CHROMA STUDIO MODULE

MASTER GUIDE

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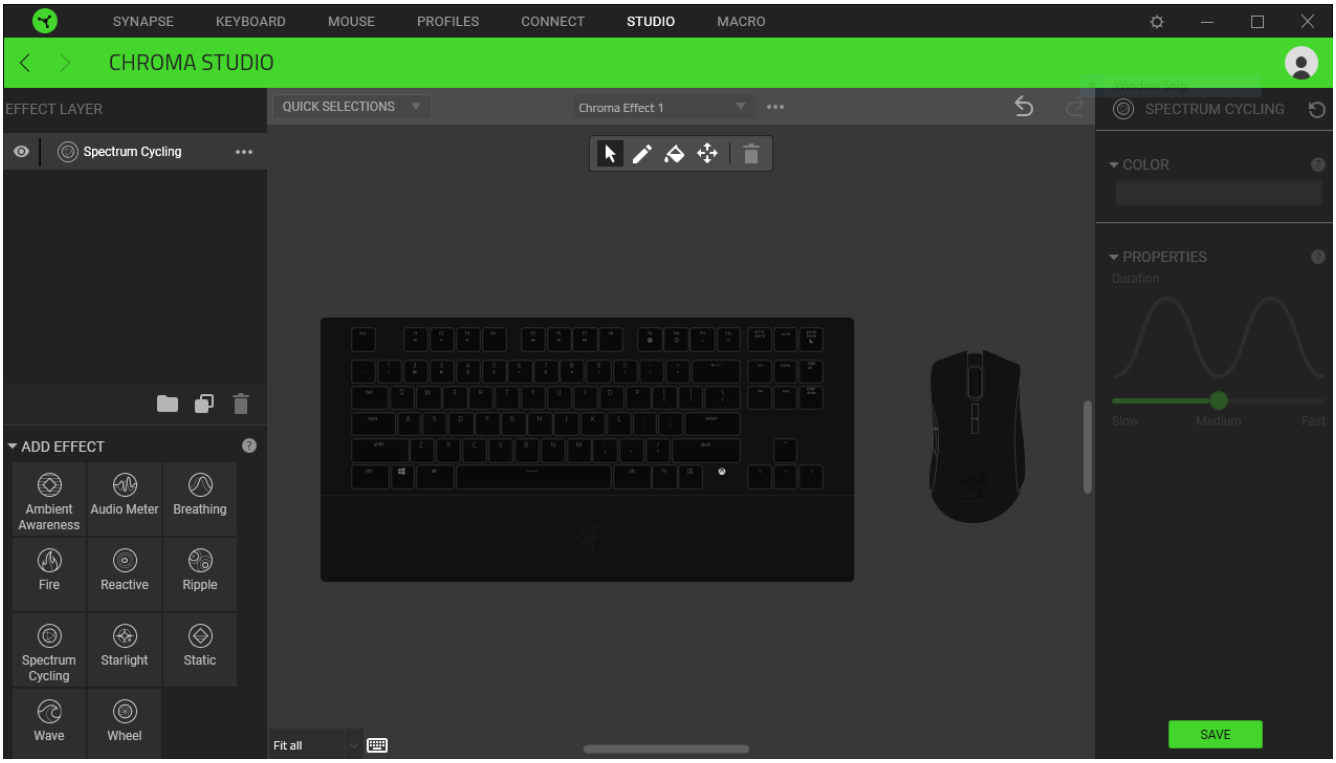
1. USING THE CHROMA STUDIO MODULE

All images shown here are for reference only. All listed features are subject to change based on the current software version, connected device(s), and supported apps and software.

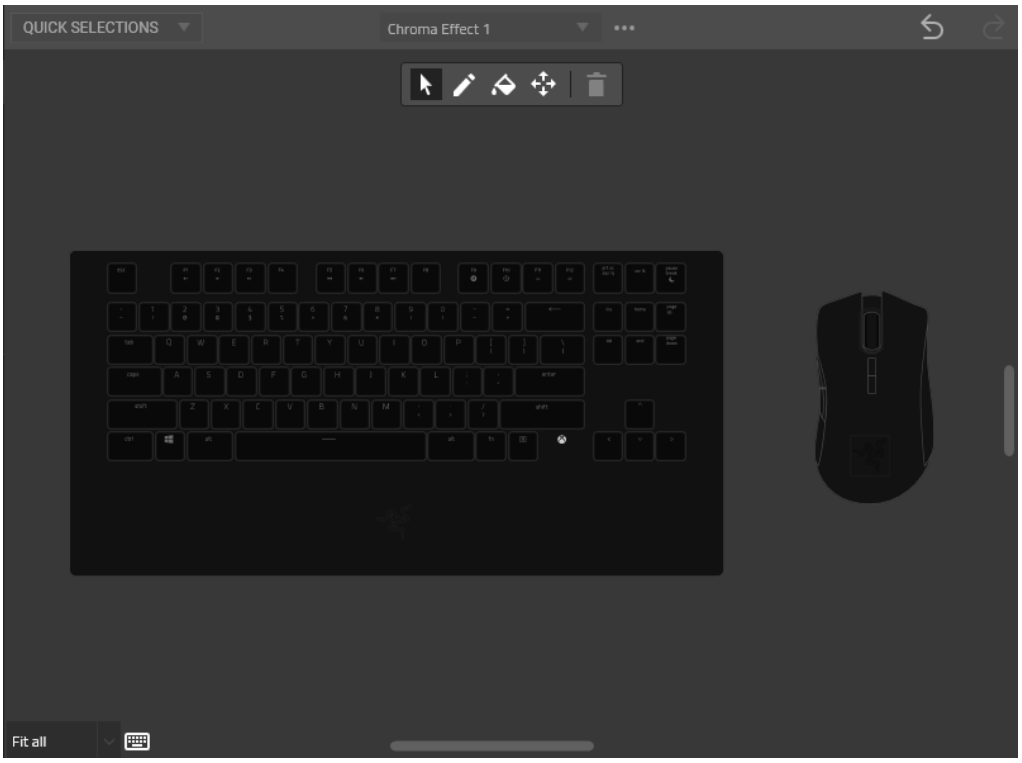
The Chroma Studio module enables you to create and edit your own Chroma Effects which you can apply to all supported Razer Chroma-enabled and/or RGB devices.



