What steps should I follow to start using the Aura SDK tool and develop some new lighting applications and effects?

- Download and install SDK friendly Aura v 1.xx.xx software on your PC.
- Download and refer to the provided Aura SDK sample code, developer guide and reference flow to see how to access the internal source code of Aura
- Start to develop new effects

Can I install the SDK friendly Aura software on my laptop?

No. Developing new Aura effects currently has to be done through the Aura software that can only be installed on Aura sync compatible ASUS or ROG motherboard. You then MUST use a PC powered by an Aura sync compatible ASUS or ROG motherboard to be able to use Aura SDK (please refer to motherboard list on Aura Sync website)

What kind of lighting application and effects can I develop with Aura SDK?

We divide the lighting applications and effects possibilities into three categories:

- Lighting effects that integrate PC applications: music player, PC temperature monitoring, lighting trigger with applications...
- Stand-alone programs
- Fancier effects that cannot be made with the regular Aura UI functions.

What about sync with in-game action?

ASUS ROG is currently working with partners to provide ready to use packages that will allow your Aura Sync gear to sync with our game publishers partners in-game content.

Can I upload my work online to share it with the Aura community?

Yes, you may submit your Aura SDK work and apply for approval. We will then review it and make it available online if approved.

Which devices can support Aura SDK tool?

Any ASUS ROG device that bear the Aura Sync logo (please refer to Aura Sync website for device list)

Can 3rd parties Aura Sync devices support Aura SDK tool?

No, ASUS ROG Aura partners (GSkil, Corsair...) cannot support effects developed through Aura SDK. Only ASUS ROG Aura Sync devices can support Aura SDK tool.