variation, until you activate another sequence.

NOTE: Turning the equipment off will restore defaults and will start with Dream program.

Program

When in Music Visualizer or MIDI modes, the Program button resets command functioning back to the remote control and automatically starts the first “Dream” sequence.

MusicViz (Light Labyrinth only)

Use this button to animate vocal or instrumental sounds or pre-recorded music into colored light. For detailed description of how to use this feature, refer to *Light Labyrinth Instructions*. Press Program button to exit Music Visualizer mode, equipment returns to the first “Dream” sequence.

White/Smooth (Light Labyrinth only)

In the Dream/Journey/Light Forms programs this button mixes white light into the sequence. (For Light Boxes in Music Visualizer mode, this controls visual smoothness of music rendering.)

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Brightness/Gain*

This button controls brightness in the Dream/Journey/Light Forms/Chakras programs. (For Light Boxes in Music Visualizer mode, this controls the sensitivity of music rendering.)

Single Colors - Basic

Press this button to start basic Single Colors, then use the color-coded buttons to choose a color (default is red). This allows you to work with 1 color at a time, while strobing or non-strobing. Press “Strobe Single Colors” button to activate/de-activate strobing while in single color mode.

To mix two colors in Single Colors, press the color you want to start with, wait for it to fade in. Next, press the color you want to mix in (will start fading in), then press Pause button as the new color fades in to capture a blend of two colors. Press Pause again to complete the cross fade.

NOTE: The transition between two colors must complete before you can activate a new color.

Single Colors - Complex Color Combining "Mix-a-licious"

If you're already in Single Colors, press "8" to start Complex Color Combining.

If another feature is currently active (like the Dream/Journey/Light Forms/Chakras), simply press Single Colors followed by number button "8" to begin Complex Color Combining.

1. You'll see a single pulse of green, verifying that the feature is activated.
2. Use the color-coded buttons to select a specific color.
3. Use the **Brightness/Gain** button to fade the selected color in and out. You can press repeatedly for small changes, or hold the button down for bigger adjustments.
4. Then select another color. It will be assigned the "new" color. You can then use the Brightness/Gain button to fade the second color in and out.
5. The **White/Smooth** button will now be assigned to the "previous" color, so you can play around with fading it in and out as well.
6. You can add multiple colors to create a really beautiful combination.
7. Press "9" to return to basic single colors.

Pause

Pause will freeze the active program. Press again to toggle Pause On and Off. This is useful for capturing particularly beautiful color combinations. If a strobing program is active, the Pause button will not stop the strobing, it will only halt the cross fading of the colors. Also, press Pause to "freeze" transitions when cross fading colors in Single Colors.

Numbered/Colored Buttons 1 through 9

These buttons perform more than one function depending on the program that is currently activated. In Single Color mode, buttons 1-7 represent the individual LED colors as shown: (1) Red, (2) Orange, (3) Yellow, (4) Green, (5) Blue, (6) Violet, (7) White, (8) Mixing, (9) Exit

These buttons also contain preset sequences for the lighting programs called Dream, Journey, Light Forms, and Chakras. Select one of these programs and then use these nine buttons to choose individual sequences within that program set. (Refer to Remote Control Light Programs)

NOTE: If you select the Dream or Light Forms program which expects further 1-9 button instructions and you don't press a following command button for 5 seconds, the first sequence is chosen and that sequence will begin automatically and loop continuously.

Next (Color or Program)

This button advances to the next color, or program option, or sequence of effects (Journey only); depending on what single color setting or pre-composed light programs you are currently running. (For the Dream/Journey/Light Forms/Chakras programs and Single Colors only)

Dream, Journey, Light Forms, and Chakras

When initializing light programs, brightness is set at 70% to allow the viewer time to adjust. These precomposed light programs are more fully described in detail on pages 13 - 15.

Save/Recall - Saving and Recalling Favorites

For Dream, Journey, Light Forms, and Single Colors custom color mixes

A “Favorite” is a way of storing a collection of lighting effects that can then be recalled quickly. For example, if you have been working with a program and have found a compelling combo of color cross-fade speed, strobing depth, frequency, etc. You can store this combination of settings as a Favorite that can be recalled with a single button. Up to 9 Favorites can be stored, and they will not be lost if you turn off power or unplug the unit.

1. To save a Favorite, press Save button followed by the number where you want to save it.

NOTE: A green light will flash when saving.

2. You may want to keep a list of the Favorites you have saved and their numbers.

3. To recall a Favorite, press the Recall button followed by the number where you saved it.

NOTE: A red light will flash if you try to recall a preset number that has never been saved.

When you press Save or Recall, the current program stops and fades out.

4. To erase all Favorites, press Save, and then press Stop. It will take several seconds for all nine to be erased. A green light will flash when erasing is complete.

Motor Control

This button only applies to versions of Light Labyrinth boxes that include a motorized turntable. The Motor Control feature does not apply to any Holotope equipment.

Program Speed Control

The Program Speed Faster and Program Speed Slower buttons allow you to manually control the speed of cross fading colors. This provides a way to select among 10 fixed color-fading speeds. Pressing the Fast or Slow button repeatedly will step through the 10 variable speeds. The slowest speed is extremely slow, you may even think the program is paused, but in fact fading is continuing... watch carefully, or come back later to see a different color mixture.

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Strobe Depth

The Strobe Depth button controls the intensity of the strobing light. 100% depth is the most intense, while 25% depth is much milder.

When a strobing program is first activated, it begins at 25% depth.

If you wish to increase the intensity of the strobing:

Press the Strobe Depth button to get 50% depth. Press again for 75% depth.

Press again for 100% depth. Pressing again reverses the order: 75%, to 50%, to 25%.

Strobe Frequency

The Strobe Frequency button controls the strobe rate for strobing programs. There are two types of strobing: Variable Frequency (the rate of strobing varies as the program runs) and Fixed Frequency (the strobe rate remains the same). Pressing the Strobe Frequency button begins with Variable Strobing (30-8-30 Hz). Pressing multiple times changes the strobing frequency to Alpha (14 Hz), then Theta (7 Hz), then Delta (3.5 Hz), and then reverses order back to Variable.

Variable

By default, the strobing programs use variable frequency, beginning at 30 Hertz (abbreviated as “Hz”; also known as cycles per second) and gradually slowing to 8 Hertz by mid-program, then returning to 30 Hertz at the end of the program.

Fixed

Fixed frequencies are timed to assist in entraining brainwave frequencies:

Alpha, Theta, and Delta.

Light form programs are set at Variable (8-30 Hz) frequency.

Press this button repeatedly to sequence the other settings:

Alpha (14 Hz)

Theta (7 Hz)

Delta (3.5 Hz)

Depth Shifting

This button turns strobe depth shifting on and off, which changes the intensity of the strobing as the program advances. Depth Shifting brings a kind of wave motion to strobing programs wherein the intensity of the program peaks and releases in shifting rhythms. At first this effect can be subtle; after a little experimentation you will find it is a very distinct effect when compared to the fixed strobing depth modes.

Duty Cycle Shifting

The Duty Cycle button changes the duty cycle of the strobing light. Duty Cycle refers to the relative proportion of light and dark time in each cycle of a strobing program. Duty Cycle is typically expressed as a percentage of light time. For example, each time the strobe flashes, there may be a long pulse of light followed by a short period of darkness (90% duty cycle), or a short pulse of light followed by a long period of darkness (10% duty cycle). The frequency is the same in both cases, only the proportion of light to dark changed. When a Light Form program is active, the Duty Cycle Shifting button causes the duty cycle of the strobing light to change as the program progresses. When you press this button once, the program will begin at 90% duty cycle, shift slowly to 10% by mid-program, and then shift back to 90% at the end of the program. Press the button a second time to invert the effect: 10% to >90% to >10%. Press again to exit.

NOTE: When you press Strobe Frequency to choose a fixed frequency (Alpha, Theta, Delta). The Duty Cycle Shifting button changes from 50/50%, to 25/75%, to 75/25%.

MIDI

This function is useful for synchronizing multiple Light Labyrinth boxes and Holotope projectors. The MIDI button prepares the Holotope projector to receive commands from our ResLight Player software through the MIDI box via USB cable connection (details on page 18). The MIDI function can also prepare the equipment to be played as a MIDI instrument. To exit, press the Program button to disengage the MIDI connection. Equipment resets and restarts the first “Dream” sequence. (Refer to synchronizing instructions on page 17)

Program Repeat (For Light Forms program only, options listed on page 14)

Light Forms series repeats by default. When Light Forms is active, press this button and the equipment will run through all of the strobing effects in series. Press again to repeat the individual sequence that is currently active.

All Colors On

Press the All Colors On button to activate all 7 colors at once. Don’t leave lights constantly on at max brightness in order to preserve the LEDs. To exit, choose another program type. The All Colors On program will turn off automatically after 1 hour. Next time you turn on the equipment it will start again with the first “Dream” sequence.

Strobe Single Colors

After you’ve pressed the Single Colors button, the Strobe Single Colors button turns strobing on and off. When strobing is on, the Strobe Depth, Strobe Frequency, and Duty Cycle Shifting buttons are also enabled.

