



code

[Rainmeter]

Update=25

[Variables]

@Include=Settings.inc

LineColor=#ItemColor#

LineWidth=#ItemWidth#

ExtrudeMax=#VariationMax#

NumOfLines=#NumOfItems#

;

; base measures

;=====

[mAudioOut]

; <http://docs.rainmeter.net/manual-beta/plugins/audiolevel#FFTOptions>

Measure=Plugin

Plugin=AudioLevel

Port=Output

FFTSIZE=#FFTSIZE#

FFTOVERLAP=#FFTOVERLAP#

FFTATTACK=#FFTATTACK#

FFTDDECAY=#FFTDDECAY#

FREQMIN=#FREQMIN#

FREQMAX=#FREQMAX#

SENSITIVITY=#SENSITIVITY#

Bands=(#NumOfLines#+1)

[mState]

Measure=Plugin

Plugin=NowPlaying.dll

PlayerName=#Player#

PlayerType=State

IfEqualValue=1

IfEqualAction=[!ShowFade]

```
IfCondition=(#HideWhenNotPlaying#=1) && (mState<>1)
IfTrueAction=[!HideFade]
UpdateDivider=200
DynamicVariables=1
```

```
:=
; meterstyles
;=====
```

```
[styleLine]
LineColor=#LineColor#
LineWidth=(#LineWidth#/2)
RotationAngle=(#Inward#*PI)
ControlAngle=0
AntiAlias=10
DynamicVariables=1
```

```
:=
; meters + scripts + includes
;=====
```

```
:[Back] -----remove ";" to show background
Meter=Image
X=0
;W=500
;H=500
SolidColor=0,0,0
SolidColor2=0,0,255
UpdateDivider=-1
Draggable=1
```

```
[sFactoryBandMeasures]
Measure=Script
ScriptFile=#SCRIPT#Factory.lua
IncFile=#INC#BandMeasures.inc
Number=#NumOfLines#
SectionName=mBand%%
Option0=Measure
Value0=Plugin
```

Option1=Plugin
Value1=AudioLevel
Option2=Parent
Value2=mAudioOut
Option3=Type
Value3=Band
Option4=BandIdx
Value4={%%+1}
Option5=Channel
Value5=L
Option6=DynamicVariables
Value6=1
UpdateDivider=-1
@Include=#INC#BandMeasures.inc

[sFactoryBars]
Measure=Script
ScriptFile=#SCRIPT#Factory.lua
IncFile=#INC#Lines.inc
Number=#NumOfLines#
SectionName=Line%%
Option0=Meter
Value0=Roundline
Option1=MeterStyle
Value1=styleLine
Option2=StartAngle
Value2={#AngleTotal#-#AngleTotal#/#NumOfLines#*(#ClockWise#=0?%#: #NumOfLines#-
%%-1)+#AngleStart#}
Option3=X
Value3={#Radius#*Cos((#AngleTotal#-#AngleTotal#/#NumOfLines#*(#ClockWise#=0?
%#: #NumOfLines#-%%-1)+#AngleStart#)*(PI*2))+#Radius#+#ExtrudeMax#}
Option4=Y
Value4={#Radius#*Sin((#AngleTotal#-#AngleTotal#/#NumOfLines#*(#ClockWise#=0?
%#: #NumOfLines#-%%-1)+#AngleStart#)*(PI*2))+#Radius#+#ExtrudeMax#}
Option5=LineLength
Value5=(#mBand%#*#mBand%#**#Squared#*#ExtrudeMax#)
UpdateDivider=-1
@Include=#INC#Lines.inc

; Helper script to always refresh skin twice instead of once

; This is so that it loads the updated .inc files

[sRefresher]

Measure=Script

ScriptFile=#SCRIPT#Refresher.lua

UpdateDivider=-1

Refreshed=0

[BackCircle]

Meter=Roundline

StartAngle=#AngleStart#

RotationAngle=#AngleTotal#

LineStart=(#Radius#+#BackCircleSize#/2)

LineLength=(#Radius#-#BackCircleSize#/2)

LineColor=#BackCircleColor#

Solid=1

AlwaysOnTop=0

AntiAlias=1

;W=(#Radius#+#ExtrudeMax#)

;H=(#Radius#+#ExtrudeMax#)

W=(#Radius#*2+#ExtrudeMax#*2)

H=(#Radius#*2+#ExtrudeMax#*2)

UpdateDivider=-1

Draggable=1

settings

;

[Variables]

; CHANGE PLAYER HERE! <http://docs.rainmeter.net/manual/plugins/nowplaying>

; This is to hide the visualizer when no music player is playing

Player=Spotify

HideWhenNotPlaying=0

;

; The size of the circle

Radius=20

```

;
; Color of shapes/lines/bars. ItemColor2 is for MultiLineExtrude
ItemColor=0,0,0
ItemColor2=0,0,0
;
; For ShapeBubble or ShapeExtrude, you can specify your own shape image
ShapeFile=circle.png
;
; Width of shapes/lines/bars
ItemWidth=1
;
; Number of shapes/lines/bars
NumOfItems=500
;
; How much to extrude line/bar/shape or max shape size for ShapeBubble
VariationMax=300
;
; The shapes extrude at a ^2 pace (You can set higher for ^n)
; ie. it's "more difficult" for the shapes to extrude
Squared=0
;
; Whether the line/bar/shape extrudes inwards or not
Inward=0
;
; Show a circle (above the lines), set to 0 to hide it
BackCircleSize=0
BackCircleColor=0,0,0
;
; ANGLES: In radians, you can also use Rad(<input value in deg>)
; NOTE: VALUES ARE ALWAYS CLOCKWISE, STARTING FROM 0 WHICH FACES RIGHT
; What angle does the lowest freq start at?
AngleStart=(Rad(270))
; How much angle the items fill, from 0 - 360 in rad.
AngleTotal=(Rad(360))
; Whether the AngleTotal and AngleStart affects the BackCircle, if 0 then circle
will always be full
AnglesAffectBackCircle=1
;

```

; Set to 0 for counterCW, 1 for CW (DOES NOT affect AngleStart/AngleTotal)

ClockWise=0

;

; FFT Options: For more detailed info, read [http://docs.rainmeter.net/manual-](http://docs.rainmeter.net/manual-beta/plugins/audiiolevel#FFTOptions)

beta/plugins/audiiolevel#FFTOptions

FFTSize=2048

FFTOverlap=1024

FFTAttack=40

FFTDdecay=0

FreqMin=20

FreqMax=12500

Sensitivity=50

;

;

;

;

; constants (don't edit!)

;=====

SCRIPT=#@#scripts/

INC=#@#includes/