With the Chroma Studio module, your Razer Chroma-enabled devices will be able to make use of the entire Razer Chroma arsenal with even more detailed customization options to truly give you that fully immersive gaming experience.

CANVAS

The Canvas shows all connected Razer Chroma-enabled devices, supported RGB devices and even your Razer Chroma-enabled system (if present). A real-time preview of any applied effect will also be shown in this area.



As some lighting effects rely on how your devices are physically placed on your desktop, it is recommended that you use the move tool ( ) to reposition your devices within the canvas to mimic the physical layout of your devices.

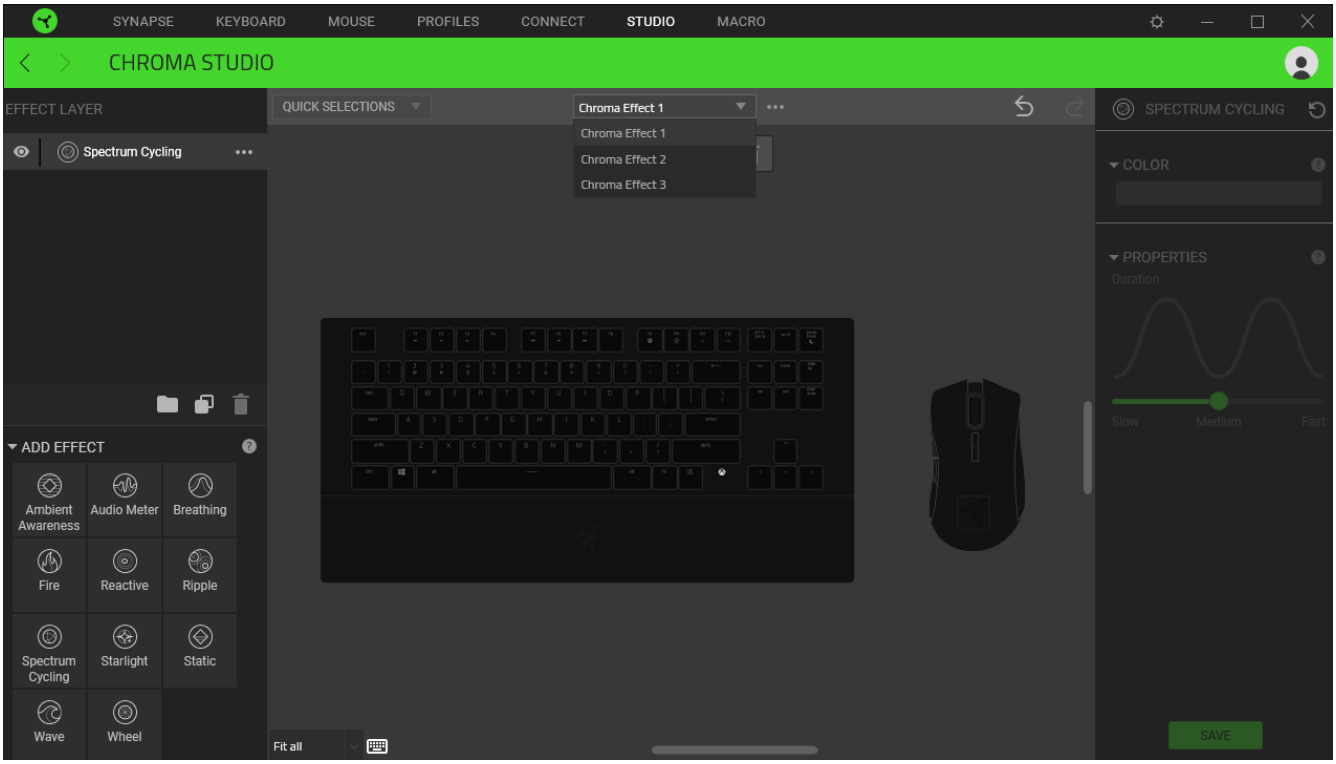
You may use the Undo ( ) and Redo ( ) buttons to reverse actions made within the canvas, adjust the canvas preview with the **Fit all** drop-down, and view all canvas shortcuts when you hover over the canvas shortcuts icon ( ).