Remote Control Light Programs

When initializing light programs, brightness is set at 70% to allow the viewer time to adjust.

Dream (Non-Strobing)

Press “Dream” for a selection of non-strobing programs, and then press the number of the specific Dream program you want. The first sequence that starts automatically is “Serenity” on button 1. The preset Dream sequence options are:

1. “SERENITY”

A beautiful, continually evolving blend of colors. Three colors are always on and will cross face into a myriad of combinations that create a lovely, peaceful experience. When you first turn the Light Labyrinth on “Serenity” is active until another light program has been selected.

2. “TIMELESS”

A lovely set of cross fading colors evoking a suspended sense of time. One, two, or three colors may be on at any given time as the sequence plays.

3. “TWILIGHT”

A subtle sequence wherein one, two, or three colors may be on at any given time. In this program colors will rarely fade up to full brightness, which creates a slightly subdued effect.

4. “BREATH”

This sequence is like breathing color. Each cycle begins in darkness with a unique combination of colors that slowly fade in and back out again. The timing of a complete cycle mimics a long relaxed breath. Using the White/Gain button, you can create a whiter background so that the sets of colors emerge from and return to white.

5. “FANTASY”

This sequence is a constant flow of color that dynamically cascade in and out - up to six at any given time, in a free-form relationship for a fantastical journey.

6. “FIREWORKS”

This sequence is like brilliant fireworks. Up to seven colors (including white) appear instantly in unique patterns and then fade out. This program is unique from other programs in the Dream set.

7. “COLORWAVE”

In this dynamic sequence, all seven colors fade in and out in an overlapping wave form like a musical canon. Each wave cycle starts with a different color, advancing in chakra order.

8. “MASTERWAVE”

This is fun, playful, non-strobing sequence. All six colors crossfade while the brightness rises up and down automatically. You can control the master brightness fade speed using the Brightness/Gain button.

Journey (Non-Strobing)

Press “Journey” followed by button 1 for a pre-composed sequence that loops indefinitely.

1. “JOURNEY-1”

This pre-composed non-strobing sequence of lighting effects will take you on a fascinating journey with ambient color mixing and phasing, providing a serene meditation. Subtle blending and continuous color shifting softens the mind and opens the heart for a relaxed state of being. You may slow the speed even further by adjusting the Program Speed Control.

Light Forms (Strobing)

Press Light Forms (for strobing sequences), and then press the number of the specific Light Form sequence you wish to play. The preset Light Forms sequence options are:

1. “INITIATION” (alternating colors with fade in/out)

Two colors alternate while a third fades slowly in and out. This sequence provides a gentle transition from the “Serenity” style constant color sequence into the subtleties of strobing.

2. “TRANSCEND” (alternating colors)

Two colors alternate while cross fading. This sequence is more intense than the previous one, there is no constant color juxtaposed with the two alternating colors.

3. “NOVA” (pulsating)

Three colors pulse in unison while cross fading. This sequence is the first to include darkness.

4. “LUMINOUS” (alternating colors with darkness)

A four-phase sequence in which two colors alternate with a beat of darkness in between.

5. “RADIANCE” (alternating colors without darkness)

A six-phase sequence in which two colors alternate while a third punctuates at intervals.

6. “POLYRHYTHM” (six-phase pulsing)

Another six-phase sequence in which colors one and two describe a 2/3 polyrhythm, while a third color punctuates the start of the repeating sequence.

7. “LIGHTNING” (alternating with random color)

A four-phase sequence in which two colors alternate with a randomized color in between at a reduced brightness level for dynamic contrast.

8. “SPIRALS” (color cycling)

Six colors chase each other around in alternating spectral and reverse-spectral order, with a flash of white to mark the changes in direction, a useful program for chakra cleansing and balancing.

9. “HELIX” (complementary color cycles)

Seven complementary pairs of colors cycle through the spectrum and in the following order: red/green, orange/blue, yellow/violet, green/white, blue/red, violet/orange, white/yellow.

Chakras (Non-Strobing)

Press this button for the “Chakra” Meditation, and then press the number of the sequence you want. Finally, press a number button for the “duration” in minutes per individual color. For example, pressing “2” will activate each color for a length of 2 minutes (times 7 colors), yielding a 14 minute meditation. Pressing “4” will yield a 28 minute meditation, and so on.

1. “ASCENDING”

An ascending color sequence: red, orange, yellow, green, blue, indigo, violet, white.

2. “INTEGRATED ASCENDING”

An ascending color sequence from root chakra to crown chakra with blending between colors, specifically: red, red/orange, orange, orange/yellow, yellow, yellow/green, green, green/blue, blue, blue/indigo, indigo, indigo/violet, violet, violet/white, and white.

3. “MANIFESTING”

A descending color sequence, from crown chakra to root chakra. The sequence is specifically: white, violet, indigo, blue, green, yellow, orange, and red.

4. “INTEGRATED MANIFESTING”

A descending color sequence from crown chakra to root chakra with blending between colors, specifically: white, white/violet, violet, violet/blue, blue, blue/green, green, green/yellow, yellow, yellow/orange, orange, orange/red, and red.

5. “HEART CENTERING”

An inner journey color sequence for centering energy from the root and crown chakras to flow into the heart. The sequence is: white, white/red, red/violet, violet/orange, orange/indigo, indigo/yellow, yellow/blue, blue/green, and green.

6. “HEART EXPANDING”

An outward moving color sequence for expanding energy from the heart toward the root and crown chakras and beyond. The sequence is: green, green/yellow, yellow/blue, blue/orange, orange/indigo, indigo/red, red/violet, violet/white, and white.

When Chakra Meditation programs end, the Light Labyrinth boxes and Holotope projectors will remain on the last color until you select another sequence.

NOTE: During Chakras, most buttons are disabled. Next and Pause buttons continue to operate. Single Color modes exits the Chakra program.

Default Settings

When you first turn your Holotope or Light Labyrinth equipment on, or when you press the Program button, these are the default settings that the equipment will return to:

Program Type	Dream (non-strobing) with "Serenity" running
Dream/Light Forms	Sequence 1 plays and loops continuously
Brightness Control	70% of Maximum LED Intensity
White Control	Off
Pause	Off
Program Repeat	On – repeats whatever program you activate
Depth Shifting	Off
Duty Cycle	Fixed 50/50 Duty Cycle
Duty Cycle Shifting	Off
Strobe Depth	25% depth
Strobe Frequency	Variable (30-8-30 Hz)

Synchronizing Multiple Projectors

- (a) Repeat the projector setup procedure for the **2nd** projector (refer to page 7).
- (b) With two or more projectors side by side, connect the **2nd** projector using a 5-pin MIDI cable from the MIDI OUT slot of projector **1** (or Lead Projector) into the MIDI IN slot for projector **2**. Repeat with multiple projectors.
- (c) Pointing the remote at the IR sensor of the **2nd** projector, press **Power** to turn **ON**. Lights should turn on. Then press the **MIDI** button on the remote control. After this sequence the **2nd** projector lights will turn off, this projector is now synchronized with the Lead Projector and awaiting instruction.
- (d) Pointing the remote at the IR sensor of the **1st** Lead Projector, press **Power** to turn the projectors **ON**. Both projectors will turn on together and begin running the default program on startup which is the non-strobing Dream Sequence.
- (e) Any programs, light compositions and editing functions selected from the remote will activate both projectors simultaneously.
- (f) Additionally, connecting MIDI on the Light Labyrinth will synchronize according to this procedure in the same way.

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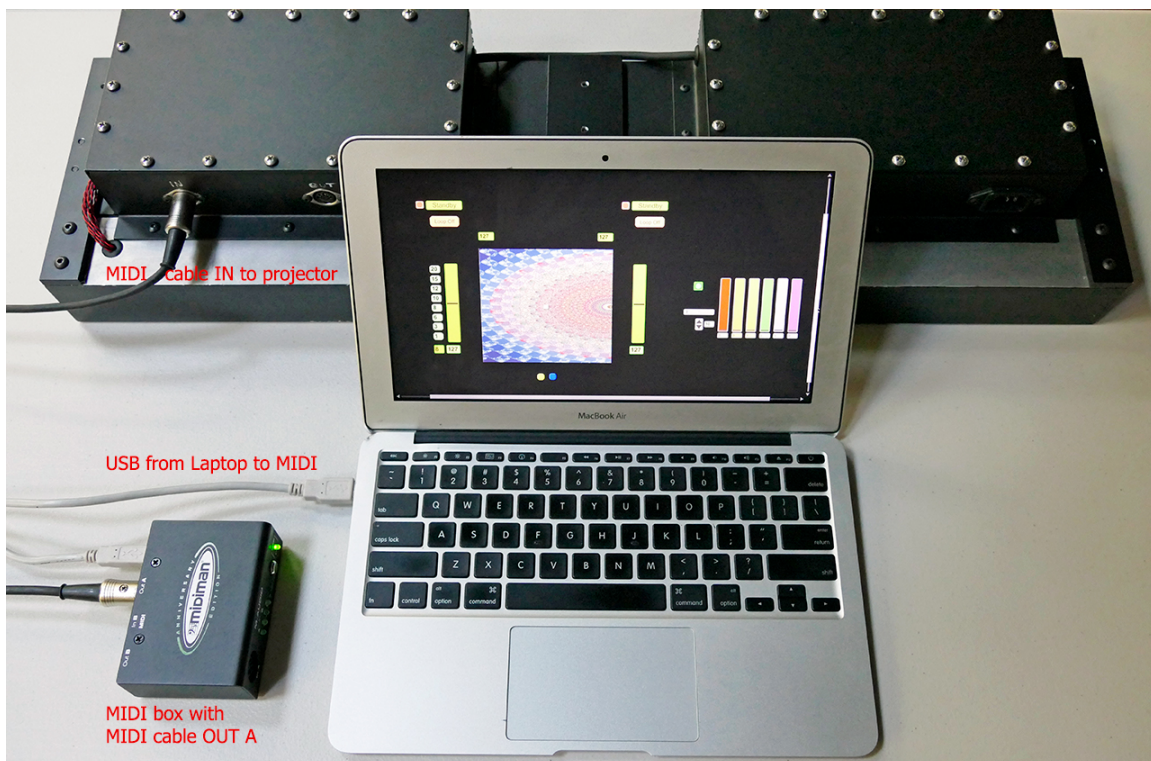
Setting up Projector with Laptop Interface

