

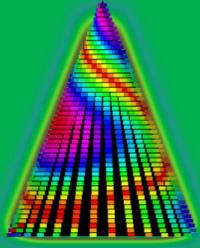
## MotionPaks to Enhance Your Sequences

You have purchased a Light-O-Rama MotionPak. These are meant to add new props/features to a base sequence already purchased from the Light-O-Rama Sequence Store found at <http://sequences.lightorama.com>.



Installing and using **Singing Trees MotionPaks** require the following Light-O-Rama software:

**Version 4.4.6 or 5.4.2 (or later)**  
Advanced or Pro level

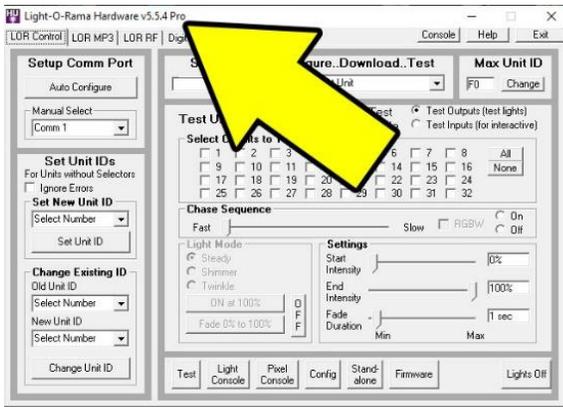


Installing and using **Pixel Trees MotionPaks** require the following Light-O-Rama software:

**Version 5.5.2 (or later)**  
Pro level

**MotionPaks cannot be installed and used without the above Light-O-Rama software**

### What version and level of Light-O-Rama software do I have?



How do you know which version and license level of Light-O-Rama software is installed on your computer? Click the Windows Start button (usually in the lower left corner of your screen), scroll to the Light-O-Rama section, select it and then click 'Light-O-Rama Hardware.' The Hardware Utility will start and the window title bar will show the version and license level installed. Exit the Hardware Utility when done.

*In this example you can see version 5.5.4 at the Pro level is installed on the computer.*

## Updating and/or upgrading your LOR software if needed

If you have an earlier version of Light-O-Rama software that is not compatible with MotionPaks and your license is active then download the latest version of software here: <http://www1.lightorama.com/sequencing-software-download/>

If you have an earlier version of Light-O-Rama software that is not compatible with MotionPaks and your license is **not** active then renew your license here: <http://store.lightorama.com/solire.html>

If you don't have the Advanced or Pro level of Light-O-Rama software it's easy to upgrade: <http://store.lightorama.com/s2soup.html>

Remember to re-register your Light-O-Rama software after an upgrade to turn on the newly added features.

## The base sequence must already be purchased and installed

Make sure you have already purchased the base sequence from the Light-O-Rama sequence store. The sequence must already be downloaded and installed on your computer. MotionPaks are not designed to be run stand-alone.

## Download and install the MotionPak

After purchasing the MotionPak the sequence store will email a download link. Download the file to a place you can find on your computer.

The downloaded MotionPak file ends with **.zip** (it will look something like: **C1138-SFMP.zip**). Double click on the file to expand the contents. You'll see a file name with the title and an instruction. It will look something like:

**LORMP Singing Faces~December-Ariana Grande.lms (double click to install).exe**

**Double click the file and follow the instructions to install the MotionPak file on your computer.**

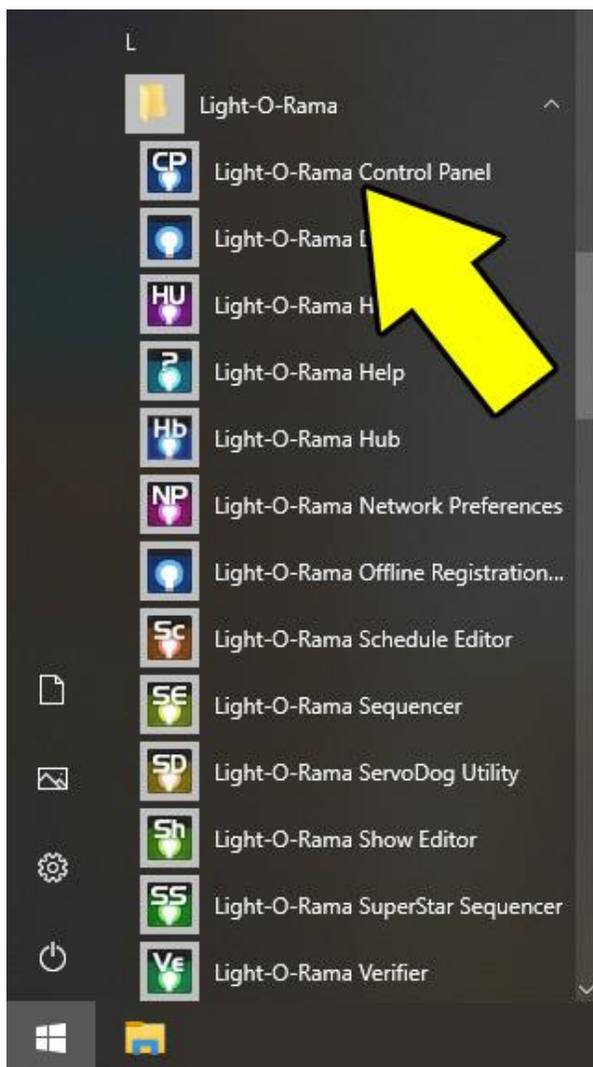
*If the installation program opens a dialog box saying the MotionPak installer requires Microsoft .NET 3.5 and or Windows Framework 3.5 then make sure the computer is on-line and let it download the secure updates from Microsoft.*

The MotionPak file will be installed in your default Light-O-Rama Sequences directory typically found at:

Local Disk (C:) > Users > name > Documents > Light-O-Rama > Sequences *(Your default path might be different)*

## Start the Light-O-Rama Control Panel

If you have not already started the Light-O-Rama Control Panel, do it now. Click the Windows Start icon, scroll down to the Light-O-Rama section, select it and click on **Light-O-Rama Control Panel**. See below:



## The LOR light bulb in the Windows System Tray (and a special hint)

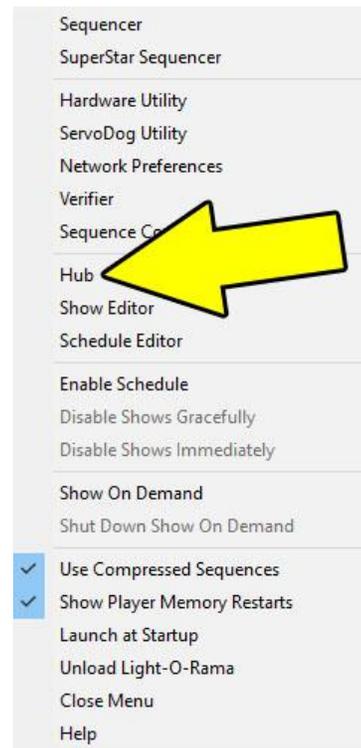
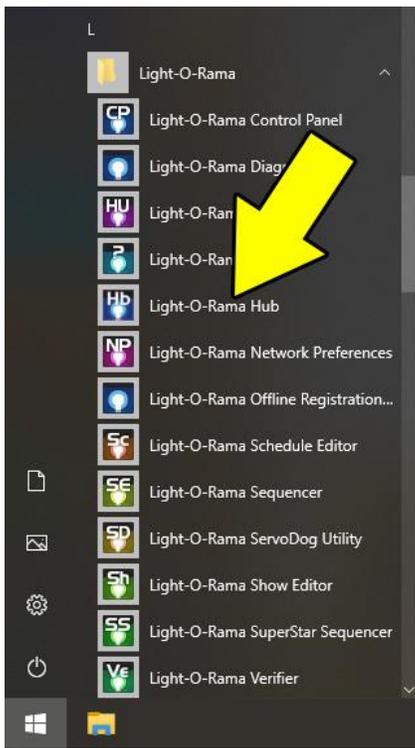
When the Light-O-Rama Control Panel is running you'll find the Light-O-Rama light bulb in the Windows system tray (typically in the lower right corner of your screen).



Special hint: right click the LOR light bulb in the system tray for LOR shortcuts.

## Start Light-O-Rama's Hub

Hub is used to add MotionPaks to your sequence store base sequences. You can start Hub two different ways.