CHROMA EFFECTS

Chroma Effects are advanced lighting profiles which allow you to apply a lighting effect or combine multiple lighting effects across all devices or on selected LEDs. Feel free to create multiple Chroma Effects for all your favorite games and moods.

Chroma Effect Selection

Use the Chroma Effect drop-down menu to switch between any available Chroma Effect. To add, rename, duplicate, or delete a Chroma Effect, use the miscellaneous button (•••).



Importing/Exporting Chroma Effects

Best used with the Chroma Workshop, import any contributed work so you can jump straight into the action with your Chroma lighting all set or share your very own designs with the community by exporting your Chroma Effects (in .ChromaEffects format) and uploading them to the workshop.

Importing Profiles

1. On the Chroma Studio tab, click the miscellaneous button (•••) and then click **Import**.
2. Click the folder icon ( ) and find your Chroma Effect file, then click **Open**.

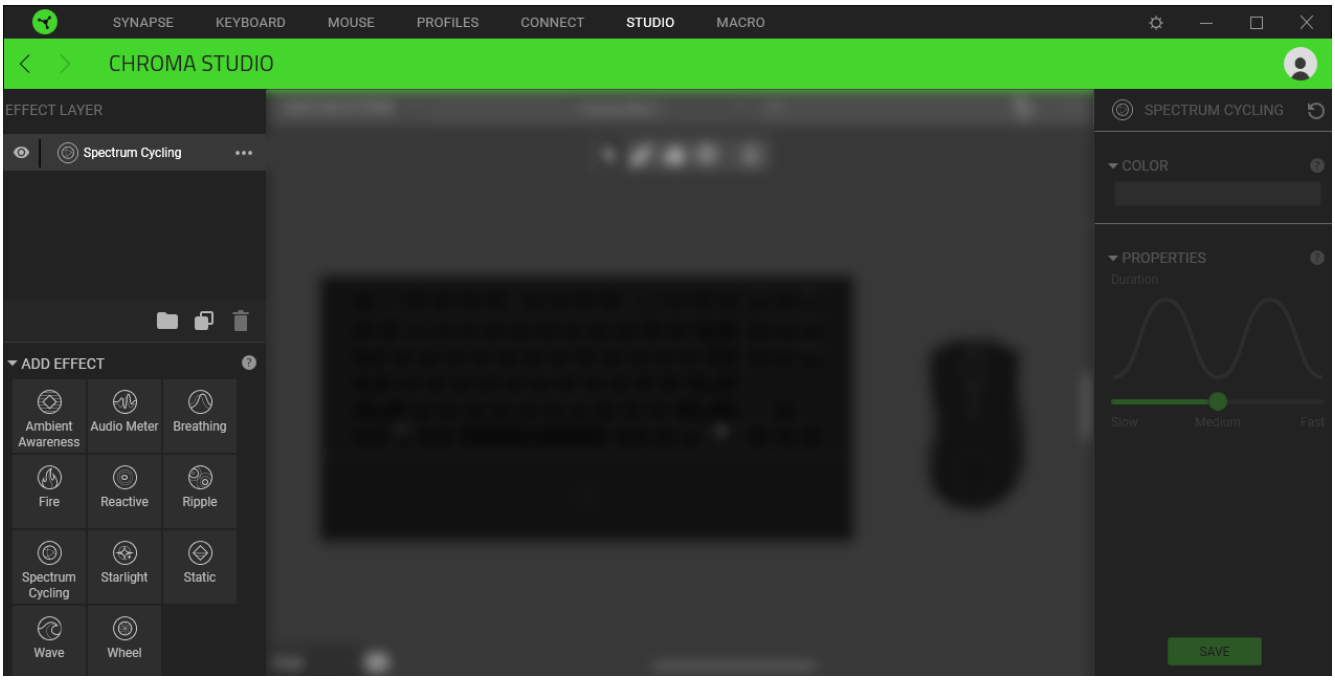
Only the available configuration will be imported If the devices in the import file does not match with the devices on your current setup.

Exporting Profiles

1. On the Chroma Studio tab, click the miscellaneous button (•••) and then click **Export**.
2. Select which Chroma Effect(s) will be included in the export file (.ChromaEffects) and then click **Export**.
3. Assign a name to the export file, set where you want it to be saved, and then click **Save**.