1. Insert the 5-pin MIDI cable into the "IN" port of the lead (primary) projector. Insert the other end of the MIDI cable into the "Out A" port of the MIDI Box.
2. With your computer off, insert the USB printer style (Male B) cable into the MIDI Box, insert the other end of the USB cable into the USB port of your computer or laptop (newer laptops may require USB to Mini-USB adaptor). The silver button on the front of MIDI box should be pressed IN for "USB/Merge" and NOT OUT for "MIDI Thru".



Troubleshooting: Projector will not receive computer input if the silver button is out.

3. Turn on the computer. You will see a solid green LED light on the MIDI Box indicating the USB connection to the computer, this light will throb when playing tracks. The green LED light for data merging through port "Out A" will flicker when running tracks through the ResLight Player. Open the "ResLight Player" program on your computer. For software installation instructions, refer to next section.



Laptop to MIDI box (USB cable) to Projector (MIDI cable)

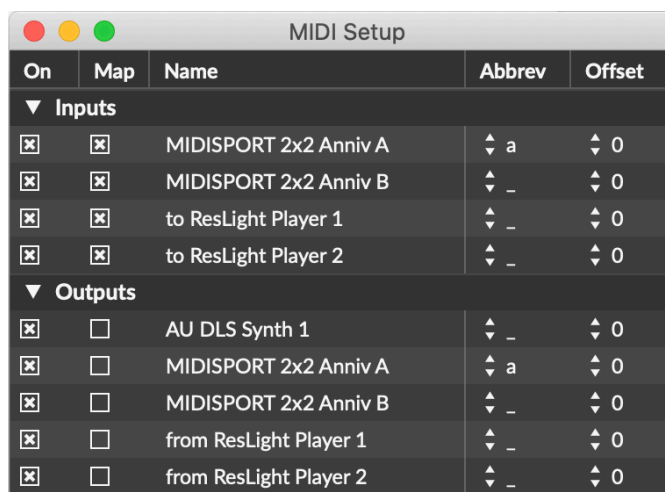
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Installing ResLight Player Software

1. Transfer the _ResLight Player (OSX or Windows) folder from the pen drive provided by Ancient Technologies to your computer applications or documents folder. Open the appropriate **"ResLight Player"** program (.app for OSX or .exe for 32 bit Windows). The application will load and initiate the ResLight Player, which may take a couple of minutes before you see the interface. Accept file usage permission if you are prompted first by a pop up window (depending on your operating system).
2. Once the ResLight Player is active on your computer, select the **"File"** tab in the upper left corner. Select **"MIDI Setup..."**. This opens a menu box for setting up the MIDI device, Under the column labeled **"Abbrev"** select the following letters for the MIDISPORT (for Mac interface):

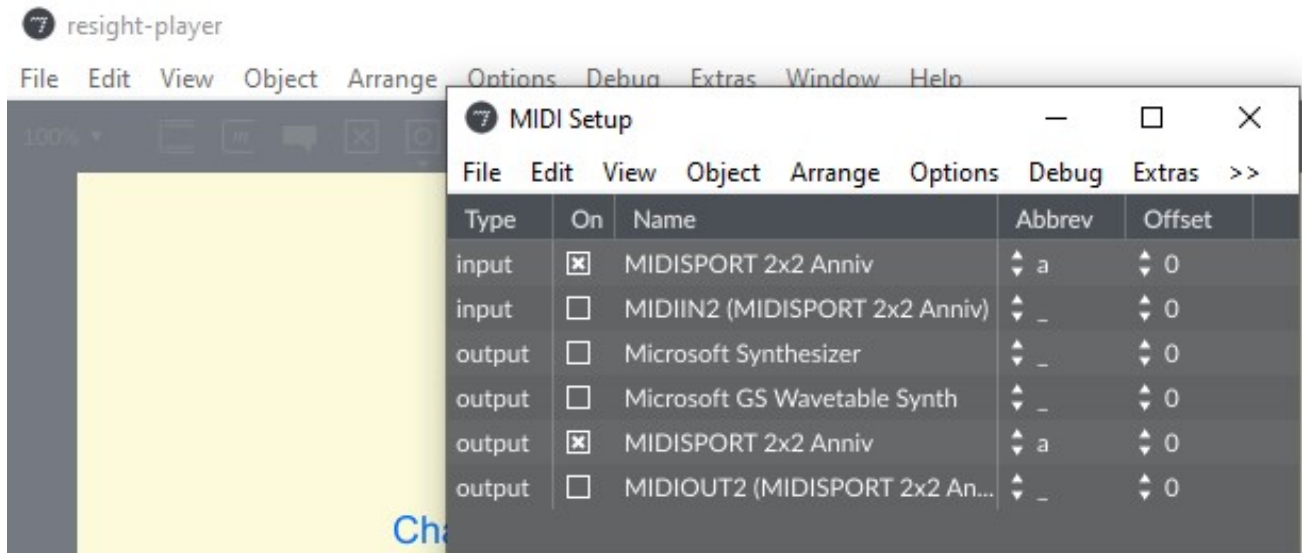
Input	MIDISPORT 2x2 Anniv A	Abbrev: set to "a"
Output	MIDISPORT 2x2 Anniv A	Abbrev: set to "a"



MIDI Setup for ResLight Player (OSX) to connect to MIDI box

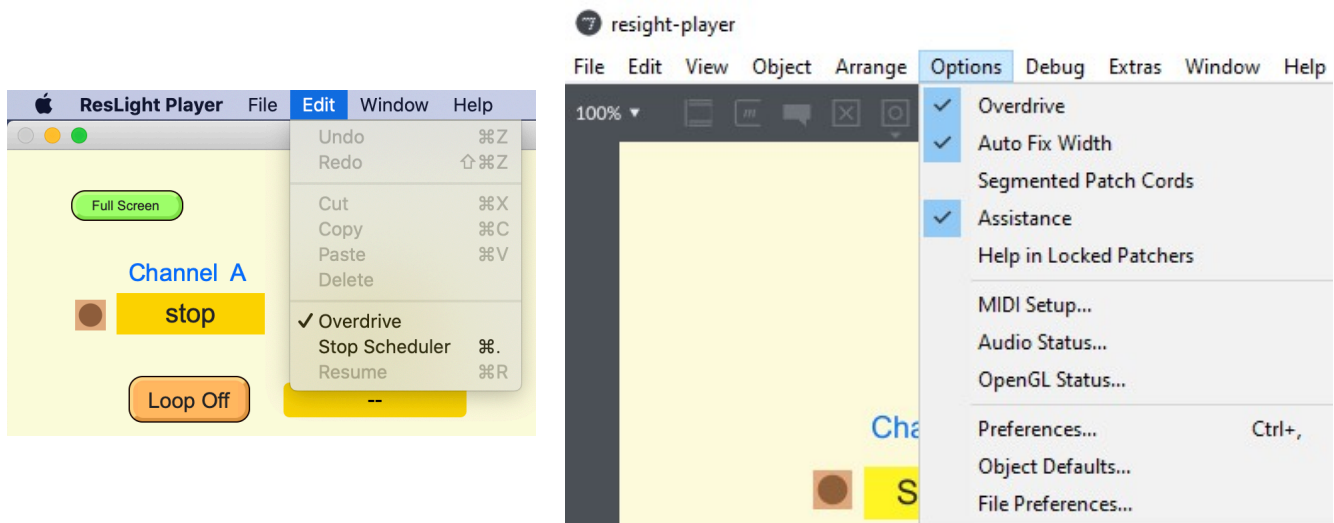
MIDISPORT (for PC interface):

Input	MIDISPORT 2x2 Anniv	Abbrev: set to "a"
Output	MIDISPORT 2x2 Anniv	Abbrev: set to "a"