Click the **Windows Start icon**, scroll down to the Light-O-Rama section and select **Light-O-Rama Hub** from the list of available options.

Use the **shortcut** by right clicking on the Light-O-Rama light bulb in the Windows system tray to reveal a menu and select **Hub**.

## Using Light-O-Rama Hub to add MotionPaks to your sequences

The main Light-O-Rama Hub looks something like this:



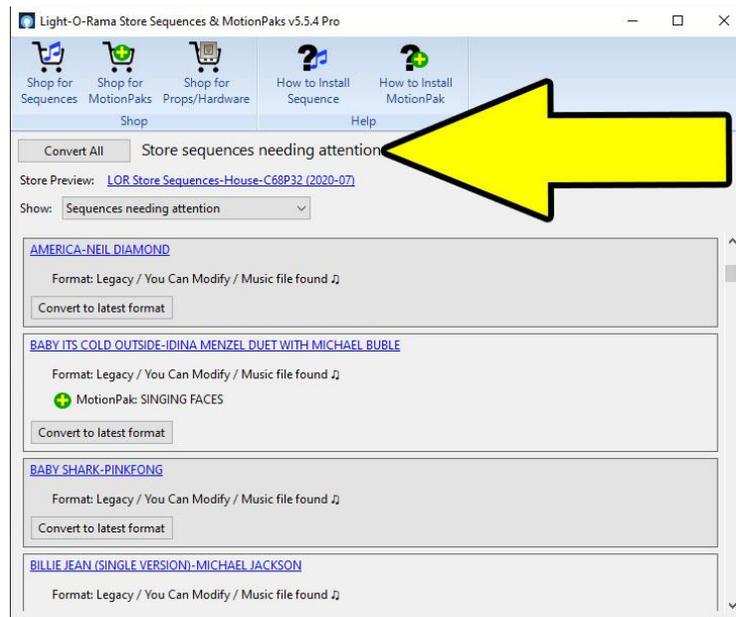
Look for the 'Sequences/Motion Pack' tab and click it.



There are several options available but you're looking for the 'Scan/Apply MotionPaks' button as seen below:



Click the 'Scan/Apply MotionPaks' button. If you don't see any action, then look behind other windows on the screen. Depending on how many sequences and MotionPaks are found in the default Sequences directory the system will start matching existing sequences to new MotionPaks. This can take time, but you'll end up with something like this:



Click the 'Convert All' button, choose the default options and the MotionPak(s) will be merged with your existing sequence(s). Follow any other suggestions that the program makes. That's it, you're done.

Find more about applying MotionPaks in the Light-O-Rama on-line help at:

[http://www1.lightorama.com/help/updating\\_sequences\\_with\\_motion.htm?zoom\\_highlightsub=MotionPak](http://www1.lightorama.com/help/updating_sequences_with_motion.htm?zoom_highlightsub=MotionPak)

## Singing Trees MotionPaks

Many Light-O-Rama sequence store sequences have Singing Trees MotionPaks available. Find the Singing Tree RGB props in the Light-O-Rama store at <http://store.lightorama.com/rgbprops.html>



Installing and using Singing Trees MotionPaks require the following Light-O-Rama software:

**Version 4.4.6 or 5.4.2 (or later)**

**Advanced or Pro level**

**Singing Trees MotionPaks cannot be installed without the above Light-O-Rama software**

Make sure you have already purchased the base sequence from the Light-O-Rama store. Separately purchased MotionPaks must be added to the base sequence. MotionPaks are not designed to be run alone.

Singing faces MotionPaks are designed to work with the default unit IDs of the props.

Elden (lead singer): unit ID 30

Felix (backup singer): unit ID 32

Ralphie (backup singer): unit ID 34

Zuzu (backup singer): unit ID 36

## The Trees of Christmas

part of the Light-O-Rama MotionPak series



### Dimensions

Fixture size: 42" tall x 39" wide  
Character height: 36"  
Character width: 32" to 36"

### MotionPak Circuits

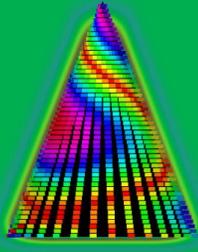
1 - tree outline	5 - mouth closed
2 - star	6 - mouth half-open
3 - eyes closed	7 - mouth open
4 - eyes open	8 - mouth 'oh'

*(a larger image of the above suitable for printing is at the end of this document)*

After applying a Singing Faces MotionPak to the base sequence using Hub you can open the sequence in Sequence Editor or Sequencer and see the new singing faces RGB props added to the sequence grid.

