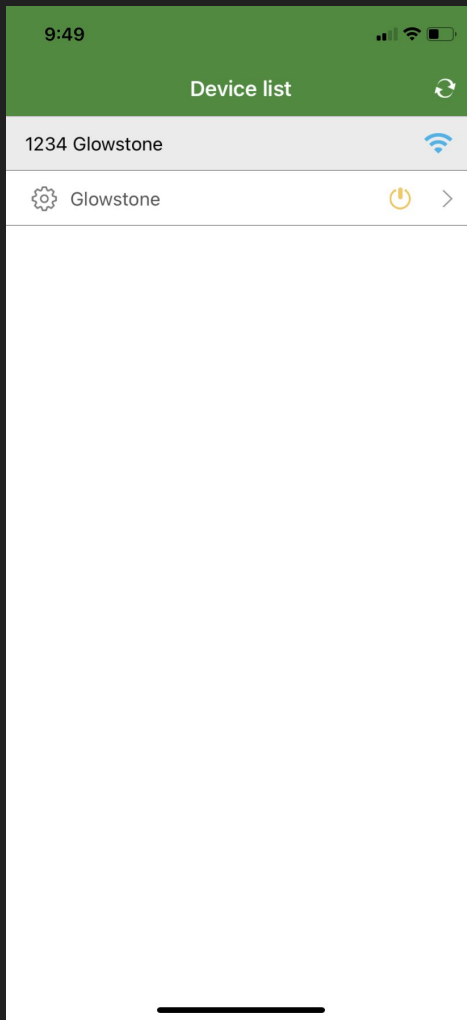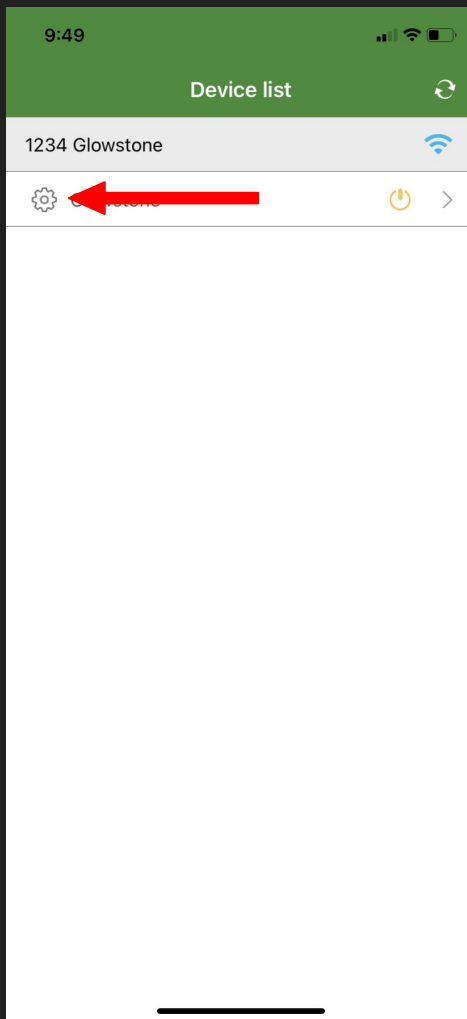# Backend Settings in the Skydance App

This is the first page you will see when you enter the skydance app.

Click on this cog wheel to access your lights backend settings.

