Light-O-Rama

A Comprehensive Guide to Installing Sequence Store "RGBPlus" Sequences

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An Important Warning

Make a copy of the sequence installation file(s) and the store receipt (including the unique sequence serial number). Put this information in a safe place for future reference. Best practice is to keep this information on a different storage device than your current computer. If the computer stops functioning for any reason, your purchased sequence can be installed on another computer.

This sequence is licensed to you and is for your use only. This license can't be transferred. Do not share this sequence with others. A unique serial number is embedded in the sequence and can be traced back to the original purchase.

Bottom line: make a backup copy of your sequences and store it somewhere else other than the computer you are working on. We have no way to restore your local files if your computer crashes.

What is an RGBPlus Sequence?

Our RGBPlus Layout contains sequencing for 64 channels of AC elements, 4 channels of AC strobes, 16 elements of dumb RGB (like 16 floods), eight singing face characters (four with 4 mouth movements and four with 10 mouth movements), and a variety of smart pixel props. These smart pixel props include three different size pixel trees and star tree toppers, mini trees, arches, candy canes, snowflakes, spinners, pixel stakes, rooflines, window frames, and a matrix.

This is NOT considered an upgrade to the -RTG or -YCM version of the sequence since the original AC channels and flood light effects have been altered to fit with the new RGBPlus pixel props effects. It is a different sequence on a different layout. These new effects will NOT merge into an existing -RTG or -YCM sequence.

To use any of the smart pixel effects contained in an RGBPlus sequence, you must have version 5.6.0 or higher of Light-O-Rama software at the PRO license level.

Full use of RGBPlus sequences with no modifications requires an N4-G4-MP3 Director or four USB485 Adapters. To use our RGBPlus sequences with no modifications for a show with fewer networks, you may have the following CPC packages without making modifications as long as you follow our Unit ID assignment requirements.

One USB485-Adapter / Mini Director: 4 AC Controllers (CTB16PC/LOR160x), 8 10W floods (and CMB24D), 8 50W floods, 8 Singing Faces from LOR (four 4 mouth/four 10 mouth), 16x25 Pixel Tree + Tree Topper, 16x50 Pixel Tree + Tree Topper

Two USB485-Adapters / N2-G4-MP3 / LOR1602MP3:

- **Network 1:** 4 AC Controllers (CTB16PC/LOR160x), 8 10W floods (and CMB24D), 8 50W floods, 8 Singing Faces from LOR (four 4 mouth/four 10 mouth), 16x25 Pixel Tree + Tree Topper, 16x50 Pixel Tree + Tree Topper
- **Network 2:** (CPC Packages) 8 Mini Trees, 8 Mini Arches, 40 Pixel Stakes, 4 Snowflakes, 4 Spinners, 4 Candy Canes

Three USB485-Adapters / N4-G4-MP3:

- **Network 1:** 4 AC Controllers (CTB16PC/LOR160x), 8 10W floods (and CMB24D), 8 50W floods, 8 Singing Faces from LOR (four 4 mouth/four 10 mouth), 16x25 Pixel Tree + Tree Topper, 16x50 Pixel Tree + Tree Topper
- **Network 2:** (CPC Packages) 8 Mini Trees, 8 Mini Arches, 40 Pixel Stakes, 4 Snowflakes, 4 Spinners, 4 Candy Canes
- **Network 3:** (CPC Packages) 4 Roofline Segments, 4 Window Frames, 20x40 Matrix

The only element on Network 4 is a 32x50 Pixel Tree with a 50 Pixel Tree Topper.

RGBPlus sequences can be modified to fit your layout. Learn more starting on page 8 of this document.

Installation Quick Start

Confirmation Email and Download

After the successful purchase of a Light-O-Rama sequence from http://sequences.lightorama.com, you will receive a confirmation email with a serial number and link to immediately download it. **The download link is at the bottom of the email.** If you're still in the sequencing store, look under 'My Accounts', 'Track your recent orders' and click 'View Details' to find the download link.