## Pixel Trees MotionPaks

Many Light-O-Rama Sequence Store sequences have Pixel Trees MotionPaks available. Find some Pixel Tree RGB props in the Light-O-Rama store such as <http://store.lightorama.com/copitrkit.html>



Installing and using Pixel Trees MotionPaks require the following Light-O-Rama software:

**Version 5.5.2 (or later)**  
**Pro level**

**Pixel Tree MotionPaks cannot be installed without the above Light-O-Rama software.**

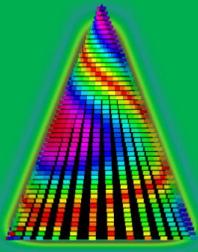
Make sure you have already purchased the base sequence from the Light-O-Rama store. Separately purchased MotionPaks must be added to the base sequence. MotionPaks are not designed to be run alone.

Pixel Tree MotionPaks are designed to work with smart pixel controllers for one of these configurations.

- 16 x 25 pixel tree (8 folded strings of 50 smart pixels) at unit ID 40
- 16 x 50 pixel tree (16 strings/ribbons of 50 smart pixels) at unit ID 70

After applying a Pixel Trees MotionPak to the base sequence using Hub you can open the sequence in Sequencer and see the new pixel tree RGB prop added to the sequence grid and preview.

## Pixel Trees require a 500K Enhanced data network

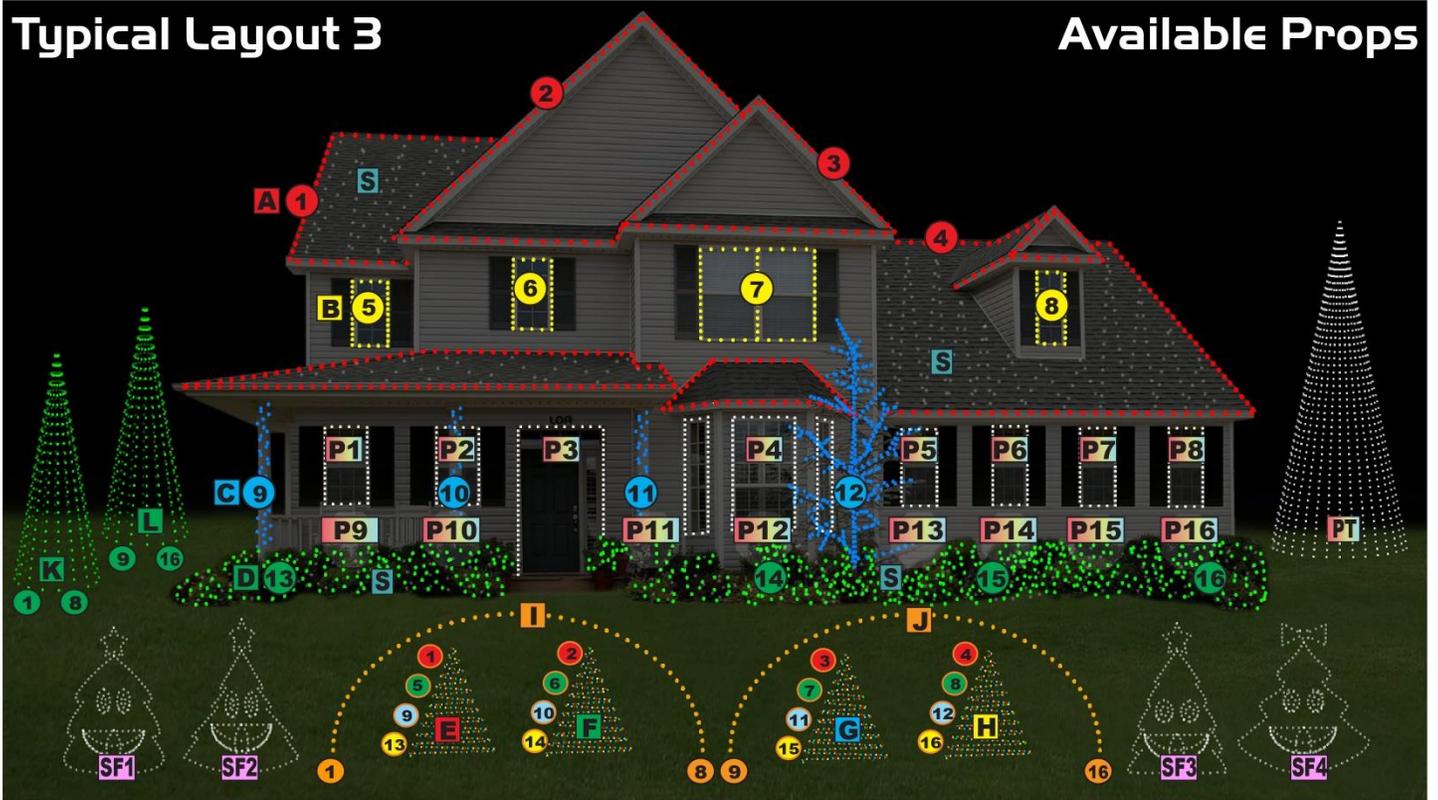


**Pixel Tree MotionPaks must be used on a Light-O-Rama data network running at 500K (or faster) in the Enhanced mode.**

Open Light-O-Rama Network Preferences and click the 'Advanced Mode' to confirm the LOR data network all your controllers are daisy chained to is set for 500K Enhanced. If it's not, then the pixel tree will stay dark during a sequence. See more about setting network preferences in Light-O-Rams' on-line help at [http://www1.lightorama.com/help/the\\_lor\\_tab2.htm](http://www1.lightorama.com/help/the_lor_tab2.htm)

## Everything together

Here's what a typical layout looks like with all the controllers from the base sequence as well as the MotionPaks. Singing Trees (sing faces) MotionPak props are **SF1, SF2, SF3** and **SF4**. The pixel tree MotionPak prop is **PT**.



<b>Main House</b> Controller ID 01 channels 1-16 used constantly <b>A B C D</b> 4 groups of 4 on house Each group of 4 will typically follow a pattern such as chasing windows, chasing bushes, etc. A: 4 roof sections (1-4) B: 4 window outlines (5-8) C: 4 columns or trees (9-12) D: 4 bushes sections (13-16)	<b>Mini Trees</b> Optional Controller ID 02 channels 1-16 used for accents <b>E F G H</b> Mini-trees of colored lights - 4 color mini-trees or could be 16 one color items placed