MIDI Setup for ResLight Player (Windows) to connect to MIDI box

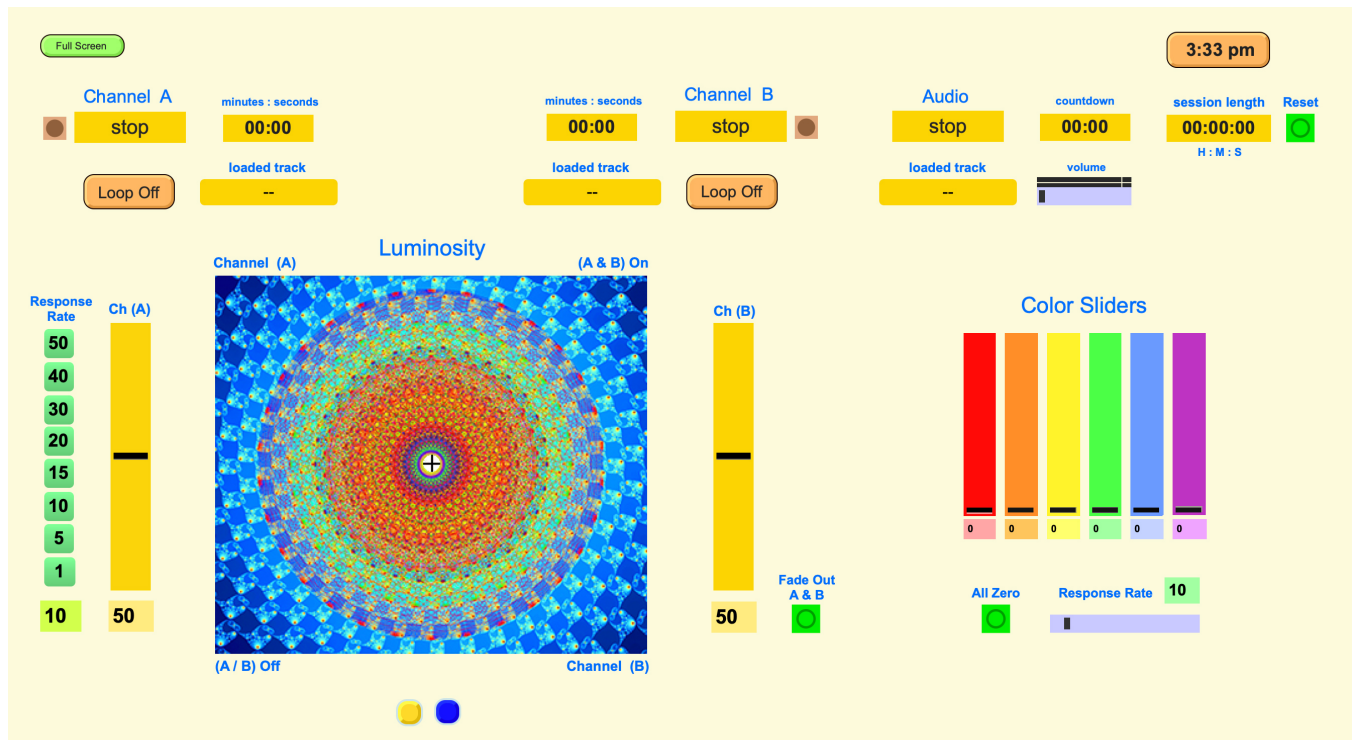
- Click the **"Edit"** tab in top left corner of the ResLight Player window, check to make sure the **"Overdrive"** option in the menu is **ON**. There will be a check mark next to "Overdrive" when the feature is ON. This is the default when the program initiates.



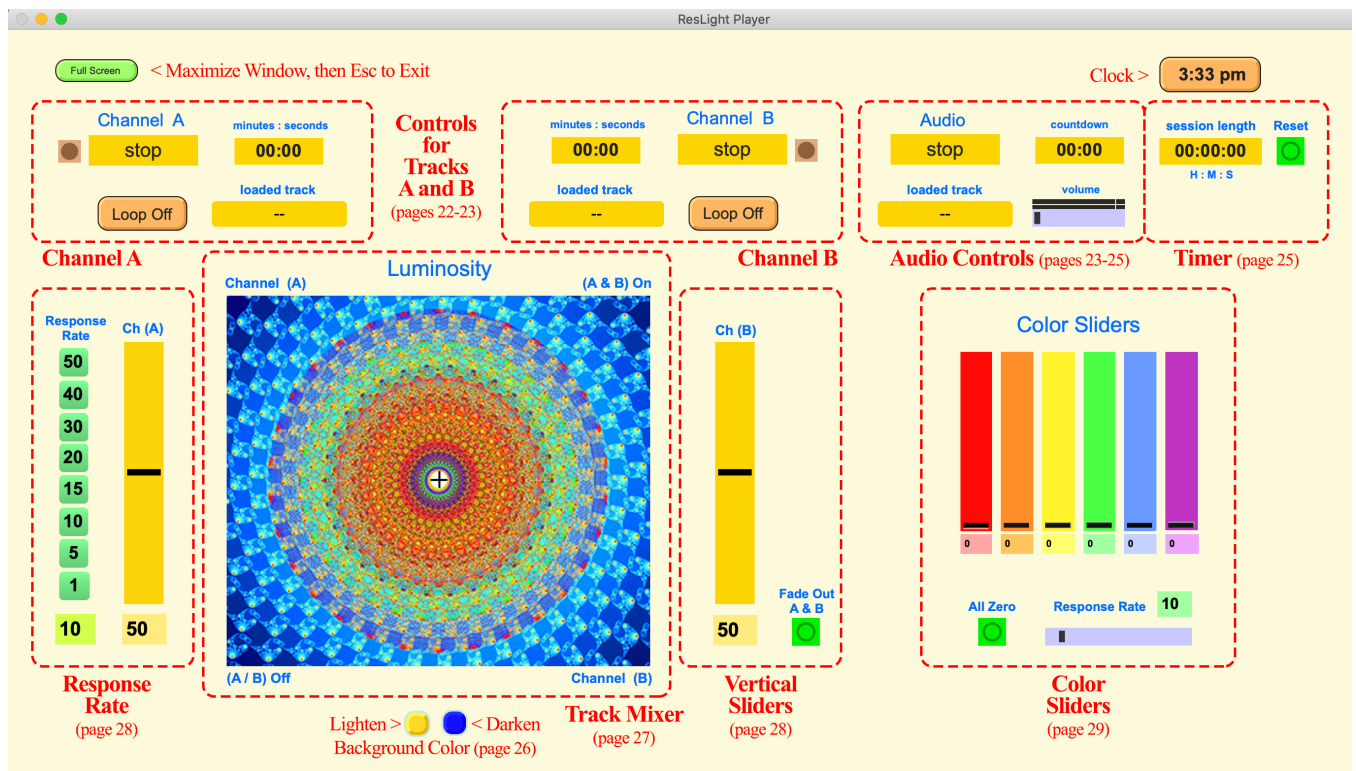
Overdrive Settings need to be active to connect to MIDI box

Troubleshooting: If the player freezes at any point, quit application & start again.

Using ResLight Player Application



ResLight Player Interface with light background (default mode)

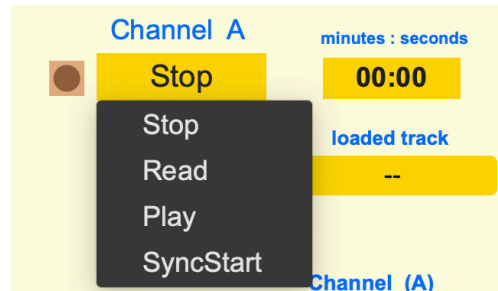


ResLight Player Interface Map (needs to be updated)

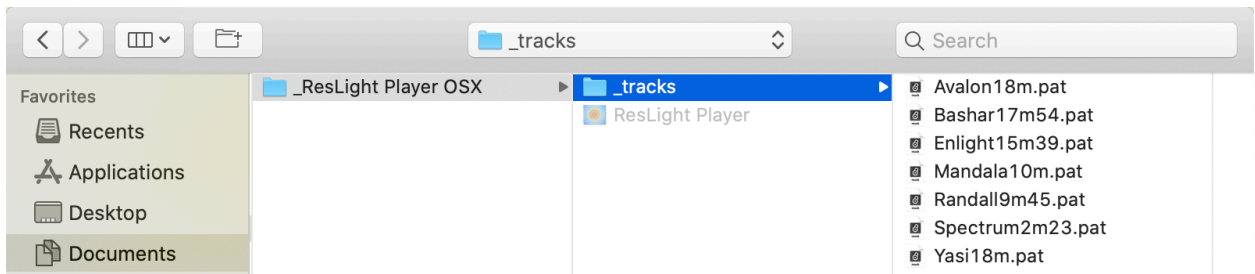
When setting up the ResLight Player, boost brightness level on the remote up to 100% to optimize the projector brightness and range of blending in the track player.