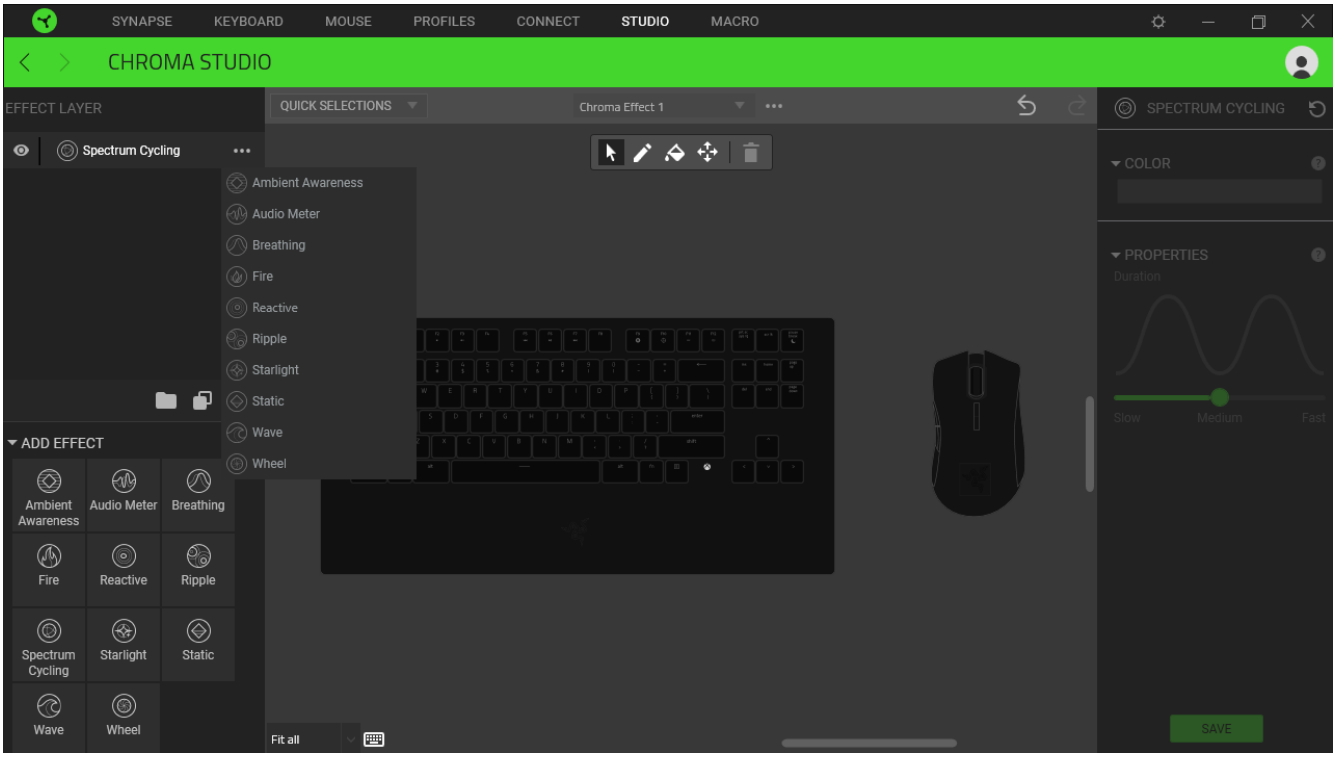
EFFECT LAYER

The Effect Layer handles all layer management controls, lighting effects and their corresponding in-depth customization options. This segment extends on both sides of the Chroma Studio tab, with the main controls in the left and all in-depth customization options on the right.