in a row - Could also be wreaths, candy canes, stars, etc. or any combination - Be creative by thinking in 4 groups of 4	<b>Leaping Arches</b> Optional Controller ID 03 channels 1-16 used for accents <b>I J</b> Leaping arches of lights - Each arch is 8 sections of lights, 1-8 and 9-16 - Arch could be simple vertical or horizontal pole - Arches could be 8 candy canes lining each side of driveway or sidewalk - Be creative by thinking in 2 groups of 8	<b>Mega Trees</b> Optional Controller ID 04 channels 1-16 used for accents <b>K L</b> Mega-trees of traditional lights - Each mega-tree is eight sections of lights, 1-8 and 9-16 - Tree could be a leaping arch with 8 sections of lights - Tree could be 8 candy canes lining each side of driveway or sidewalk - Be creative by thinking in 2 groups of 8	<b>Multiple Strobes</b> Optional Controller ID 06 channels 1-4 used for accents <b>S</b> Strobes add surprise - Used at the end of a sequence to signal the grand finale - Place strobes at random throughout the display - Strobes stay invisible until they are turned on and add that POP to any show - Strobe lights are also called strobe or strobing strings	<b>RGB Lights</b> Optional Controller ID 07 duplicated at ID 20-27 RGB pixels 1-8 used constantly <b>P1 ... P8</b> RGB lights around windows - Each string or ribbon is 1 pixel. The entire string or ribbon is the same color but you control that color. - We suggest using our 8 pixel controller such as the CMB-24D (at ID 07) and/or high power 50 watt RGB floods (at ID 20-27)	<b>RGB Floods</b> Optional Controller ID 08 duplicated at ID 28-3F RGB pixels 9-16 used for accents <b>P9 ... P16</b> RGB floods across front - Each flood is 1 pixel and can be any color - Each pixel could be RGB string or ribbon - We suggest using our 8 pixel controller such as the CMB-24D (at ID 08) and/or high power 50 watt RGB floods (at ID 28-2F)	<b>Singing Faces</b> Optional Controller ID 30-3F Singing Trees used for accents <b>SF1 ... SF4</b> Singing Faces Give any display something unique that people remember. - Lead singer at ID 30 - Duet/backup singer at ID 32 - Backup singer at ID 36	<b>Pixel Tree</b> Optional Controller ID 40-47 duplicated at 70-7F Pixel Trees used for accents <b>PT</b> Smart Pixel Tree Uses our Pixie8, Pixie16 or PixiCon16 (in LCR mode) configured as one of the following trees/matrices: - 16x25 (8 folded 50's) at ID 40 duplicated at: - 16x50 (16 50's) at ID 70
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Light-O-Rama, Inc.

