WoW Lights Setup Instructions

⏻ What is this?

WoW Lights is an add-on for World of Warcraft to bring the in-game action to your LED keyboard.

The add-on displays a small, colorful, animated block of color in the corner of your game screen. When paired with software to look for these colors and mirror them on your per-key RGB LED keyboard, you'll enjoy a new dimension in gameplay.

These instructions will lead you through setting up **WoW Lights** with Logitech G Hub, but keyboard lighting software from other manufacturers for other keyboards could be used too.
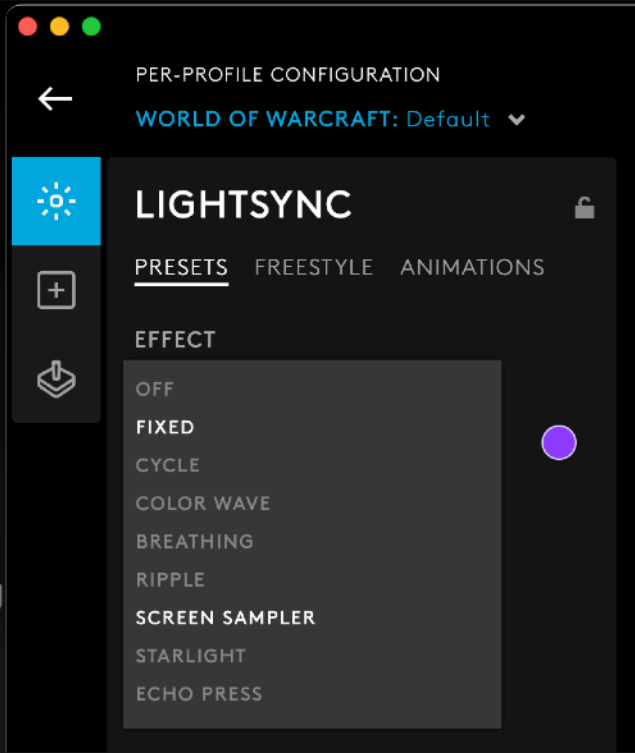
1 Install the Add-on

WoW Lights works with all versions of WoW: Dragonflight, Classic, and Wrath.

Install the unified add-on by dragging the Wowlights folder (with 5 files) into one or more of the matching Blizzard WoW folders:
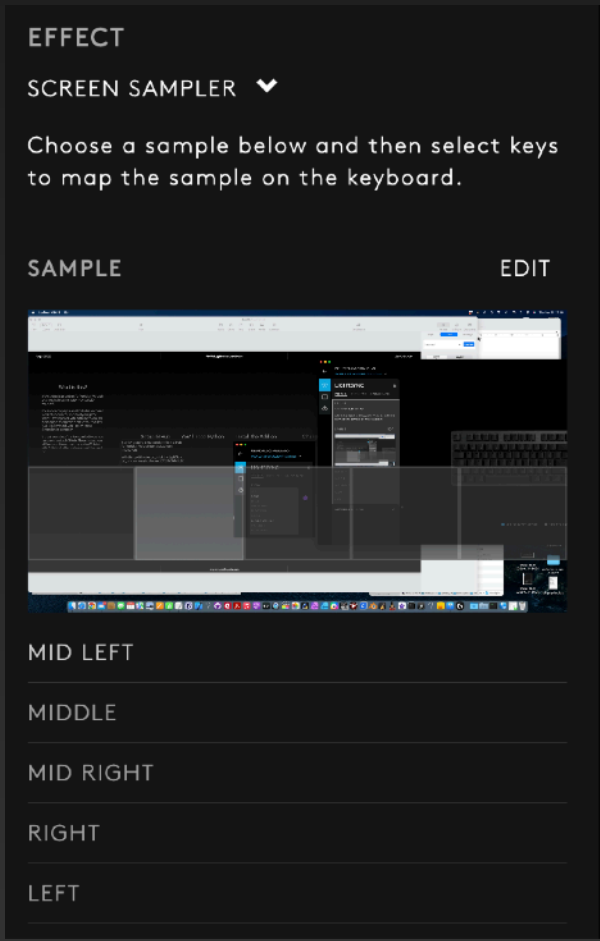
Copy the **Wowlights** folder over to: \World of Warcraft\...	
for Dragonflight	_retail_\Interface\ AddOns
for Classic	_classic_era_\ Interface\ AddOns
for Wrath	_classic_\ Interface\AddOns

2 Setup the G Hub Keyboard Software to Scan the Screen

Create a keyboard profile in G Hub for World of Warcraft per the Logitech instructions.