This is the backend page of the app. There are a few different things here that you can edit.
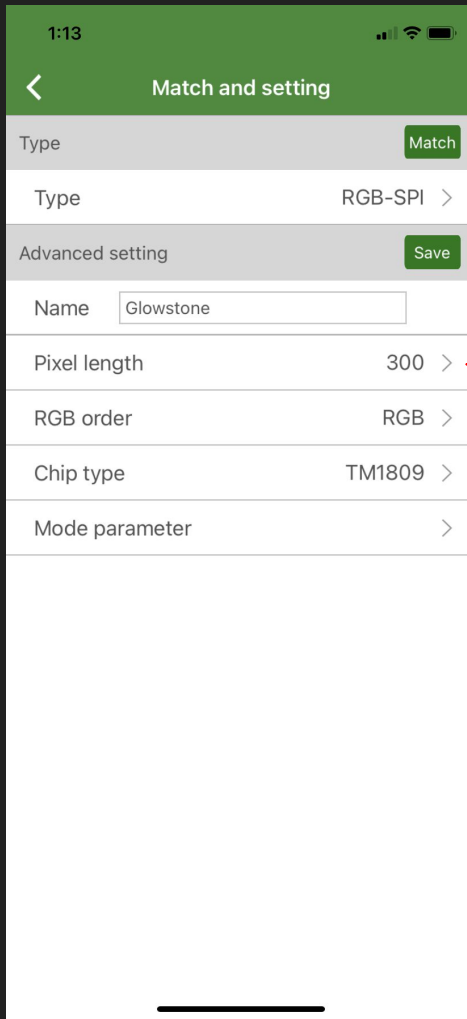
The first thing you can change is the name of the system as it appears in the app. You can do this by clicking here.
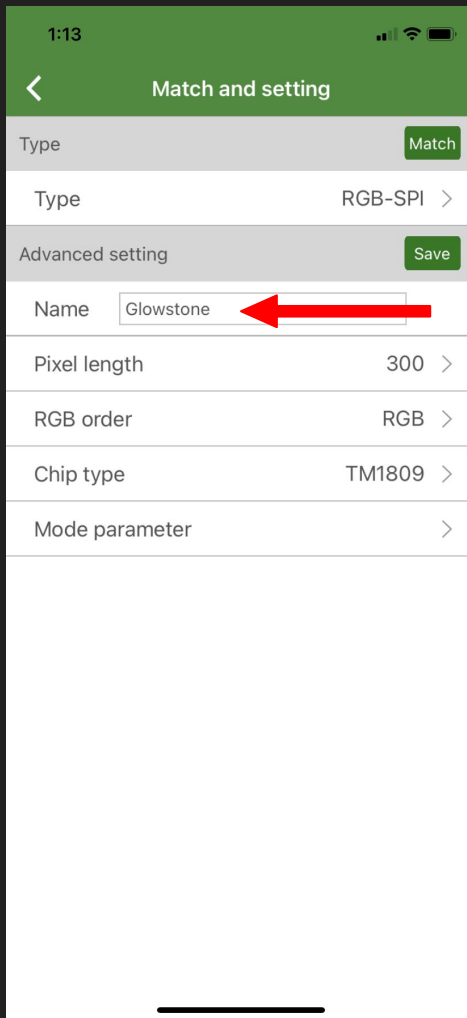
You can also change the "pixel length". This corresponds to the number of lights on your home. You don't have to be exact with this as long as the number is higher than how many lights are on your house.