Purchase Music

A handful of our sequences include music, meaning Light-O-Rama has taken care of the licensing requirements for you. The music file is included with your sequence to make things easy. Please keep in mind we have arranged for the music to be licensed <u>only to you,</u> so copying the music file to share with others is not allowed. Skip the next couple of topics about buying the music if you've downloaded this type of sequence.

MOST sequences do NOT come with music. It must be purchased separately.

In the sequence store description of each sequence, we provide a link to where to purchase the music at www.Amazon.com. Purchase and download the music to your computer **before installing the sequence.**

If you can't purchase the music from Amazon.com (because you live in a different country), locate and purchase the music in your country. Make sure the music track length is the same as what is specified in the sequence store. Purchase and download the music to your computer **before installing your sequence.**

Installing Your Sequence

An RGBPlus sequence file comes with one .zip file that contains the installer program (which will unpack the sequence to your computer). It will be named something like **C1234-SongName-RGBPlus.zip**. Some Internet browsers will warn this file might not be safe because it contains an .exe installer program. The file is safe to download.

Double click on the .zip file to expand the contents. You'll see a file name with the sequence part number and the "Type" of file will say Application. Double click the file and follow the instructions. After you've gone through the installation, the sequence will be put into your Documents/Light-O-Rama/Sequence folder and is ready for use.

CPC Packages and Network Arrangements

In order to have a "hands off" experience with no network configuration required, multiple USB485 Adapters (4 if you have every prop) or an N4-G4-MP3 Director is required. A Mini Director or N2-G4 Director (or fewer USB Adapters) can be used if you manually alter the networks and stay within network pixel limits.

The requirements to use each CPC Package's props and the network it must be connected to is listed in the description of each CPC Package in our store, before you add it to your cart.

Software Requirements

You must have a recent version of the Light-O-Rama ShowTime Sequencing Suite software already installed on your computer. If you do not have this software, please go to https://store.lightorama.com/products/newlicense to purchase the product.

RGBPlus sequences require version LOR 5.6.0 or higher to work. You must have the PRO license level for the pixel effects in the RGBPlus sequences to play.

If you have a lower license level, only the following controllers will play:

- **Demo**: No Controllers

- **Basic**: Controller ID's 01 and 02 (AC Channels ONLY)

- **Basic Plus**: Controller IDs 01, 02, 03 and 04 (AC Channels ONLY)

- **Standard:** Controller IDs 01, 02, 03, 04, 05, 06, 07 and 08 (All 4 AC Controllers and 10W RGB Flood Lights)

- **Advanced**: All 4 AC Controllers, RGB Flood Lights, and Singing Faces

- **Pro**: All AC Controllers, Flood Lights, Singing Faces, and CPC Packages ('Smart Pixel Props')

If your installed Light-O-Rama ShowTime Sequencing Suite says 'Demo' in the top title bar of the window, it does not send any control signals to any controllers. This is a free version of the software and meant for testing and demonstrations only. Make sure your software says 'Basic', 'Basic Plus', 'Standard', 'Advanced' or 'Pro' in the top title bar **or your sequence will not play.**

Light-O-Rama Directories & File Names

Typical default paths for Light-O-Rama directories referenced in this document:

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

- **Audio/Music:** Local Disk (C:) > Users > name > Documents > Light-O-Rama > Audio   (Your default path might be slightly different.)

The -RGBPlus in a sequence name means the sequence uses RGB Pixel Props, RGB Singing Faces, PLUS 68 AC channels and 24 Dumb RGB Flood props. All RGBPlus sequences are fully modifiable.

The -YCM in a sequence name means it is a 'You Can Modify' sequence for our traditional layout of 68 AC channels and 32 dumb pixels. You have the full source code and can change any part of the sequence including reassigning Unit IDs and adding more controllers (if your license level allows it.) This sequence layout does NOT contain any effects for smart pixel props.

The -RTG in a sequence name means it is a 'Ready To Go' sequence for our traditional layout of 68 AC channels and 32 dumb pixels and cannot be modified by you in any way. The sequence is encrypted with no access to any effects. You may change controller and channel assignments via the S4 Sequence Grid or in the S5/S6 Preview. This sequence layout does NOT contain any effects for smart pixel props.