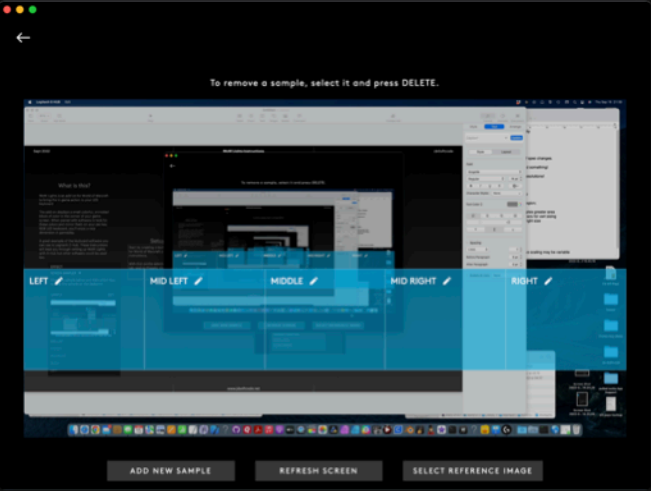Set the profile to use the SCREEN SAMPLER effect. That will create five default sampling zones:

Click the EDIT button to modify them.

The editor will let you rename the five sampling zones by clicking on the pencil icon. In any order, rename the five zones to:
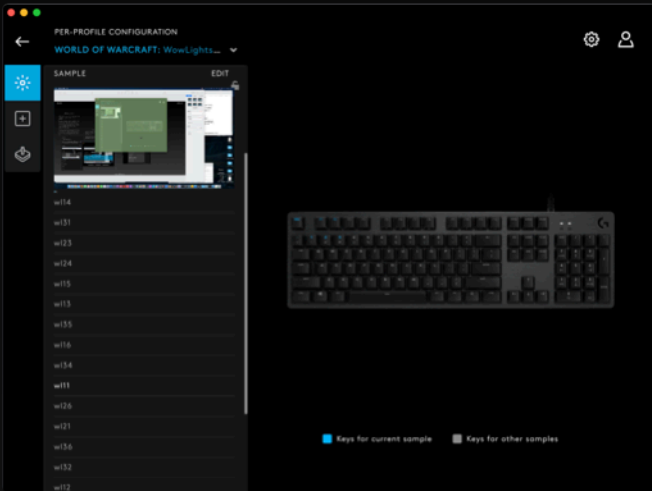- wl11 (that's W and L, for WoW Lights)
- wl12
- wl13
- wl14
- wl15

Next, you need to add 13 more sample regions with the ADD NEW SAMPLE button.

It does not matter where each zone is located or how big it is. But you do have to rename the zones like this:
- wl16
- wl21, wl22, wl23, wl24, wl25, wl26
- wl31, wl32, wl33, wl34, wl35, wl36

Click the back arrow at the top-left.

Assign each of the 18 sample zones to specific keys on your keyboard.

In the zone list, click on one zone at a time then click on the keyboard keys to assign them to the matching zone as in the picture at the bottom of this page.

If you have extra G keys, a TKL keyboard, or a non-US layout, no problem! Just follow the guide below but assign the 6 × 3 sampler grid evenly over the keys you have.

This is the preferred mapping the animations are built for, but once you've used WoW Lights for a while, you can try variations (e.g. one of the 18 zones just for WASD)

Recommended Screen Sampler Zone Assignments

3 And a bit of Python

The add-on draws a small color box on your WoW screen. It's so small, you can't use the mouse to make the tiny sampler regions using G Hub. That's where Python comes in!

`wlights-ghub-settings.py` is the python script that will resize and move the 18 sampler regions you made into a tiny cluster in the corner of the screen.

With Python installed on your computer, completely quit G Hub and then run the script:

 Mac: open a Terminal window, move into the WoW Lights folder with the script and type:
`python3 wlights-ghub-settings.py`
Macs have Python pre-installed.

 Windows: open a PowerShell window, move into the WoW Lights directory with the script and type:
`python .\wlights-ghub-settings.py`
If you don't have Python on your PC, type `python` in the shell window to download and install it from the MS Store, or visit www.python.org

Follow the script's instructions to modify your G Hub preferences file.

You only need to do this once unless you change your screen's resolution. If you do resize your screen, re-run the script.

The script creates a safety copy of your G Hub preferences. After the script runs and you restart G Hub, if it looks like G Hub reset and forgot all your settings, just quit it again, delete the new prefs file and rename the safety copy back to the way it was.

4 Calibrate your Lights

After logging into WoW, type **/wlights** to open the WoW Lights control panel:

Do a one-time calibration of the Add-on to match the G Hub screen sampler.

Click the **Cal Colors** button to show a colorful checkered pattern. Adjust the number in the **Frame Size** box until the pattern lines up with your keyboard lights (press Enter after changing the number).

Screen Resolution	Starting Frame Size	
	Mac	Windows
1920 × 1080		4.2
2560 × 1440	2.7	3.2
3200 × 1800	2.2	2.6

Use the number in the table as a starting value then adjust it to get the best fit of the on-screen color squares to the lights on your keyboard.