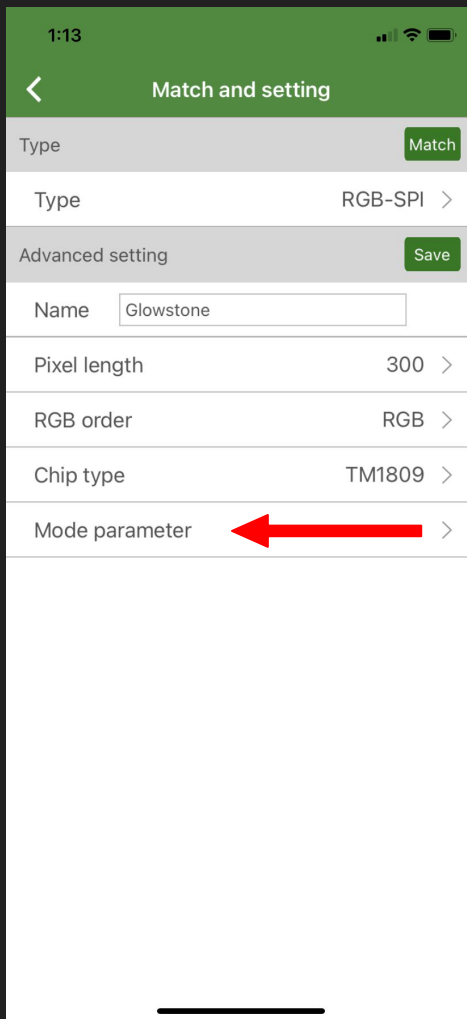
Next you can change the "RGB order" of your lights. This should always be set to RGB. If it is not set to RGB then your lights will not appear as the color that you want.
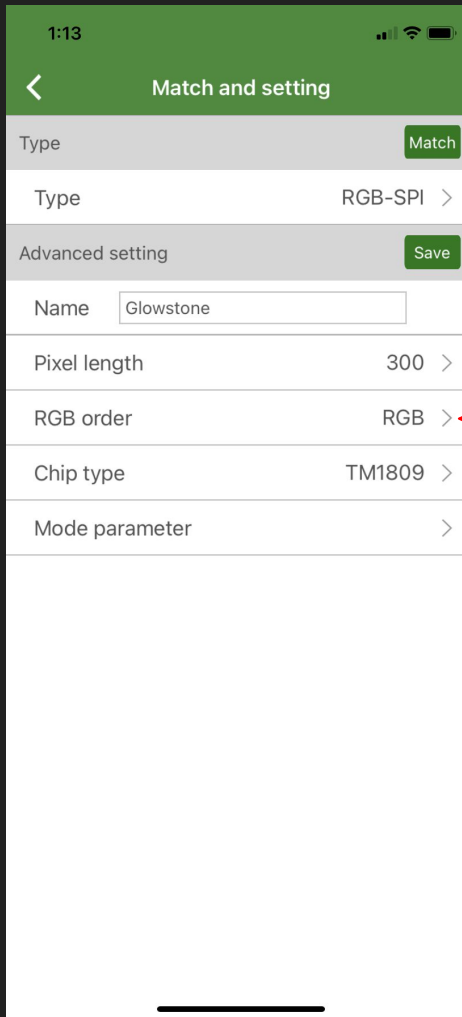
Whenever you make changes on this page make sure to click "save" to save your changes.
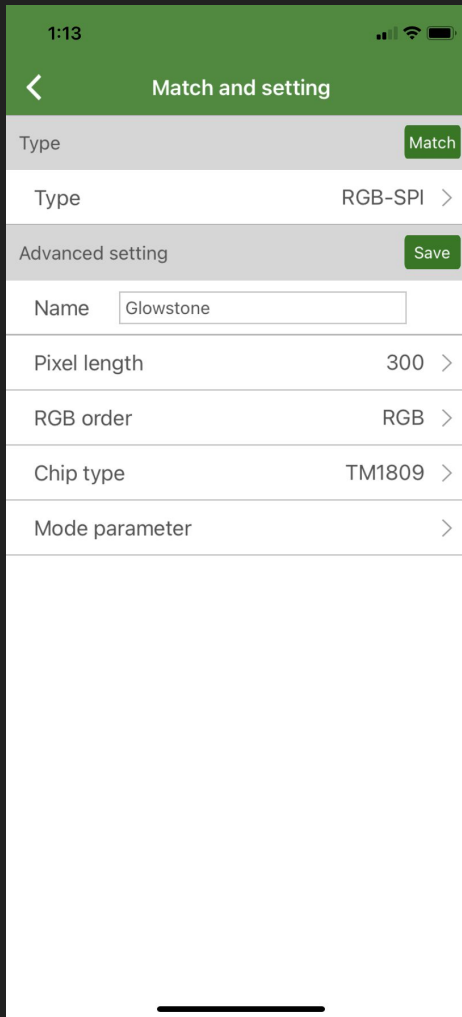
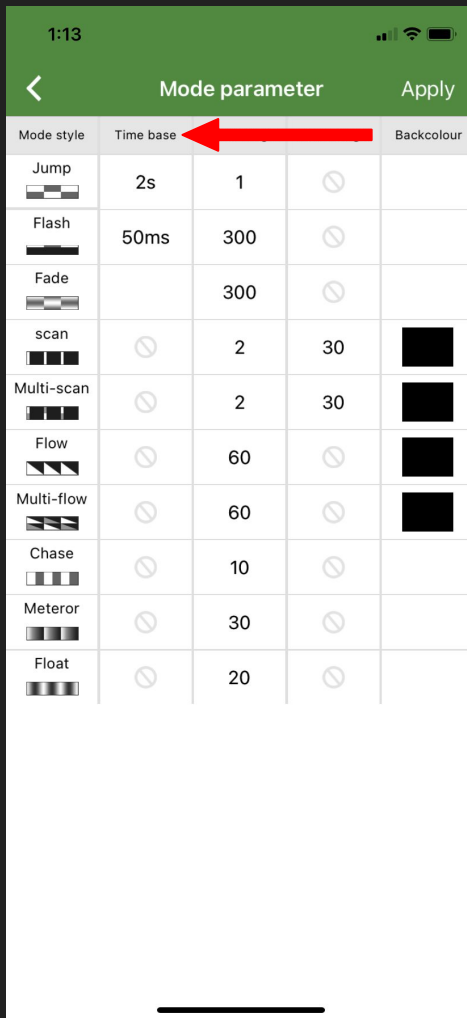From this page you can also access the "mode parameter" settings.