An -RFM in the sequence name means royalty free music is used and is included with the sequence. No extra music licensing is necessary.

Sequence Ownership and Use

Each sequence has an embedded transaction number we use to link back to your original purchase. Do not share your sequence with anyone, regardless of any modifications you make. We monitor all social media, sharing sites, and online stores for people that might be sharing our sequences, and can identify the original purchaser. **In summary, please do not share your purchased sequences. We WILL trace it back to you.**

Commercial use

Using most musical sequences in a commercial environment means performance licensing. You can do this for each song by contacting each artist directly, or it is much easier to work with the American Society of Composers, Authors and Publishers (ASCAP). Contact ASCAP at www.ASCAP.com or call 1-800-505-4052.

Want more performance licensing information? ASCAP provides thorough explanations at www.ascap.com/licensing/licensingfaq.aspx

Sequence Installation & Audio Link

Upon the receipt of a Light-O-Rama sequence, you will be receiving one installation file that includes the follow files embedded within:

- A Light-O-Rama sequence file (it ends with ".loredit")
- The Light-O-Rama sequence installer
- **If** music is included, then an audio file (it ends with .mp3)
  - **Note: Most sequences do NOT come with audio**

Before the sequence is installed, make sure the Light-O-Rama Sequence Suite is already working fine on your computer. Once the sequence installation file is downloaded, you will then need to run it to install the sequence information on your computer. Locate and double click the downloaded sequence installation filename to start the installation within the .zip folder.

After agreeing to the terms of use, you will be prompted to locate the audio file for the sequence. Information about where to purchase the audio can be found on the purchase page of the sequence.
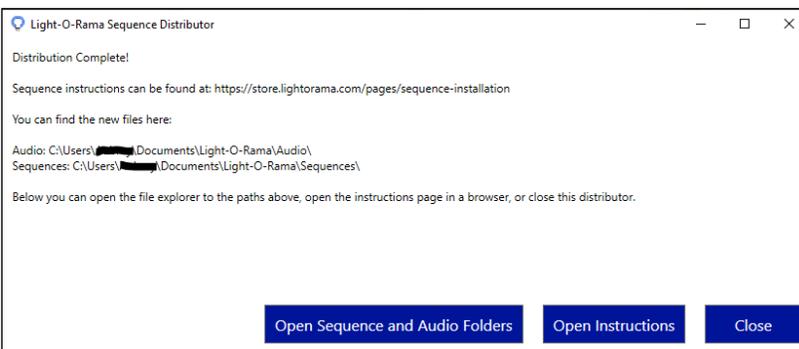
After you've located the audio file, your sequence will install into your Documents/Light-O-Rama/Sequences folder. From this screen, you can either open the folder and navigate to your sequence for viewing, or close the installer.

It is important to use the <u>same musical track</u> we specify in our store. Since there can be different versions of the same song by the same artist, the light patterns can be off if your music version is different than the one used to create the sequence. The sequence installer will create a copy of the music file on your computer and convert it to a standard bit rate with normalized volume, put it into your default Light-O-Rama audio directory, then link the sequence to the music.

Can't Link The Audio File?

Should you open your new sequence in the ShowTime Sequencing Suite Sequencer and get a message saying it cannot find the audio file or cannot get the last modification time, go to **Sequence -> Media File** in LOR S5 or LOR S6 to browse to the appropriate music file (typically in your default Light-O-Rama Audio directory) and select it. Once you've selected the media file, save your sequence. Do not move your audio file or your sequence after this point or you will need to repeat the process.

Show Building with a Computer

This sequence and your legally licensed music will play fine on your computer through the ShowTime Sequencing Suite Sequencer (S5.6.0 and above, or any version of S6). To run the sequence in a playlist with other sequences, it needs to be converted to a "show." An RGBPlus Sequence has 4 networks, which either requires 4 USB-485-HS adapters (must be high speed), or an N4-G4-Director for full use of every prop in the sequence. See the following pages for information about using these sequences with fewer networks.

You must have the PRO license of Light-O-Rama to use any of the smart pixel effects in the sequence.