TypicalLayoutL3-RevB.ai

www.lightorama.com

(a larger image of the above suitable for printing is at the end of this document)

## Suggestion

Keep things simple and don't get bogged down in all the technical stuff.

## Need more help?

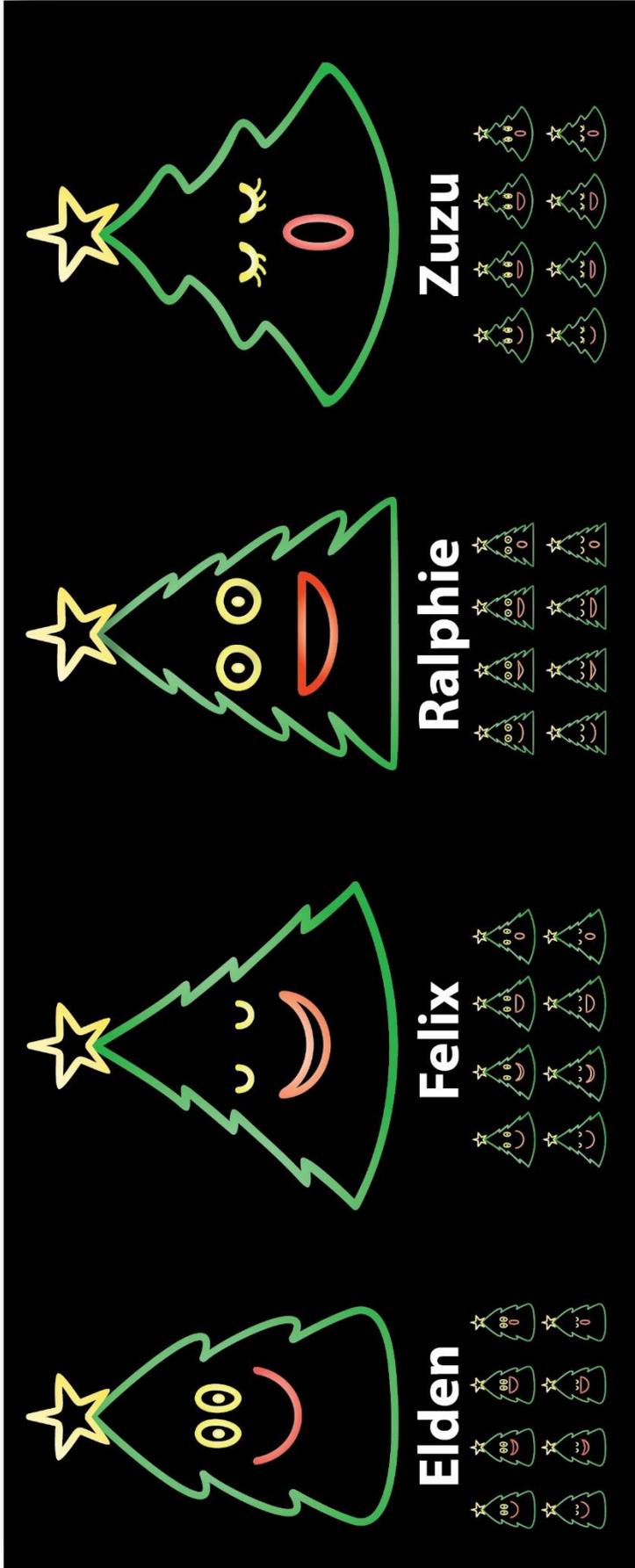
We're always here. Go to [www.LightORama.com](http://www.LightORama.com). You can also use our help desk at [helpdesk.lightorama.com](mailto:helpdesk.lightorama.com)