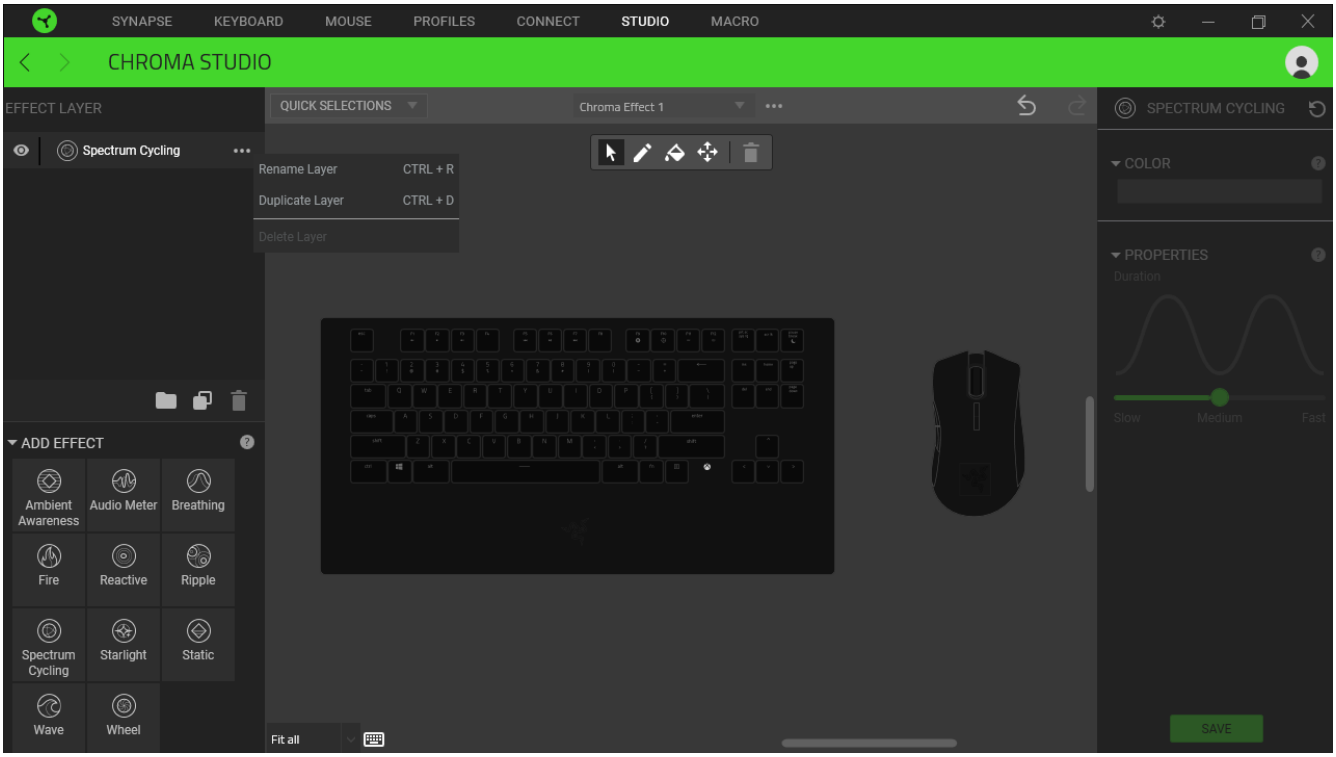


Adding effect layers

Clicking on any effect under the Add Effect section will automatically add an effect as a layer. All effects are arranged as layers wherein the topmost takes priority. You can change a layer's effect by clicking on its corresponding miscellaneous button (•••) and selecting a new effect.



You may right-click on any layer to rename, duplicate, or delete a corresponding layer if needed, or hide the visibility of each effect by clicking on their corresponding visibility icon ( ).



You may also group multiple effect layers by clicking the Add Group button ( ) and dragging effect layers to the newly added folder, duplicate a layer with the Copy button ( ), or delete a layer with the Trash button ( ).

Some layers may have overlapping effects, so you may need to arrange them in a specific order.

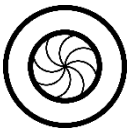
Effects and in-depth options

Listed below are all the available lighting effects on Chroma Studio and their corresponding in-depth options:

Accessible effects may vary for each Razer Chroma-enabled device. An effect layer will not be visible on your device(s) if you didn't select LED(s) and saved any made changes. Learn how to apply effects

	Name	Description and in-depth options
	Ambient awareness	The lighting will reflect the averaged color on the selected screen region ▪ **Region.** Preview the screen area where the color will be averaged from.

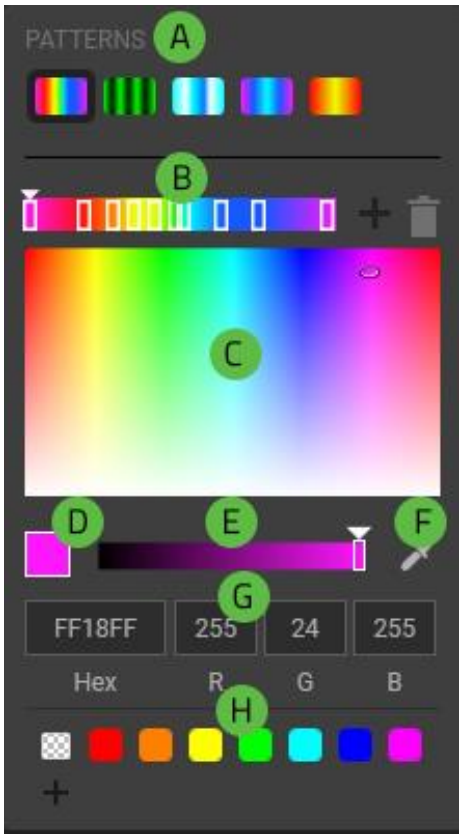
		▪ **Edit region/Presets.** Select where the color will be averaged from the available region presets or use Edit Region if you want to select a specific screen area (through click and drag). ▪ **Blend.** Adjust how accurate the averaged color will be.
	Audio meter	The LEDs will light up according to the audio level with a default spectrum of colors ▪ **Color**. Select the color pattern which will be used for the Low and High settings of the audio level. Customize these further by adding or deleting color stoppers. ▪ **Properties.** Adjust Boost to control how quickly the current audio level will reach the High setting of the color pattern, and Decay for the Low setting.
	Breathing	The lighting will fade in and out of the selected colors at your preferred duration ▪ **Color**. Select up to two colors or have these randomized. ▪ **Properties**. Adjust how fast the colors will fade in and out. ▪ **Playback**. Set the effect to start randomly, upon pressing any key, or by pressing any selected key; and have it end after a set number of times or infinitely looped.
	Fire	The LEDs will light up in warm colors to mimic the motion of flames ▪ **Color**. Set a color for both the hot and cold regions of the effect.
	Reactive	The LEDs will light up when a key is pressed and will fade off after a specified period of time ▪ **Color**. Select or randomize a color for the effect. ▪ **Properties**. Set how fast the effect will fade off from your LED(s).
	Ripple	On key press, light will ripple away from the pressed key ▪ **Color**. Select the color pattern for the effect. Customize these further by adding or deleting color stoppers. ▪ **Properties**. Set the speed and thickness of the ripple. ▪ **Playback**. Set the effect to start randomly, upon pressing any key or by pressing any selected key; and have it end after a set number of times, by pressing any selected key, or infinitely looped.
	Spectrum cycling	The lighting will cycle between 16.8 million colors indefinitely