Learn how to use the "Show Editor" and "Schedule Editor" in Light-O-Rama S5:
https://www1.lightorama.com/downloads/5.6.8/help/show_editor.htm

Learn how to "Create Shows" in the Control Panel of Light-O-Rama S6:
https://www1.lightorama.com/downloads/6.1.0/help/show_editor.htm

Show Building with a Director

Light-O-Rama's ShowTime Directors allow you to run sequences without a dedicated computer. You can use the Light-O-Rama Hub to build a show playlist that will write to an SD card in 5.6.0 or higher, or the SD Card builder in the S6 Control Panel. An N4-G4-MP3 Director is required to use every pixel prop and element included in the RGBPlus layout. See the following pages for information about using these sequences with fewer networks.

Learn how to use the Hub's SD Card Builder in Light-O-Rama S5:
https://www1.lightorama.com/downloads/5.6.8/help/creating_shows_and_sd_cards.htm

Learn how to use the Control Panel's SD Card builder of Light-O-Rama S6:
https://www1.lightorama.com/downloads/6.1.0/help/run_from_an_mp3_director.htm

You must have the PRO license of Light-O-Rama to use any of the smart pixel effects in the sequence. All networks should be set to ELOR and 500k speed or else the sequence will not play.

RGBPlus Sequence Layout

Our RGBPlus Sequence contain effects for the following props (shown on the next page). This includes:

- Four 16 channel AC units (64 channels in total)
- 4 channels of strobes (AC)
- 8 10-Watt Floods
- 8 50-Watt Floods
- 4 Singing Faces (4 Mouth Movement) – Light-O-Rama Faces
- 4 Singing Faces (10 Mouth Movement) – Light-O-Rama Faces
- 1 Pixel Tree (16x25=400)
- 18" Star Tree Topper (1x50)
- 1 Pixel Tree (16x50=800)
- 32" Star Topper (1x50) for 16x50 Tree
- 1 Pixel Tree (32x50 folded = 1600) – *Not Pictured*
- 32" Star Topper (1x50) for 32x50 Tree – *Not Pictured*
- 8 Mini Trees with Stars (8x100)
- 8 Mini Arches (8x25)
- 40 Pixel Stakes (40x5)
- 4 Snowflakes (4x48)
- 4 Spinners (4x100)
- 4 Candy Canes (4x48)
- 4 Roofline Segments (4x100)
- 4 Frames (4x100)
- 1 Matrix (20x40=800)

Smart Pixel Props should be configured according to the instructions that arrive with your physical CPC Package ("Coro, Pixels, Controller). These instructions are also available on the purchase page of each CPC Package, before you add it to your cart.

We recommend configuring any AC Controller Props according to the guide in the Appendix.

RGB PLUS

SEQUENCES

C1 AC Controller ID 01: 4 Groups of 4 Fixtures - 16 Channels
Channels 01-04: Top Story Windows
Channels 05-08: Bottom Story Windows
Channels 09-12: Wrapped Pairs of Columns
Channels 13-16: Stars on Railing (or any wireframe element)

C2 AC Controller ID 02: 4 Fixtures wrapped in 4 Colors - 16 Channels
Channels 01, 05, 09, 13: Red Mini Tree Lights
Channels 02, 06, 10, 14: Green Mini Tree Lights
Channels 03, 07, 11, 15: Blue Mini Tree Lights
Channels 04, 08, 12, 16: White Mini Tree Lights

C3 AC Controller ID 03:* 2 Groups of 8 Sections - 16 Channels
Channels 01-08: Left Side Green LED Vertical Drops (8 sections)
Channels 09-16: Right Side Green LED Vertical Drops (8 sections)
*Other Options: 8 Section Arch x2; 8 Strand LED Mega Tree x2

C4 AC Controller ID 04:* 8 Fixtures wrapped in 2 Colors - 16 Channels
Channels 01-08: Red Front Bushes (1 through 8)
Channels 09-16: Green Front Bushes (1 through 8)
*Other Options: 8 Strand Mega Tree (2 Colors); 8 Driveway Arches (2 Colors)