Channel A

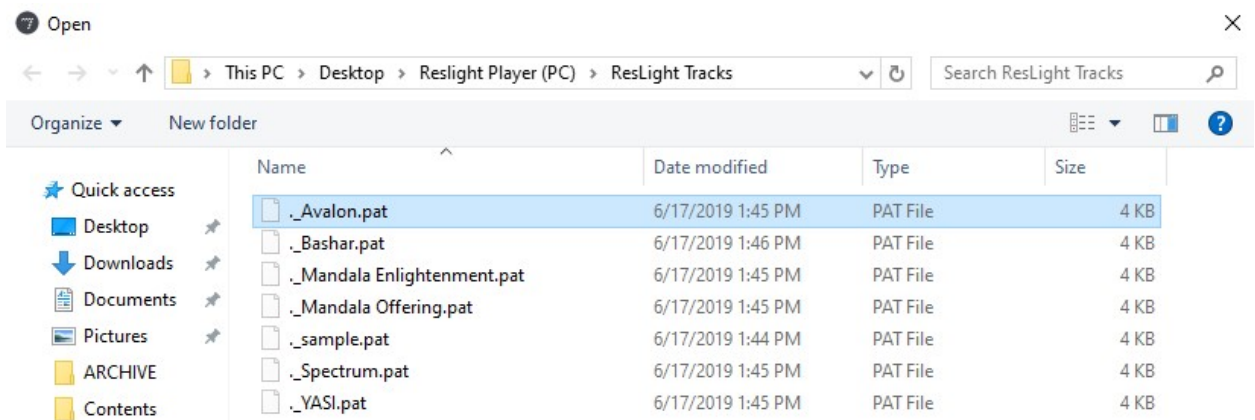
Controls for Tracks A & B: On the Upper Left side of the ResLight Player, Channel (A), click the yellow button labeled "Stop" then select "Read".



This will open a browser window for you to select what track to load, these files are located in the folder labeled "_tracks" in the "ResLight Player" file folder directory. Files names include numbers representing the approximate length in minutes and seconds for each pre-programmed track. For example, Spectrum is two minutes and 23 seconds long.



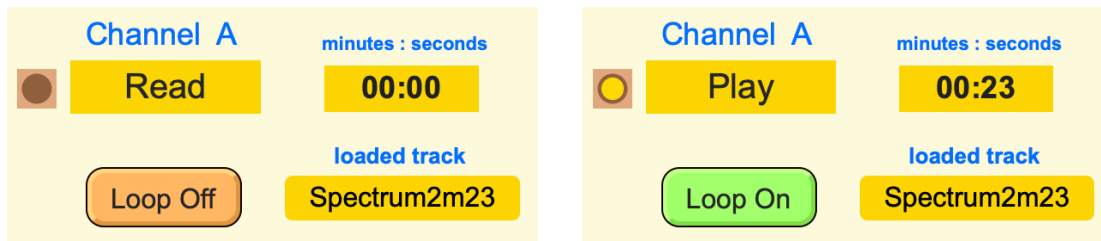
ResLight Player Tracks available for Channel Mixing (OS X)



ResLight Player Tracks available for Channel Mixing (Windows)

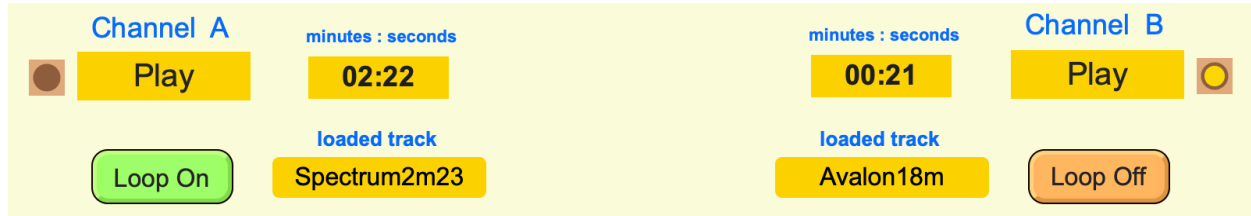
(Need to Update Snapshot Image)

After selecting a track, click button again (now labeled **“Read”**) and select **“Play”**. The track will begin the program and run it once. You will notice the circle next to the button flashing on and off indicating that the track is playing. You may toggle the Loop Button from Loop Off to **“Loop On”** which will restart the program once it has ended and will run it continuously.



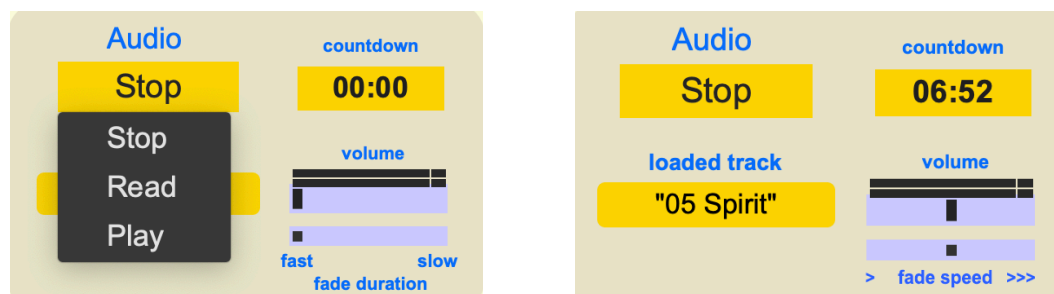
Channel B

The same procedure can be used for loading a track on Channel (B). If at first it does not work, **“Read”** the source file again, and select **“Play”** or **“Loop On”** again. When both Channel (A) and (B) tracks are running, you can blend the opacity and brightness of these two tracks using the Track Mixer.

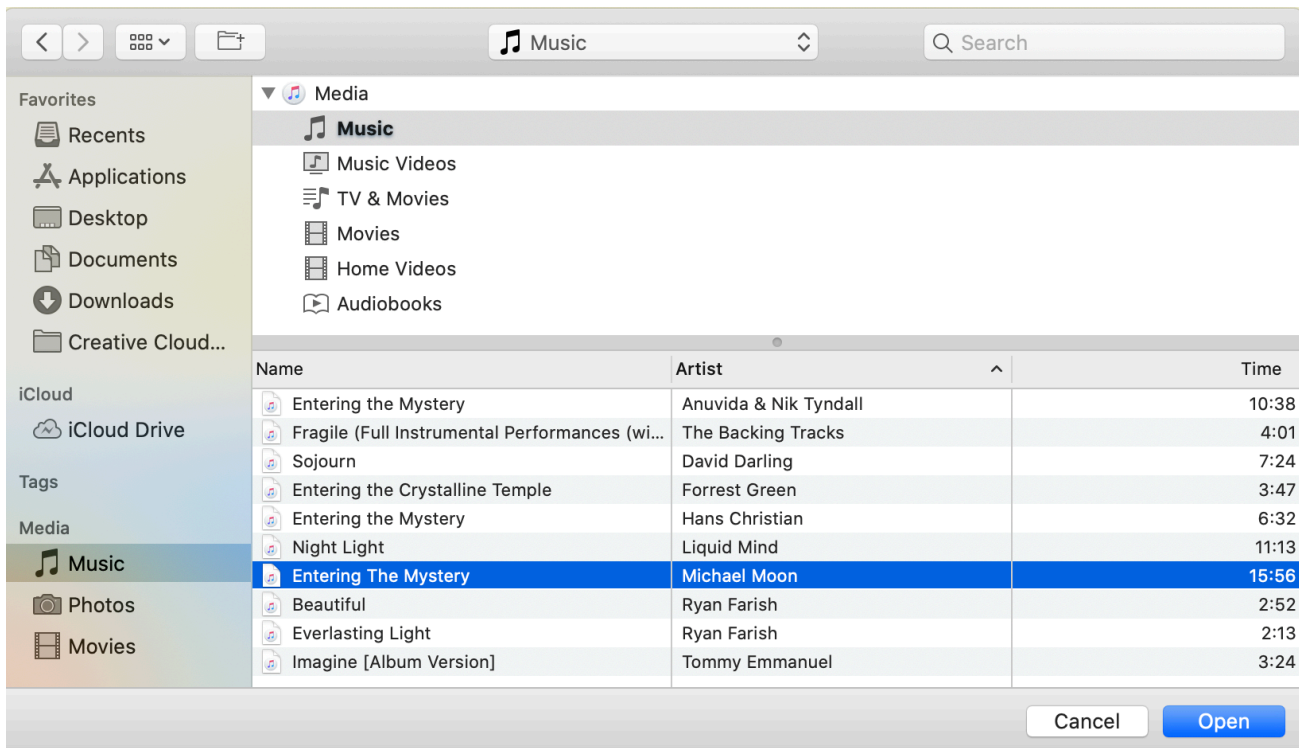


Audio Controls

On the Upper Right side of the ResLight Player, Audio, click the yellow button labeled **“Stop”** then select **“Read”**. *Yasi: Volume & Fade should be preset in the middle at 50%.* Change **“fade duration”** to read **“fade speed”**. Reverse fast and slow fade (slow on left & fast right). Perhaps labeled as: **“> fade speed >>>”** without fast/slow text.

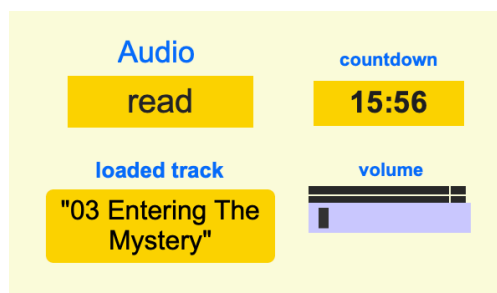


This will open a browser window for you to select a music track to load, you may choose an audio file from your computer. The player will upload .MP3 and .WAV audio files.