		▪ **Color**. Select the color pattern for the effect. Customize these further by adding or deleting color stoppers. ▪ **Properties**. Set how fast the effect will fade off from your LED(s).
	Starlight	Each LED will have a chance of fading in and out at a random time and duration ▪ **Color**. Select the color pattern or randomize the pattern for the effect. ▪ **Properties**. Set how frequent (Density) or how fast (Duration) the colors will fade in and out.
	Static	The LEDs will remain lit in the selected color ▪ **Color**. Select a color pattern which will be used for the effect.
	Wave	The lighting will scroll in the direction selected ▪ **Color** Select the color pattern for the effect. Customize these further by adding or deleting color stoppers. ▪ **Properties**. Set how fast the lighting will scroll, adjust how wide the wave will be and which angle it will come from, control the delay between each wave, or have it split on the selected LEDs. ▪ **Playback**. Set the effect to start randomly, upon pressing any key or by pressing any selected key; and have it end after a set number of times or infinitely looped.
	Wheel	The lighting will rotate in the direction selected ▪ **Color**. Select the color pattern for the effect. Customize these further by adding or deleting color stoppers. ▪ **Properties**. Set how fast the color will rotate, relocate the center point of the effect*, and set the movement of its rotation to either clockwise or counter clockwise (Direction). **If you want to change the center point, make sure to select LEDs first, and then click the Center Point button. You may then click on the new desired location of the wheel's center.* ▪ **Playback**. Set the effect to start randomly, upon pressing any key, or by pressing any selected key; and have it end after a set number of times, or infinitely looped.

Using the Color Picker

Located on the right-hand portion of the Chroma Studio screen, The Color Picker allows you to customize almost all effects with your preferred pattern and/or color upon selecting LED(s) and clicking on the Color bar.

The Color Picker will only be accessible once you have selected an effect and LED(s). Color customization options for each effect may vary as some effects may not include color selection (e.g. Ambient Awareness) or pattern selection (e.g. Breathing).



A. **Patterns.** Select a pattern with the preferred placement of color stoppers.

B. **Color Stoppers.** Customize the placement of a selected pattern's color stopper(s). Use the add button (+) to add more stoppers and the trash button (🗑) to delete any selected stopper.

C. **Color field.** Click on any preferred color to change the color of a selected color stopper.

D. **Active color.** Shows which color has been selected.

E. **Shade slider.** Adjust the shade of the selected color.

F. **Eyedropper.** Click and hold to pick any color on your screen.

G. **Color values.** Enter the Hex value or the RGB values of the color that you want to assign to a stopper.

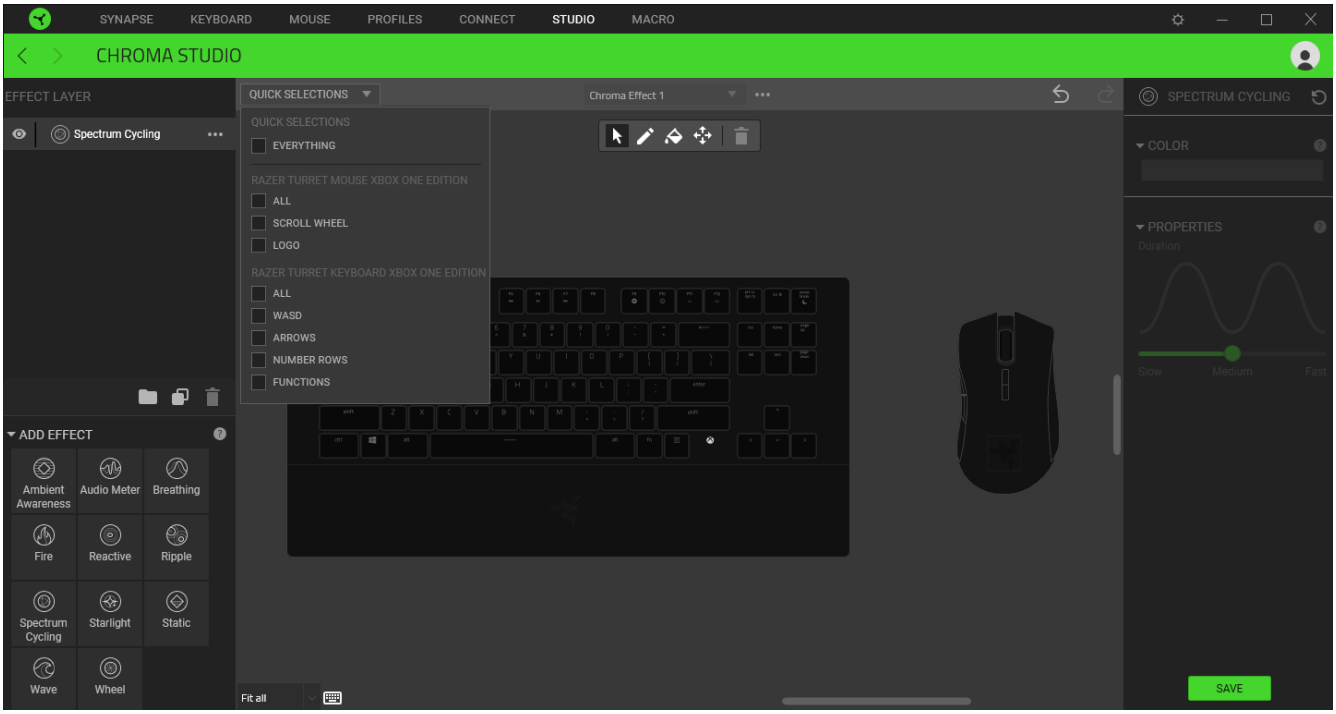
H. **Color swatches.** Click on the add button (+) to add the Active color as a preset.