Here you are able to change the parameters of the different styles available to you.

Mode parameter

Apply

Mode style	Time base	Colour length	Travel length	Backcolour
Jump	2s	1	🚫	
Flash	50ms	300	🚫	
Fade		300	🚫	
scan	🚫	2	30	⬛
Multi-scan	🚫	2	30	⬛
Flow	🚫	60	🚫	⬛
Multi-flow	🚫	60	🚫	⬛
Chase	🚫	10	🚫	
Meteor	🚫	30	🚫	
Float	🚫	20	🚫	

GLOWSTONE
lighting

Time base affects how fast the style will change. We recommend that you keep the time base for jump as 2 seconds and for flash as 50 ms.
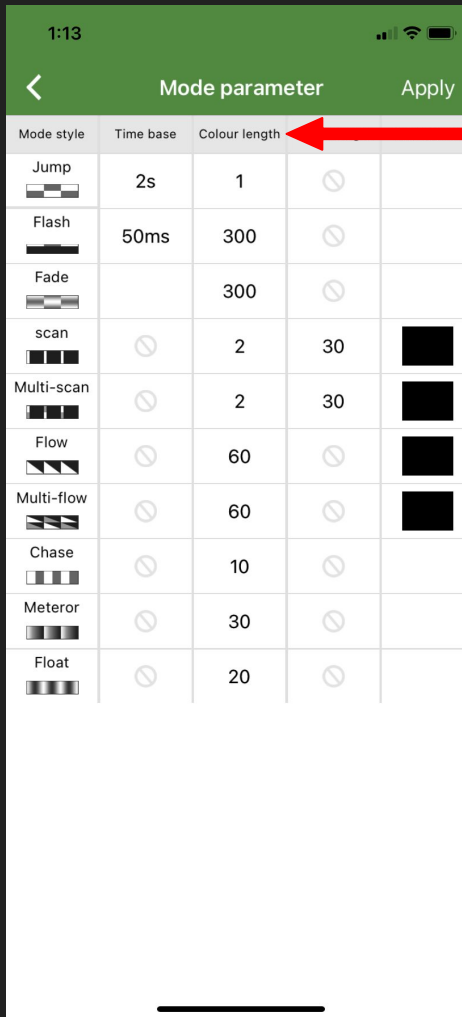

Mode style	Time base		Backcolour
Jump	2s	1	⊘
Flash	50ms	300	⊘
Fade		300	⊘
scan	⊘	2	30	■
Multi-scan	⊘	2	30	■
Flow	⊘	60	⊘	■
Multi-flow	⊘	60	⊘	■
Chase	⊘	10	⊘	
Meteor	⊘	30	⊘	
Float	⊘	20	⊘	

1:13

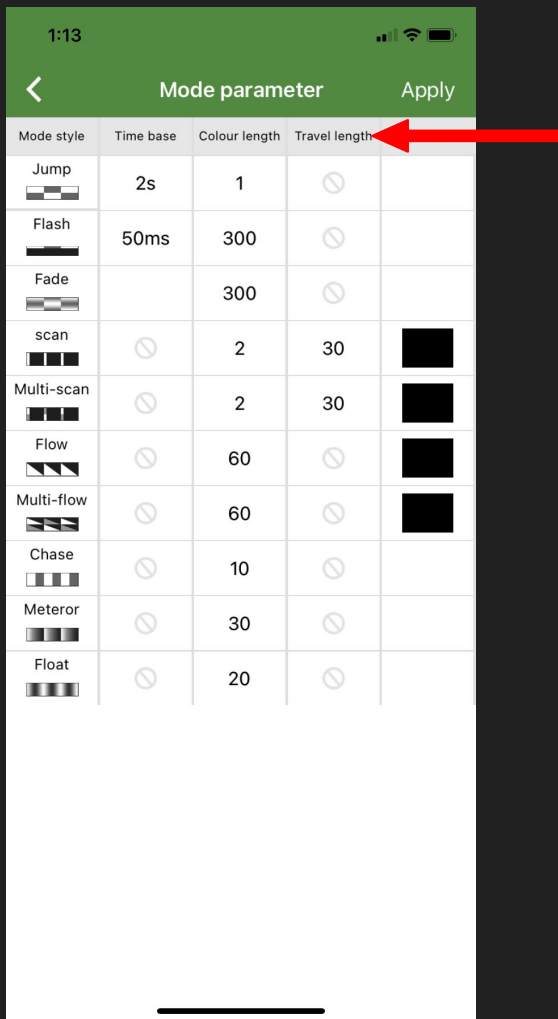Mode parameter   Apply

GLOWSTONE
lighting

Color length affects how many lights will be each color in a style. For example, color length 1 for jump with red and white would go red, white, red, white. If you change the color length to 2 then it would be red, red, white, white