Music Directory for Audio Files (OS X)

Select the music file and click on the **“Open”** button. The Audio button will now be labeled **“Read”**, the name of the track will be listed below, and the counter labeled **“countdown”** will display the total length of the song. Click the yellow button labeled **“Read”** and scroll down to **“Play”**. This starts the music and begins the countdown. Use the horizontal volume slider to set the maximum volume. As the song plays, you will see an active equalizer indicating the volume of both treble and bass levels.



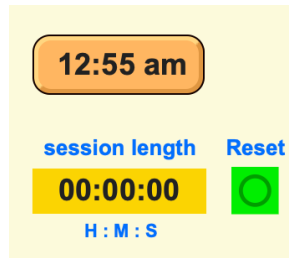
Loaded Music Track



Playing Music Track

Troubleshooting: If the player freezes at any point, quit application & start again.

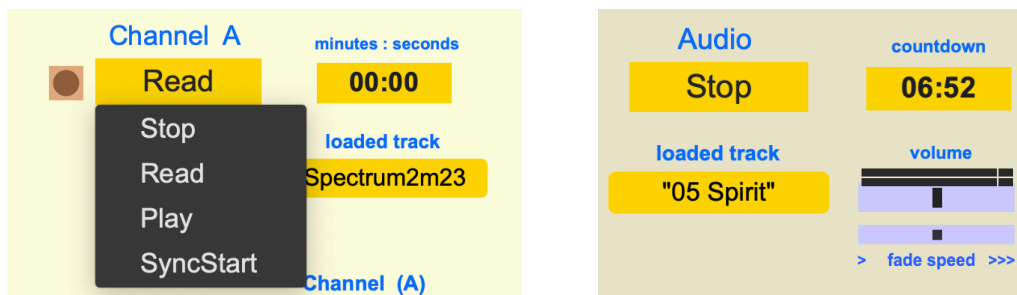
Clock & Session Timer



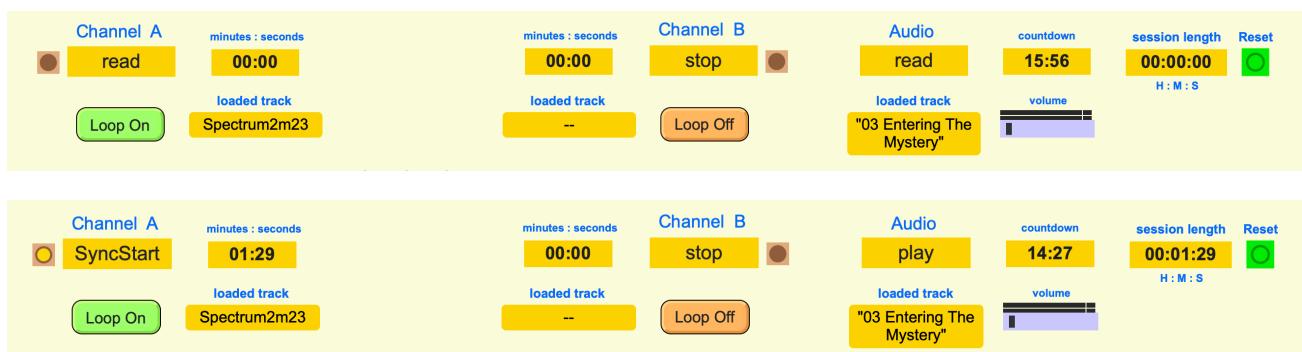
The clock is helpful for tracking the time when conducting sessions. The timer will also record the length of the session. Typical sessions are 15 - 20 minutes. When initiating either Channel (A), or Channel (B), or the audio track, the timer will automatically begin. You can “**Stop**” playing all tracks, then **Reset** to turn off timer and return the counter to zero. SyncStart feature will launch the timer along with Channel (A) and the audio track.

SyncStart

SyncStart is available on Channel (A) only. The beginning of the preloaded track will synchronize with the beginning of your music selection. To use this feature, you will need to preload both the light player and music tracks. On the Upper Right of the ResLight Player, under Audio, click the yellow button labeled “**Stop**” then select “**Read**”. Upload a digital music track of your choosing. When you toggle the button under Channel (A) to “**SyncStart**”, the player will begin the music and session timer.



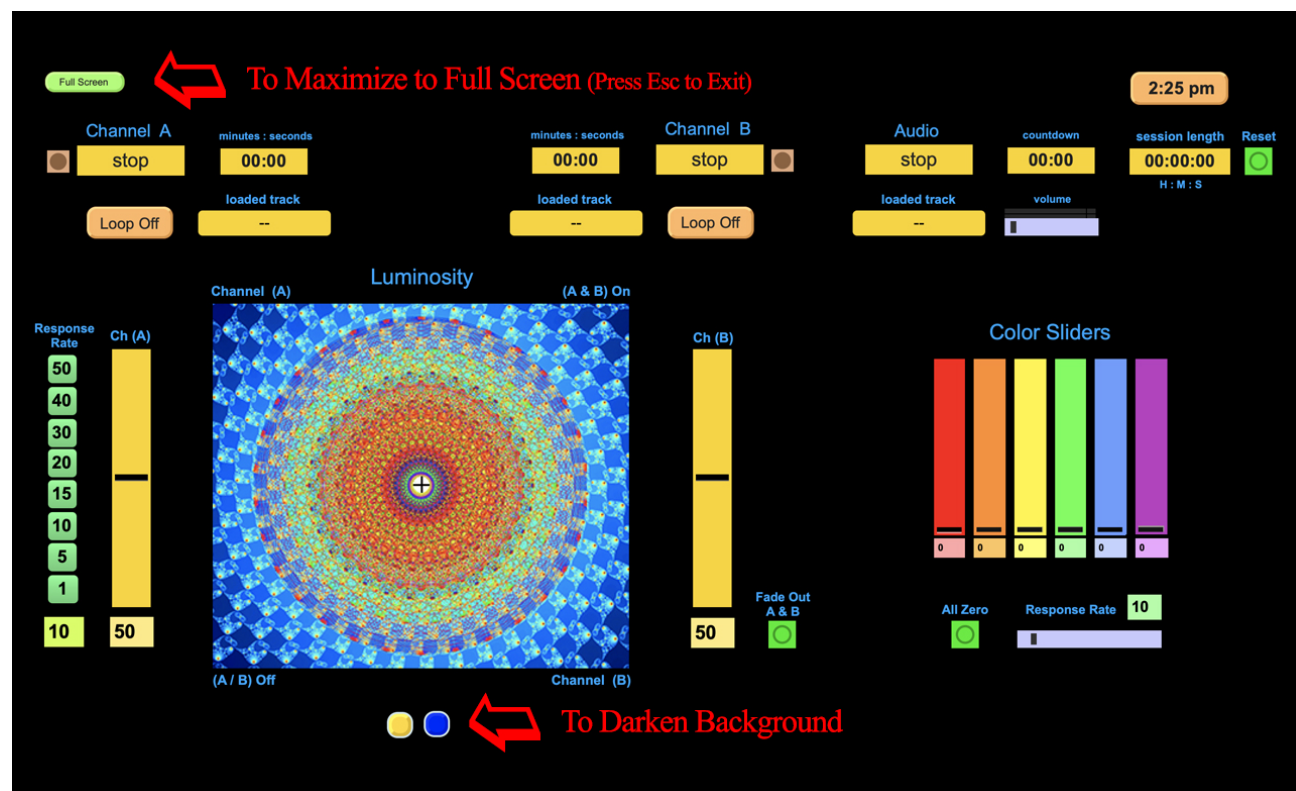
Selecting ResLight and Audio Tracks prior to SyncStart



SyncStart feature launches Channel (A) Track + Audio Track + Session Timer simultaneously (Update)

Background

You can darken the background of the ResLight Player by clicking the blue button on the bottom of the track mixer with the Holotope E8 fractal image. The **blue button** will darken the background until it is black (seven clicks from default color):



