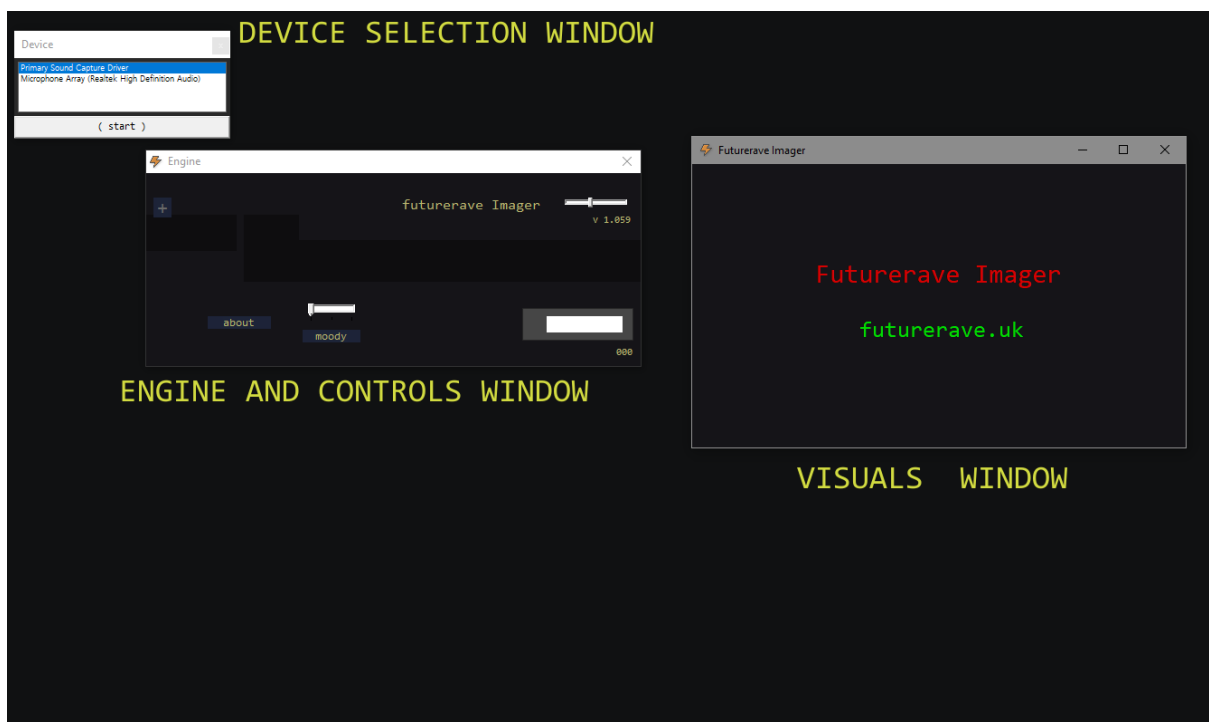


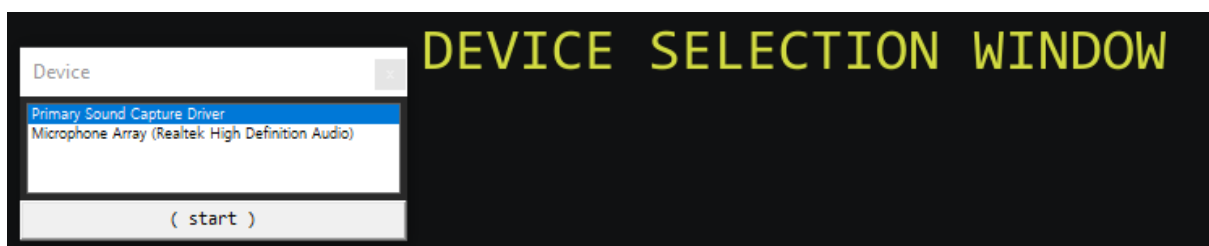
# Futurerave Imager V1 Documentation

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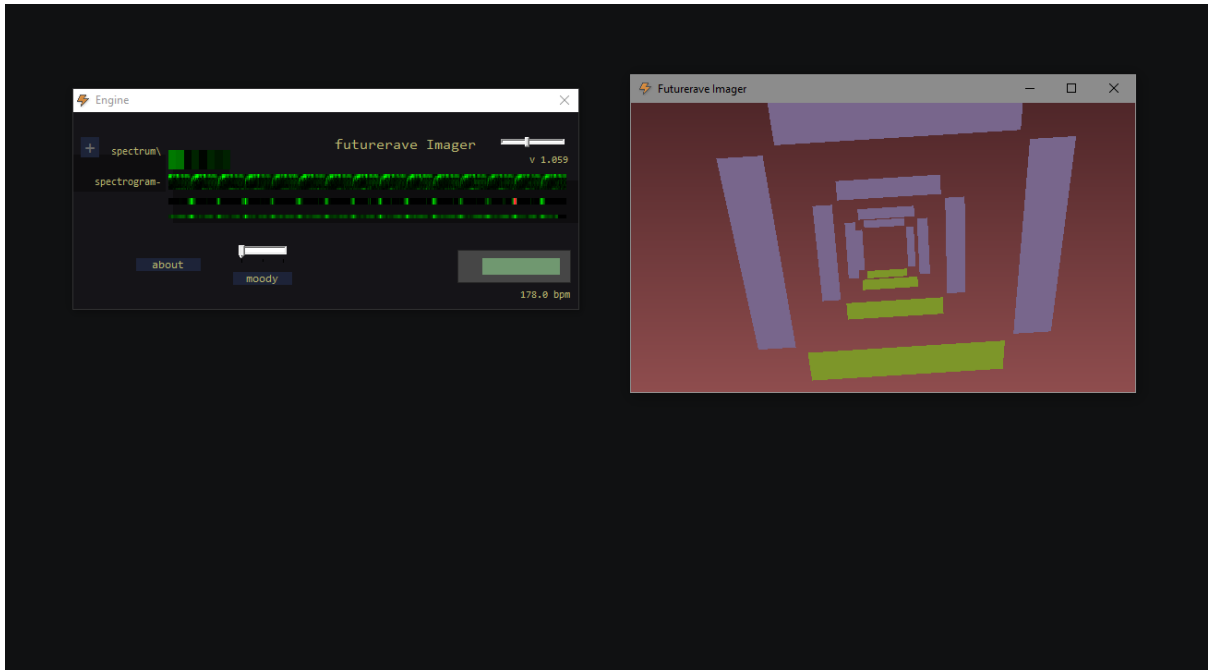
The Imager app is very easy to use. We are going to look at the basic features right now, and how to operate the program.



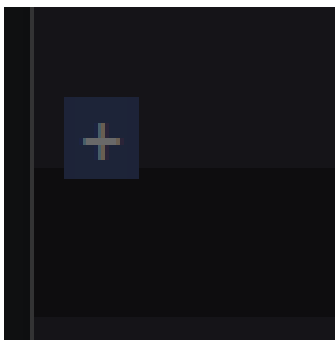
This image shows the app as it first appears when you run it. It does not respond to the music in this state. You have to activate it by selecting an audio capture device, and pressing the START button.



Then the program will start to make graphics....



The green pixel patterns in the above picture show the audio that is being analysed, it is actually showing the bass frequencies. In order to see this green stuff, you will need to click the small PLUS icon, at the top left.



Also, you may need to adjust the sound card latency setting. This control allows the graphics to be in perfect time to the music (it may need adjusting from its start position). It can also be used as a slip control. This feature (the slip control) works best when two instances of the program are open at once on the same screen!

Here is the sound card latency slider...