## One last piece of advice

**Make a backup copy of your sequences, MotionPaks and music. Store this information somewhere else other than the computer you are working on.**

# The Trees of Christmas

part of the Light-O-Rama MotionPak series



## Dimensions

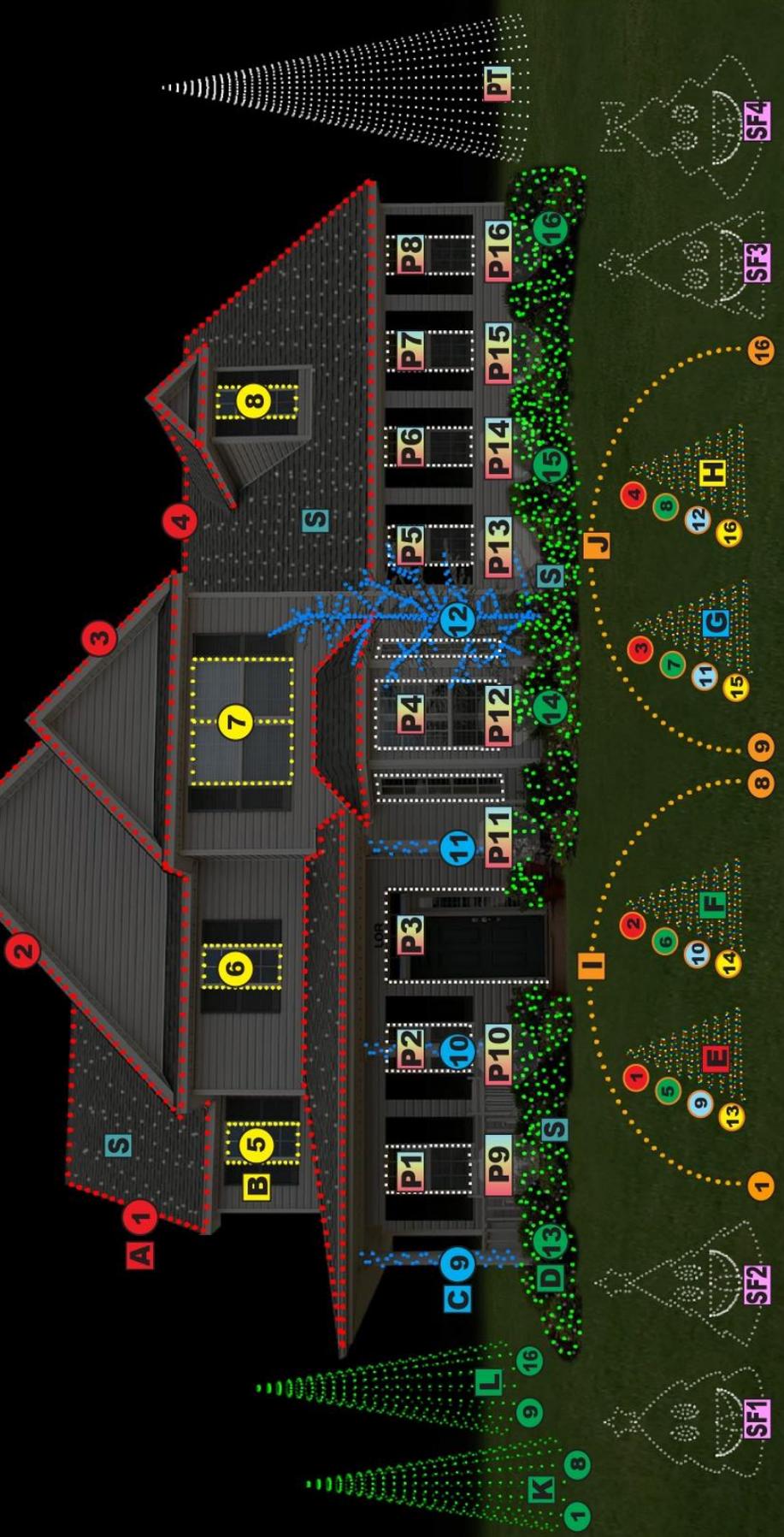
Fixture size: 42" tall x 39" wide  
 Character height: 36"  
 Character width: 32" to 36"