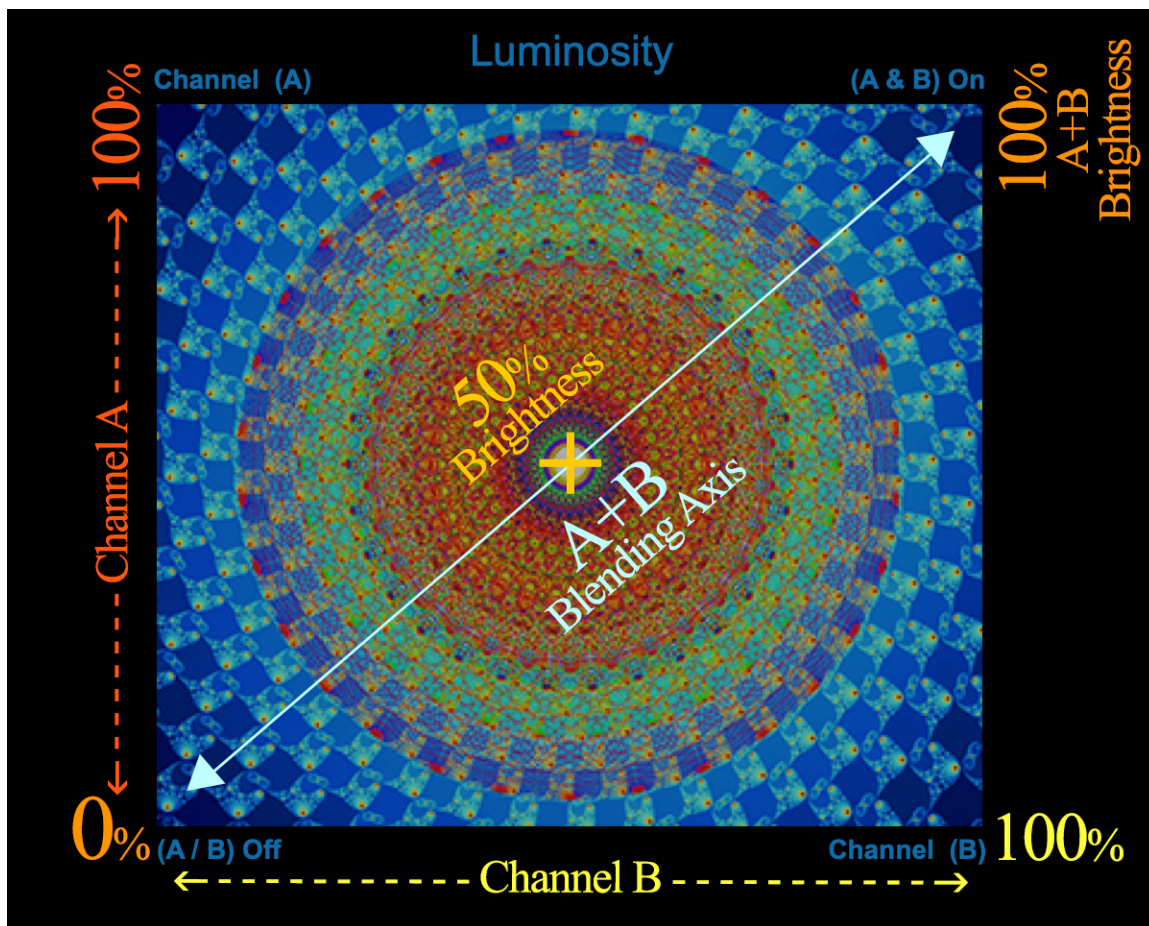
ResLight Player Interface with darkest background (need to update)

The **yellow button** will lighten the background until it is almost white. There are eight steps in total, the default mode is a pale cream background color. Black is the best background for dark room immersive meditation sessions.

At the top Left is the "**Full Screen**" Button which will allow you to maximize the ResLight Player, which occupies the full monitor screen. Simply press **Esc** to Exit. For smaller devices there may also be edge sliders that allow you to scroll horizontally or vertically in order to orient the light program interface.

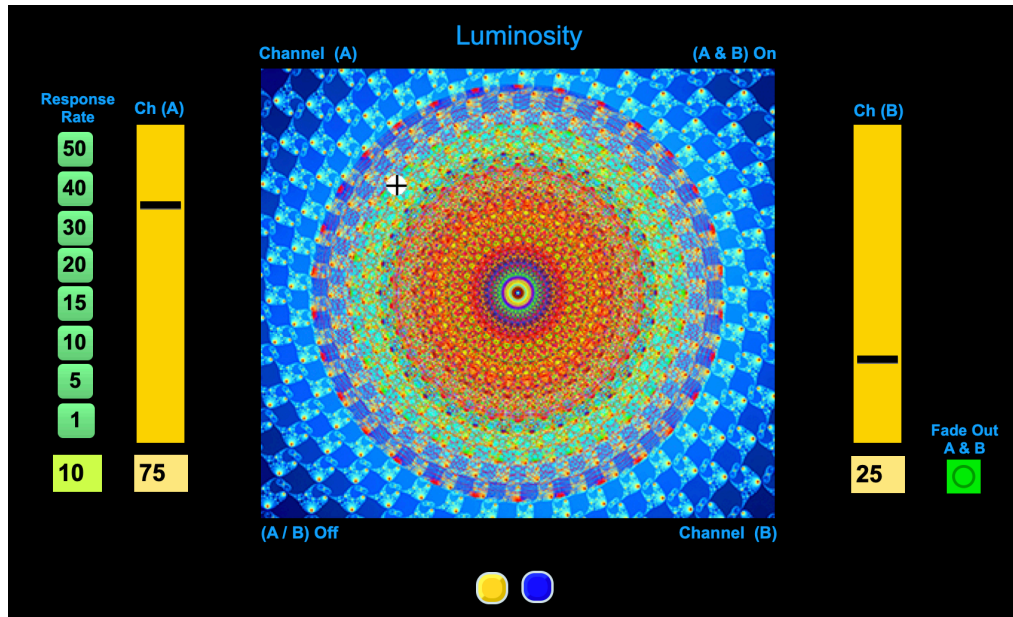
Track Mixer

The Track Mixer with the Holotype image is useful for both track brightness and blending between channels A and B. The origin point in the lower left corner represents 0% brightness for tracks A and B. Track A is at full brightness at the upper left corner, Track B is at full brightness at the lower right corner. Sliding the cursor from the origin point (in the lower left) up vertically brightens Track A, sliding the cursor from the origin point right horizontally brightens Track B. The diagonal from the origin point to the upper right corner represents an equal ratio between both channels in brightness and priority. The upper right corner is where Tracks A & B are both 100% bright and 100% active. Moving the cursor dynamically changes the relative track priorities and brightness, ducking and dimming tracks as they play.



Holotope Track Mixer Luminosity Coordinates

Note: Clicking on "**Luminosity**" title resets the track mixer to the defaults of 50/50 track channel blending and 50% brightness at a transition rate of 10



Track Mixer, Response Rate and Vertical Sliders

Mixer Response Rate

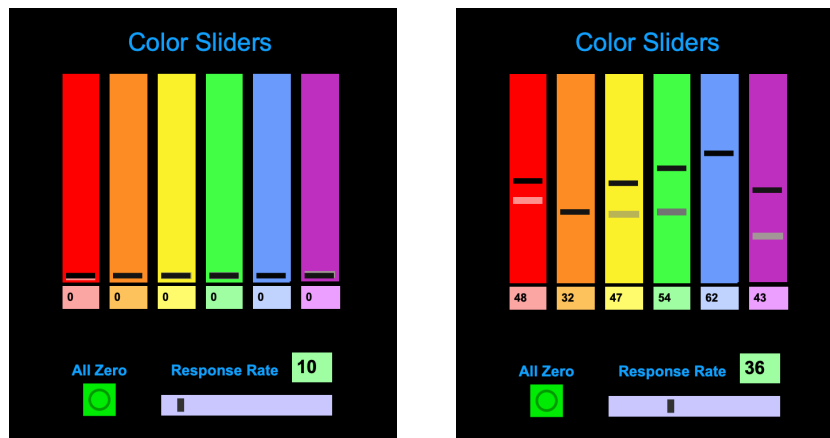
The green number buttons (1, 5, 10, 15, 20, 30, 40, 50) on the left of the yellow vertical sliders are preset buttons to control the speed of transitions as you blend the two tracks or simply move the cursor around the track mixer image. These buttons range in value from 1 (quick) to 50 (slow). The **Response Rate** current value is shown on the bottom in the pale green value field. You may click in this field to type in or scroll the value up to 100. Higher numbers mean slower transitions. Lower numbers will yield faster transitions. This transition rate controls both Channels A and B together, the default value is 10.

Vertical Sliders

The yellow vertical sliders indicate the percentage of LED brightness of the sequences playing on tracks A (left) and B (right). These numbers range from 1 to 100 and represent the percentage of full brightness. These values also correspond to a cartesian point on the track mixer grid defined by the Holotope image. You can click anywhere on the track mixer and the new values for Channel A and B will appear on the bottom of each yellow vertical slider. Graduated changes will appear as a grey bar moves up or down, stepping at intervals to meet the new luminosity value. This rate of this transition is defined by the Response Rate settings. The **“Fade Out A & B”** button will taper down both channels according to the response rate value. A Response Rate value of 10 (default) for instance will be faster than a value of 50.

Color Sliders

Individual Colors can be enhanced by using the separate Color Sliders on the right side. Sliding the horizontal bar up on one of 6 color sliders will gradually add more of that color into the track player. You can also input a value at the bottom, to a maximum value of 100 for each color bar, which will gradually add more and more of that color. The **“Response Rate”** value determines the speed of color gain/fade. The higher the number, the slower the graduated color change. **“Response Rate”** at 100, for instance, is slower than 10 (default). You can set the **“Response Rate”** either by using up and down arrows or simply click and drag the slider marker from left to right to increase the value to a maximum of 100. To quickly turn off Color Sliders select the **"All Zero"** button and they will fade out according to the value (or speed) of the Response Rate.



Individual Color Sliders (need to update)

Blending

You can use both the Track Mixer and the Individual Colors together to create an infinite array of lighting effects. For example, use the color bars as a "constant on" function for particular primary colors that you may wish to emphasize.

