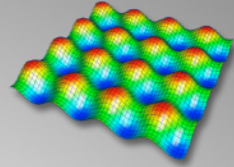


# Wave RGB

Mac Version 2.0



**Wave RGB** does one cool thing: creates waves of color across your Logitech keyboard while you type. This dynamic “ripple” or “fireworks” effect is not an option offered by LGS.

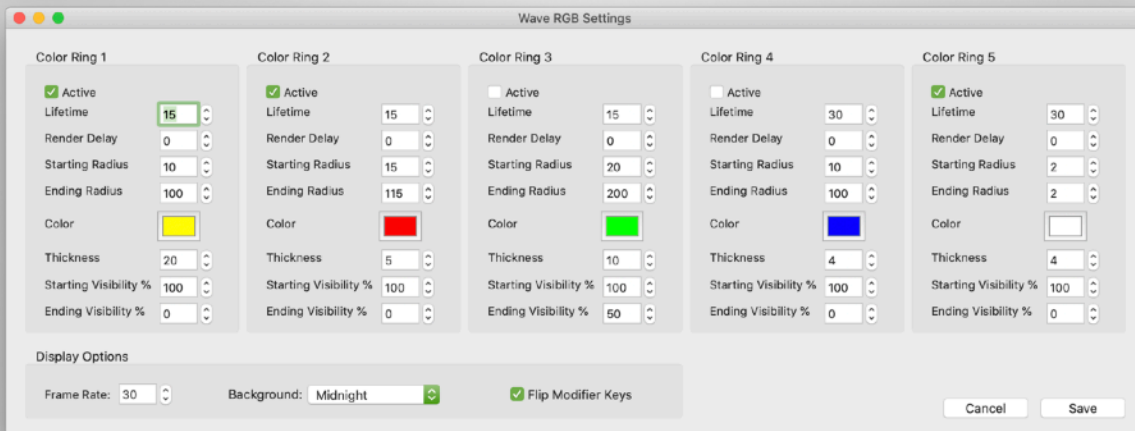
Simply launch **Wave RGB** and forget it. It works fine while hidden in the background. As long as the app is running, your keys will flash colors whenever you type or use the media keys. LGS must also be running at all times.



The app’s window shows a real-time view of the light pattern being shown on the keyboard.

You can change the look of the color waves to anything you like. Each keypress can trigger one, or as many as five, color rings so you can create your perfect look.

Change how your rings appear by pressing the Change Colors and Settings button or press **⌘**, This window will appear:



Display options at the bottom include:

- ★ **Frame Rate:** How quickly the ripple effect will change. 30 FPS appears very smooth with small CPU impact but you can adjust as you like.
- ★ **Background:** The colorful backdrop for the animated rings of color
- ★ **Flip Modifier Keys:** Choose if you used the Keyboard control panel to swap the functions of the WIN and ALT keys and the lights appear to start from the wrong ones when pressed.

Across the top of the window are five identical blocks of settings, one block for each of the 5 possible rings that trigger when you press a key.

Ring 1


☒ Active

Lifetime

Render Delay

Starting Radius

Ending Radius

Color 

Thickness

Starting Visibility %

Ending Visibility %

**Active:** Check to make this ring appear when you press a key.

**Lifetime:** The number of frames to draw this ring. This is related to the *frame rate*. A ring with a lifetime of 30 frames played at a frame rate of 30 FPS will appear on the keyboard for 1 second. A ring with a lifetime of 15 @ 30 FPS will appear for half a second.

**Render Delay:** The number of frames to wait after the key is pressed before starting to draw the ring. This allows you to create an echo effect after pressing a key. The lifetime of the ring (above) is counted starting after the render delay.

**Starting Radius** and **Ending Radius:** During the ring's lifetime, the ring will be drawn smoothly changing size from the start size to the ending size. The number refers to pixels on the real-time preview in the window.

**Color:** The color to draw this ring.

**Thickness:** The width of this ring when it is drawn. The ring will appear as a solid circle until the radius of the ring exceeds its thickness.

**Starting Visibility** and **Ending Visibility:** During the ring's lifetime, the ring will be drawn smoothly changing its visibility / opacity from the starting value to the ending value. 100% means the ring color fully covers the background color, and 0% means the ring is invisible over the background.

## Notes

The G-Keys will not make ripples when pressed because the Mac doesn't see those keys. If the G-key has a text macro assigned to it, you will see ripples appear from the letters typed in the macro.

As a security measure, the Mac blocks key monitoring while you enter your admin password into an authentication box or when entering passwords into websites.

The app was tailored for the G910 US keyboard. It should work well with all other Logitech per-key RGB keyboards with the US layout. European layouts will have missing or mis-firing keys. The code is posted on Github and I'm happy to take suggestions from European users to update the code for their keyboard layouts.

WAVE RGB IS PROVIDED FREELY WITH NO GUARANTEE IT WILL WORK FOR YOU.