## MotionPak Circuits

- 1 - tree outline
- 2 - star
- 3 - eyes closed
- 4 - eyes open
- 5 - mouth closed
- 6 - mouth half-open
- 7 - mouth open
- 8 - mouth 'oh'

# Typical Layout 3

# Available Props



**Main House** **ABCD**  
**Controller ID 04**  
 channels 1-16  
 used consistently  
 used for accents

**4 groups of 4 on house**  
 Each group of 4 will typically follow a pattern such as chasing windows, chasing bushes, etc.  
 A. 4 roof sections (1-4)  
 B. 4 window outlines (5-8)  
 C. 4 columns or trees (9-12)  
 D. 4 bushes sections (13-16)

**Mini Trees** **EFGH**  
**Optional Controller ID 02**  
 channels 1-16  
 used for accents

**Mini-trees of colored lights**  
 - 4 color mini-trees or could be 16 one color items placed in a row  
 - Could also be wreaths, candy canes, stars, etc. or any combination  
 - Be creative by thinking in 4 groups of 4

**Leaping Arches** **IJ**  
**Optional Controller ID 03**  
 channels 1-16  
 used for accents

**Leaping arches of lights**  
 - Each arch is 8 sections of lights, 1-8 and 9-16  
 - Arch could be simple vertical or horizontal pole  
 - Arches could be 8 candy canes lining each side of driveway or sidewalk  
 - Be creative by thinking in 2 groups of 6

**Mega Trees** **KL**  
**Optional Controller ID 04**  
 channels 1-16  
 used for accents

**Mega-trees of traditional lights**  
 - Each mega-tree is eight sections of lights, 1-8 and 9-16  
 - Tree could be a leaping arch with 8 sections of lights  
 - Tree could be 8 candy canes lining each side of driveway or sidewalk  
 - Be creative by thinking in 2 groups of 8

**Multiple Strobes** **S**  
**Optional Controller ID 06**  
 channels 1-4  
 used for accents

**Strobes add surprise**  
 - Used at the end of a sequence to signal the grand finale  
 - Place strobes at random throughout the display  
 - Strobes stay invisible until they are turned on and add that POP to any show  
 - Strobe lights are also called strobe or strobing strings

**RGB Lights** **P1...P8**  
**Optional Controller ID 07**  
 duplicated at ID 26-27  
 RGB pixels 1-8  
 used consistently

**RGB lights around windows**  
 - Each string or ribbon is 1 pixel. The entire string or ribbon is the same color but you control that color  
 - We suggest using our 8 pixel controller such as the CMB-24D (at ID 07) and/or high power 50 watt RGB floods (at ID 20-27)

**RGB Floods** **P9...P16**  
**Optional Controller ID 08**  
 duplicated at ID 28-29  
 RGB pixels 9-16  
 used for accents

**RGB floods across front**  
 - Each flood is 1 pixel and can be any color  
 - Each pixel could be RGB string or ribbon  
 - We suggest using our 8 pixel controller such as the CMB-24D (at ID 08) and/or high power 50 watt RGB floods (at ID 28-29)

**Singing Faces** **SF1...SF4**  
**Optional Controller ID 30-3F**  
 Singing Trees  
 used for accents

**Singing Faces**  
 Give any display something unique that people remember.  
 - Lead singer at ID 30  
 - Duet/backup singer at ID 32  
 - Backup singer at ID 34  
 - Backup singer at ID 36

**Pixel Tree** **PT**  
**Optional Controller ID 40-47**  
 duplicated at 70-77  
 Pixel Trees  
 used for accents

**Smart Pixel Tree**  
 Uses our Pixie8, Pixie16 or PixCon16 (in LOR mode) configured as one of the following trees/matrices:  
 - 16x25 (8 folded 50's) at ID 40 duplicated at  
 - 16x50 (16 50's) at ID 70