If the 6 horizontal colors don't stretch all the way across your keys, make the number bigger. If you see flickering lights when you move the in-game camera, make the number bigger. And if you see fewer than 6 colors, make it smaller.

The goal is to see the same checkered pattern on your keyboard as on screen with a minimum of color leaking into adjacent zones. A little color bleed is fine. Play around for the best fit.

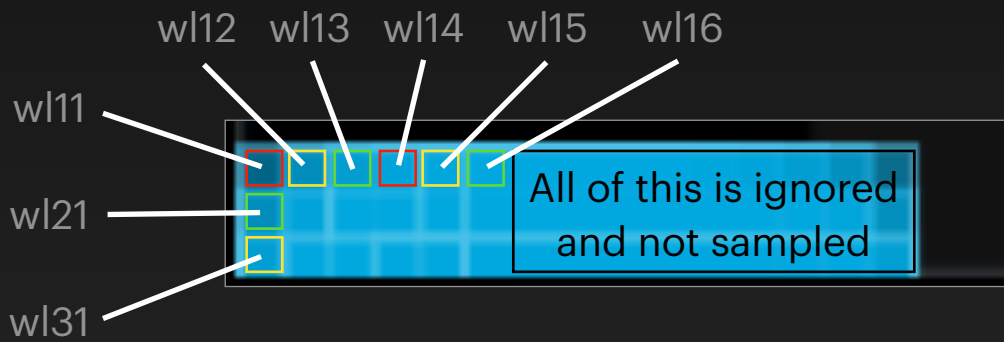Click **OK** then type **/reload** and enjoy!

This section is for advanced problem solving. Most users can skip this.
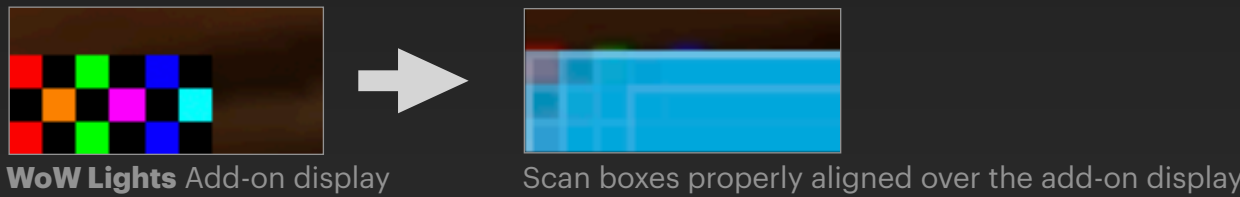
Details on the Scan Regions

The `wlights-ghub-settings.py` script tightly packs 18 G Hub screen sampler regions into a block in the bottom-left corner of your screen. If you look at them closely in the G Hub editor they will appear like this:

It looks like the sampler regions are very wide and overlapping, but that's just a display limitation of G Hub. In fact, only the top-left 5x5 pixels of each blue box is an active sampling region, like this:

For the best display of lights on your keyboard, you want the 18 screen sampler boxes to align directly over the WoW Lights color patch in the lower-left corner of the screen.

WoW Lights Add-on display　　　　　Scan boxes properly aligned over the add-on display

The first and easiest way to align the add-on and sampler regions is using the **Frame Size** control in the **WoW Lights** add-on as described on page 1.

If you can't get a good fit just using the **Frame Size** control, read the next section for how to modify the sampler regions instead.

Advanced Python Command Line Settings

If adjusting the **Frame Size** control in the **WoW Lights** add-on fails to align the on-screen pattern and sampler regions, you can overriding the way the Python script positions the sampler regions on the screen.

There are four options you can add to the python command line to change some geometry for the sampler regions. Type any or all of these options immediately after the `python3 wlights-ghub-settings.py` command:

`--shift #` moves the sampler regions to the right (away from the left edge of the screen) by an integer number of pixels. Default is zero.

`--aspect #.#` stretches the sampler regions to be wider than they are tall by this fraction. A value of 1.2 will make the sampler regions 20% wider than they are tall. Default is 1.0 which creates square regions.

`--gridsize #` sets the height and width (depending on aspect) of the sampler regions in screen pixels. G Hub fails below 5 pixels and the screen sampler region will show only black. Default is 5.

`--buffer #` will create a gap between the sampler regions of this many pixels. Default is zero.

There is no formula for the "right" settings. It will take trial and error if the default values don't work for your particular screen, operating system, and G Hub version.

EXAMPLE: One Windows test machine at JΔ•Softcode got better lighting alignment with the following command,

`python3 wlights-ghub-settings.py --shift 2 --aspect 1.2 --buffer 1`

but this is not a prescription for all Windows computers; expect the default values to work fine.

Keep in mind these settings modify how the Python script positions the invisible G Hub screen sampler regions. None of these settings change the size or shape of the color box created by **WoW Lights***.*