F1 Controller ID 08: 10 Watt RGB Flood Lights x8 - 3 Channels Each: R-G-B
AND/OR
F2 Controller IDs 20-27: 50 Watt RGB Flood Lights x8 - 3 Channels Each: R-G-B

P1 Pixel Tree: 16 strands of 25 pixels (8 strands of 50 folded) - 400 Total Pixels
Optional Star Tree Topper - 50 Total Pixels

P2 Mega Pixel Tree: 16 strands of 50 pixels or 32 strands of 50 - 800 or 1600 Pixels
Optional Star Tree Topper - 50 Total Pixels

P3 Pixel Matrix: 20h by 40w Pixel Matrix - 800 Total Pixels

P4 Pixel Rooflines: 4 Sections of 100 pixels. Choose any spacing - 400 Total Pixels

P5 Pixel Frames: 4 sections of 100 pixels for windows or railings - 400 Total Pixels

P6 Pixel Spinners: 4 Spinners with 100 pixels each - 400 Total Pixels

P7 Pixel Snowflakes: 4 Snowflakes with 48 pixels each - 192 Total Pixels

P8 Pixel Stakes: 40 Stakes with 5 pixels each (4 rows of 10) - 200 Total Pixels

P9 Pixel Candy Canes: 4 Candy Canes with 48 pixels each - 192 Total Pixels

P10 Pixel Arches: 8 Arches with 25 pixels each - 400 Total Pixels

P11 Pixel Mini Trees: 8 Mini Trees and Stars with 100 pixels each - 800 Total Pixels

S1 RGB Singing Faces: Elden, Felix, Ralphie, Zuzu

RGBPlus Network Configuration

For NO MODIFICATIONS REQUIRED, the props must be connected to the respective networks below, at the Unit ID specified in the instructions that come with the prop kit and are listed in these tables.

Visit our website for a more detailed breakdown of all the Unit ID Assignments of each smart pixel prop with pictures. https://store.lightorama.com/pages/rgbplus-networks

Whole-Controller Unit ID assignments (AC Controllers and CMB24D) have one ID per *controller.* Pixie controllers use one ID per controller *PORT* (meaning there are 2, 4, 8, or 16 Unit IDs per Pixie). The Pixie Controller used for a CPC Package must be set to the BASE UNIT ID (Green Text Below); the other numbers will automatically populate in the controller.

Regular Network (Net 1) = AC + Dumb RGB + Smart RGB

Unit IDs	Props
01, 02, 03, 04	Four 16 channel AC units (64 channels in total)
06 (first 4 channels used)	4 channels of strobes (AC)
08	8 10-Watt Floods
28, 29, 2A, 2B, 2C, 2D, 2E, 2F	8 50-Watt Floods
30, 32, 34, 36	4 LOR Singing Faces (either 4 mouth or 10 mouth)
40, 41, 42, 43, 44, 45, 46, 47	1 Pixel Tree with 8 Folded Strands (16x25=400)
47 (connect to tree; start on pixel 51/circuit 151)	18" Star Tree Topper (1x50)
70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, 7F	1 Pixel Tree with 16 Strands of 50 (16x50=800)
7F (connect to tree; start on pixel 51/circuit 151)	32" Star Topper (1x50)

Aux A (Net 2) = Smart RGB

Unit IDs	Props
09, 0A, 0B, 0C, 0D, 0E, 0F, 10	8 Mini Trees with Stars (8x100)
11, 12, 13, 14	8 Mini Arches {2 per strand/Unit ID} (8x25)
15, 16, 17, 18	4 Sets of 10 Pixel Stakes (40x5)
19, 1A, 1B, 1C	4 Snowflakes (4x48)
1D, 1E, 1F, 20	4 Spinners((4x100)
21, 22, 23, 24	4 Candy Canes (4x48)

Aux B (Net 3) = Smart RGB

Unit IDs	Props
82, 83, 84, 85	4 Roofline Segments (4x100)
86, 87, 88, 89	4 Frames (4x100)
90, 91, 92, 93, 94, 95, 96, 97	1 Matrix with 8 Strands (20x40=800)

Aux C (Net 4) = Smart RGB

Unit IDs	Props
70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, 7F	1 Pixel Tree with 16 Folded Strands of 100 (32x50 folded = 1600)
80	32" Star Topper (1x50) {Separate Pixie2 REQUIRED}

RGBPlus Preview Modifications

When possible, it is recommended that you use the default networks and Unit IDs outlined on the previous page. You will need four USB-485-HS Adapters OR an N4-G4 Director to use every prop in the sequence. Skip to the next section if you plan to copy RGBPlus sequences to your OWN preview rather than modifying our default.