Applying effect layers

Before an effect layer becomes visible and/or before you'll be able to personalize an effect layer's properties, you must first determine which device(s) or LED(s) will use it. To select device(s) or LED(s), you may either use any of the following:

Quick Selections

The Quick Selections lists down a preset of lighting regions designed to easily customize your device(s). Alternatively, you can individually select an LED by clicking on the area or select multiple LEDs by using click and drag (or ctrl + click and drag).



Once you have selected your preferred region(s), the selected effect layer's properties can now be modified. Click the **Save** button to apply the effect with the preferred settings.

Canvas Controls

Use these controls to perform almost all actions within the canvas such as immediately applying an effect as a fill, selecting specific LEDs for your effect to use, repositioning devices, and even removing selections.

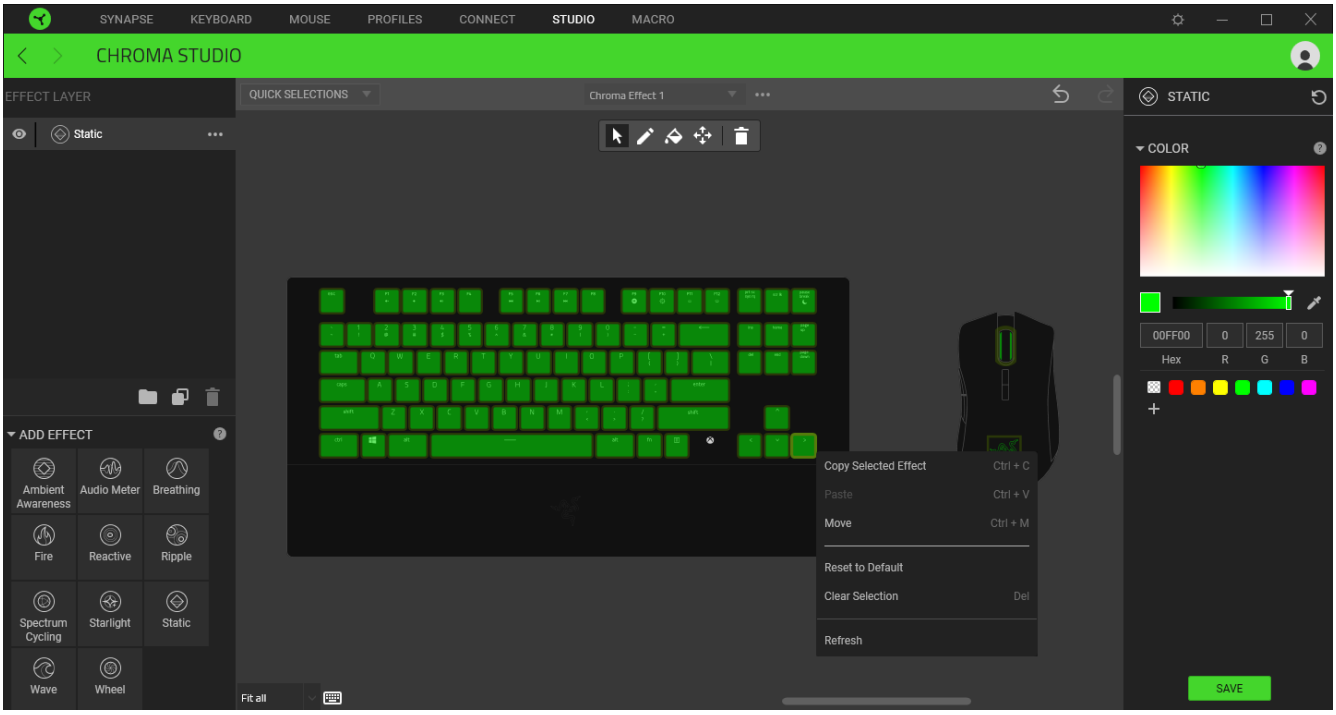
- Selector – Select LEDs where you want to apply an effect.
- Pen* - Draw directly on the LEDs with the selected properties.
- Paint Bucket* - Fill an area directly with the selected properties.
- Move – Reposition your devices in the canvas.
- Clear Selection - Remove an applied effect from the selected area.