Composing a session will become an art form: gauging the response of your client or audience, working with our feeling states generated by both color and form; applying sounds and music to your repertoire. Get to know each track. Familiarize yourself with the various functions on the ResLight Player. As part of your practice, hold an intention for the most positive experience that you can facilitate for yourself and your audience.

Have fun with the Beauty of Light, Color and Sacred Geometry.

Quick Start Remote Guide

Program

When in the MUSIC VIZ or MIDI modes, this button returns to the preset programs.

MusicViz

Activates the Music Visualizer. Use the numbered buttons to choose settings for instrumental range.

Brightness/Gain

When the LIGHT FORMS mode is active, B/G controls the overall brightness.

When the MUSIC VIZ is active, B/G controls the sensitivity of visualizer to the audio input.

Strobing Depth

Press repeatedly for: 50%, 75%, 100%, 75%, 50%, and back to default at 25%.

Strobing Frequency

Press repeatedly: Alpha (14 Hz), Theta (7 Hz), Delta (3.5 Hz), Theta, Alpha and back to default Variable (8-30 Hz).

MIDI

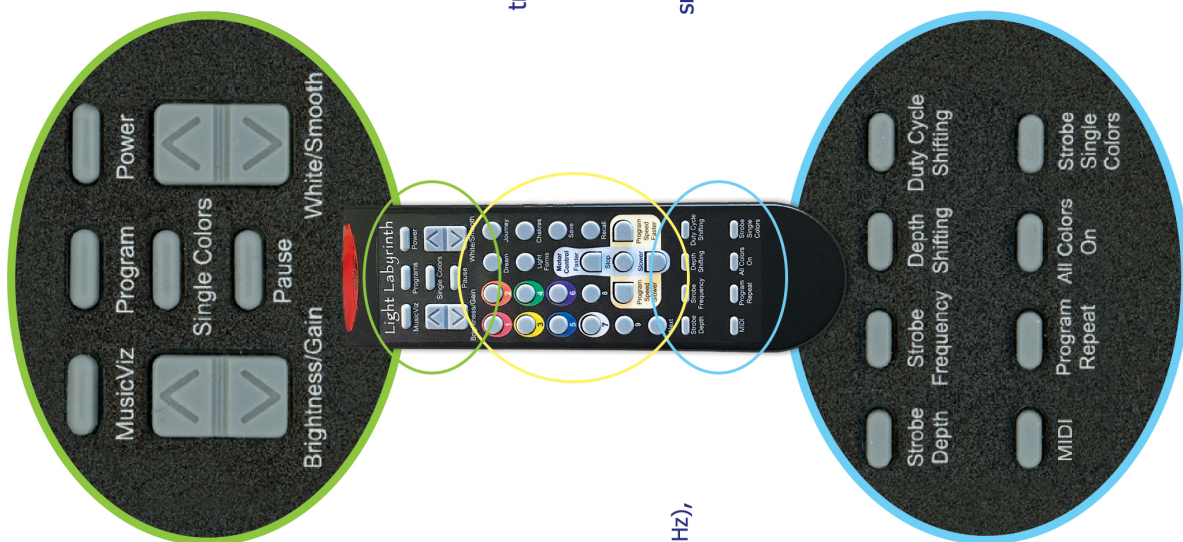
Prepares the equipment to be played as a MIDI instrument. Multiple Light Boxes/Projectors may also be synchronized via MIDI. See instructions.

Program Repeat

Program modes repeat by default. Press this button to run through all the program presets 1-9 in sequence. Press again to resume repeating.

All Colors On

Halts the running program and turns all colors on at FULL brightness.



Power

Powering ON initiates Dream Sequence 1. OFF returns all setting to their default values.

Single Colors

Press for SINGLE COLORS, using the color-coded buttons to select specific colors. Press 8 to start complex color blending. Select a color using the color-coded buttons, then fade in/out manually using Brightness. Press 9 to exit color blending.

Pause

Press this button to pause the current program. Press again to resume program. Press Pause to freeze transitions when cross fading in SINGLE COLOR mode.

White/Smooth

Hold this button to mix white light into a program. In MUSIC VIZ mode, use this to adjust the visual smoothness with which the music is rendered into light.

Duty Cycle Shifting

Changes duty cycle (light/dark ratio) of strobing light. There are (3) settings. Press once for 90%/10% ratio, 2x for 10%/90%, and 3x returns to 50%/50%.

Depth Shifting

Turns depth shifting On, and returns to Off, which changes the intensity of the strobing.

Strobe Single Colors

After Single Colors (or while custom color mixing), Strobe Single Colors button turns strobing On/Off.

Quick Start Remote Guide

1-9/Color Buttons

This button performs different functions depending upon the currently active feature. In addition to representing Single Colors, buttons 1-9 also contain program presets for Dream, Journey, Light Forms, and Chakras.

If DREAM mode is active, you may choose among the (9) preset **non-strobing** light forms.

If LIGHT FORMS mode is active, you may choose among the (9) preset **strobing** light forms.

If CHAKRAS mode is active, you may choose among the (6) preset sequences.

If JOURNEY is active, preset (1) is a looping sequence of non-strobing lighting effects, a fascinating journey with ambient color mixing that provides a serene meditation.

If SINGLE COLORS or color blending is active, the color-coded buttons allow you to select among each of the (7) individual colors. Press 8 for color blending, press 9 to exit color blending.

If SAVE or RECALL are active, you may set or choose among your (9) favorites.

If the MUSIC VIZ is active, you may choose visualizer settings appropriate for the range of input: 1-music, 2-piano, 3-guitar, 4-voice.

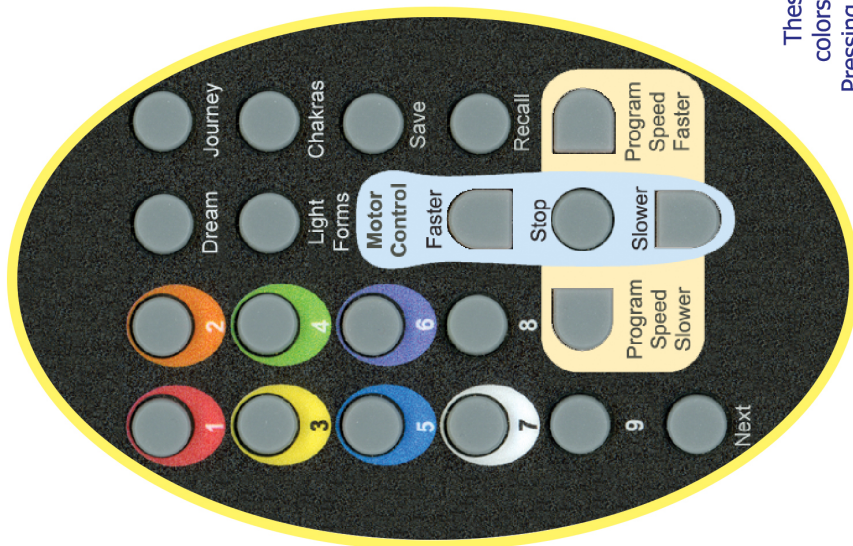
Next

This button performs different functions depending upon the currently active feature:

If DREAM or LIGHT FORMS is active, advance to the next preset.

If CHAKRAS is active, skip to the next color/chakra.

If SINGLE COLORS is active, advance to the next color.



Dream
Powering ON initiates Dream Sequence 1 "Serenity". This feature cycles thru (9) non-strobing compositions. Select compositions 1-9 or forward using NEXT.

Journey
Currently one composition combining chakras, non-strobing, and (3) light strobing sequences blended into a 25 minute meditation.

Light Forms
This button initiates Light Forms Sequence 1. Select compositions 1-9 or forward using NEXT.

Chakras
This button initiates Chakras Sequence 1. Press Chakras, choose from (6) compositions, then set the number of minutes for each color.

Save/Recall
To save a favorite (combination of strobing or program features, or a custom color mix), Press SAVE followed by the number 1-9 where you want to save it. To recall a favorite, press RECALL followed by 1-9 to activate favorite.

Program Speed
These buttons allow you to change the rate at which the colors crossfade (both strobing & non-strobing programs). Pressing the beige SLOWER/FASTER buttons will step up and down 10-tiered levels. The slowest speed is extremely slow.

Motor Control
Turntable feature for these buttons are no longer available.

Release of Liability for Participants

When you are conducting meditations for small or large groups using your Light Labyrinth and/or Holotope equipment, according to the Ancient Technologies User Agreement that you signed upon purchase, you are obligated to ask each participant to fill out a waiver and release of liability form. You may download a digital PDF from the ancient-tech.com website, or simply copy the following page and keep these for your records. Given the nature of the activity, it is unlikely that you would need to protect yourself or your assets from legal action. Nevertheless, it is always sound business practice to take precautionary measures.

The Ancient Technologies team, in the development of these products, have taken every possible foreseeable measure to ensure that our products are both harmless and helpful tools for personal exploration and spiritual growth. Our team is dedicated to creating modern tools of technology based on ancient principles of healing that are designed, with the highest intentions and integrity, to assist group process and personal development. We appreciate your business, and hope that these products will support you in your personal journey as well as the expansion of human consciousness.