Altering Networks

If you are not using all of the RGBPlus props or only have a Mini Director, N2-G4 Director, or fewer than 4 USB-485-HS Adapters, you may need to alter your networks. In preparation to modify the network, open an RGBPlus sequence so that the Preview imports into your Sequencer. Open the Preview Tab on the right side of the sequencer, and **MAKE A COPY** of our default RGBPlus Preview by right clicking on the Preview name. This only needs to happen once. Do NOT make a new preview for every RGBPlus sequence. Rename the preview so that you can distinguish between your copy and our copy.
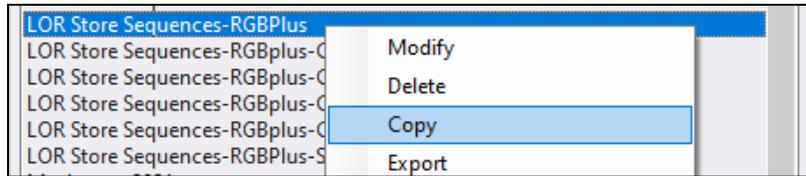
Return to the Preview Tab list, and double click on YOUR version of the RGBPlus Preview.

Open the Channel Conflicts & Bulk Changes Tab, and set the "Show" field to "All Props." Locate the props you would like to move to a different network (likely Regular or Aux A), highlight the props, then select "Change." Choose "Set LOR network" and select the new network for the props.
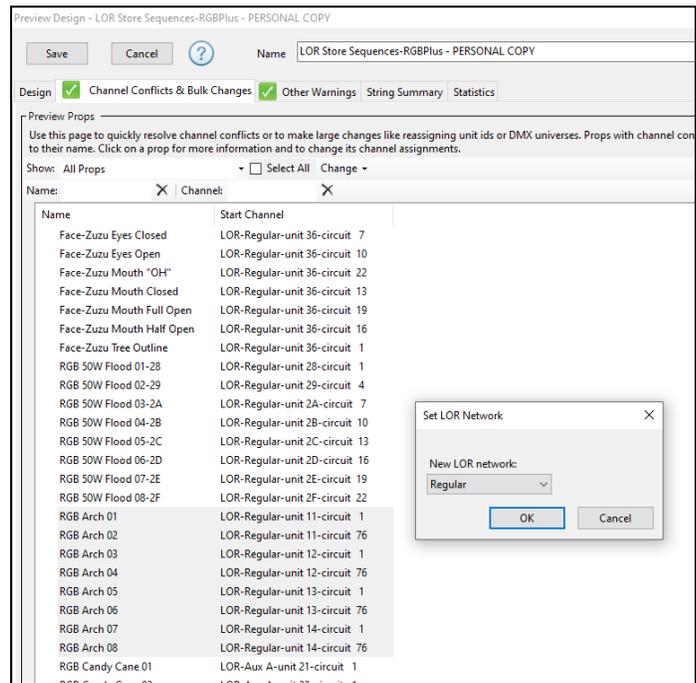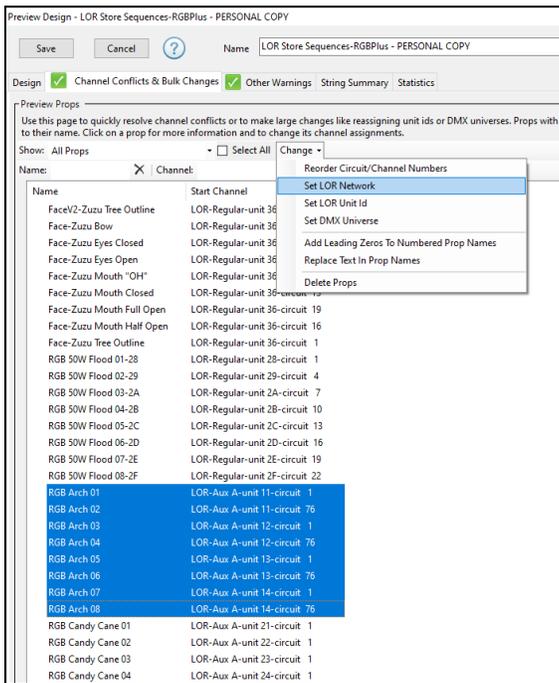
We recommend no more than 3000 Pixels per Light-O-Rama network at 500k due to the complex effects some of our RGBPlus sequences contain. If you move props to another network (like Regular), you may need to move props already on the regular network somewhere else so you don't overload the system.