You may already customize an effect layer when these controls are active. When using these controls, it is suggested that you customize the effect first.

After selecting where an effect will be applied, customize the effect further using the customization options on the right side of the canvas, and then click the **Save** button to apply the effect with the preferred settings.

Other control actions

Right-clicking on any applied effect in the canvas also allows you to perform or access other canvas features.

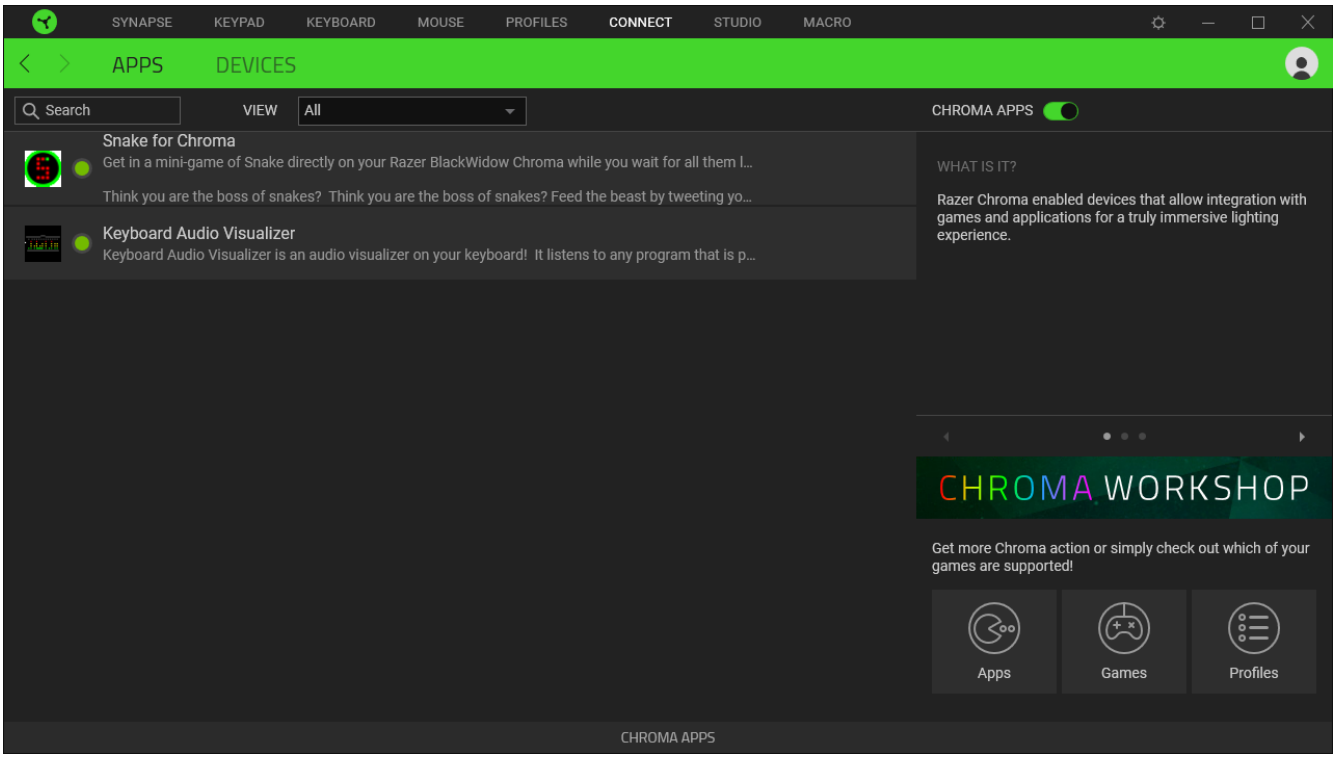


Listed below are the actions you can access from here:

- **Copy Selected Effect.** Copy an applied effect and its settings.
- **Paste.** Apply a copied effect to an LED.
- **Move.** Make all devices repositionable. Press ESC to exit this mode.
- **Reset to Default.** Remove all custom settings from an active effect.
- **Clear Selection.** Remove an active effect from an LED.
- **Refresh.** Refresh the canvas.

Preserving effects

If you have installed the Chroma Connect module, officially integrated games or apps will automatically apply Chroma Effects across your devices while active and will temporarily override any active Chroma Effect. If you wish to preserve your custom Chroma Effect and disable other apps from taking over, simply toggle off the Chroma Apps from the Connect tab.



You can find the full list of these games and apps from the Chroma Workshop.

2. LEGALESE

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