1:13

Mode parameter   Apply

Mode style	Time base	Colour length		
Jump	2s	1	⊘	
Flash	50ms	300	⊘	
Fade		300	⊘	
scan	⊘	2	30	■
Multi-scan	⊘	2	30	■
Flow	⊘	60	⊘	■
Multi-flow	⊘	60	⊘	■
Chase	⊘	10	⊘	
Meteor	⊘	30	⊘	
Float	⊘	20	⊘	

GLOWSTONE lighting

Travel length is the number of lights travelled by a certain color in a style.
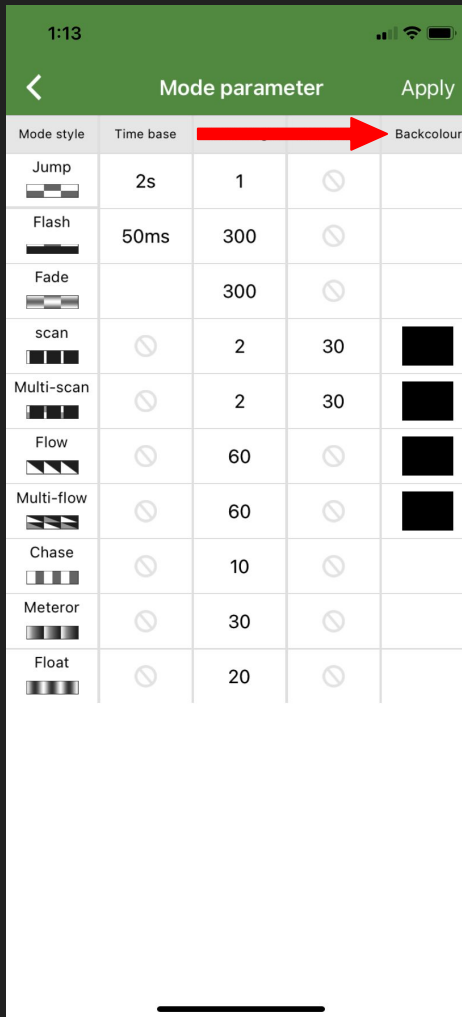
Mode style	Time base	Colour length	Travel length	
Jump	2s	1	🚫	
Flash	50ms	300	🚫	
Fade		300	🚫	
scan	🚫	2	30	⬛
Multi-scan	🚫	2	30	⬛
Flow	🚫	60	🚫	⬛
Multi-flow	🚫	60	🚫	⬛
Chase	🚫	10	🚫	
Meteor	🚫	30	🚫	
Float	🚫	20	🚫	

Mode parameter

Apply

1:13

GLOWSTONE lighting

Backcolor can be used to create a background color for different styles to play over.

Mode parameter

Apply

Mode style	Time base			Backcolour
Jump	2s	1	🚫	
Flash	50ms	300	🚫	
Fade		300	🚫	
scan	🚫	2	30	⬛
Multi-scan	🚫	2	30	⬛
Flow	🚫	60	🚫	⬛
Multi-flow	🚫	60	🚫	⬛
Chase	🚫	10	🚫	
Meteor	🚫	30	🚫	
Float	🚫	20	🚫	

GLOWSTONE
lighting

If you have done any editing on the mode parameter page remember to click apply before leaving this page.

Mode style	Time base	Colour length	Travel length	Backcolour
Jump	2s	1	⊘	
Flash	50ms	300	⊘	
Fade		300	⊘	
scan	⊘	2	30	■
Multi-scan	⊘	2	30	■
Flow	⊘	60	⊘	■
Multi-flow	⊘	60	⊘	■
Chase	⊘	10	⊘	
Meteor	⊘	30	⊘	
Float	⊘	20	⊘	

1:13

Mode parameter   Apply

GLOWSTONE
lighting