DO NOT EXCEED 3000 PIXELS PER NETWORK

Our networks contain the following number of pixels by default:

- **Regular: 1300 Smart Pixels**
- **Aux A: 1984 Smart Pixels**
- **Aux B: 1600 Smart Pixels**
- **Aux C: 1650 Smart Pixels**

To move unused props off a network, use the Channel Conflicts and Bulk Changes tab to move your unused props to the network **Aux O** following the same process you used to rearrange the networks for props you DO plan to use.
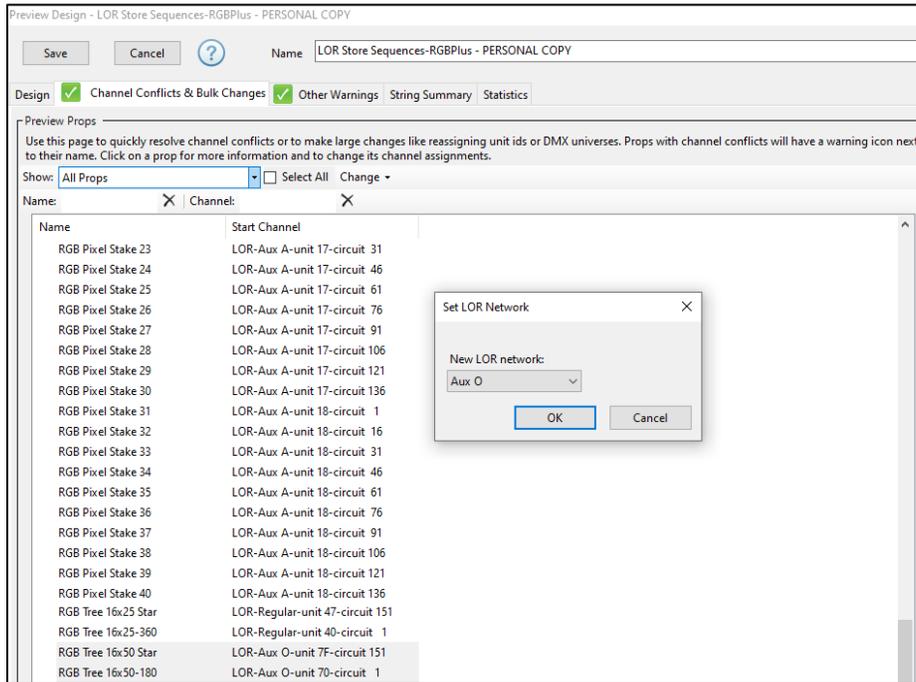
If you have a Mini Director, you can only use the **Regular** network (Net 1 on your director). If you have an N2-G4-MP3 Director, you can only use the **Regular and Aux A** networks (Net 1 and Net 2 on your director) in S5. With S6, the defaults will be Regular and Aux A, but you may switch it to any two of the four networks in the sequence.

The smart items on the Regular Network are the 16x25 Pixel Tree + Star (450 Pixels) and the 16x50 Pixel Tree + Star (850 Pixels). If you do not have one or both of these props in your display, moving the mega tree/s to Aux O is a great way to free up space on your Regular Network so you can reassign other props to the Regular Network.
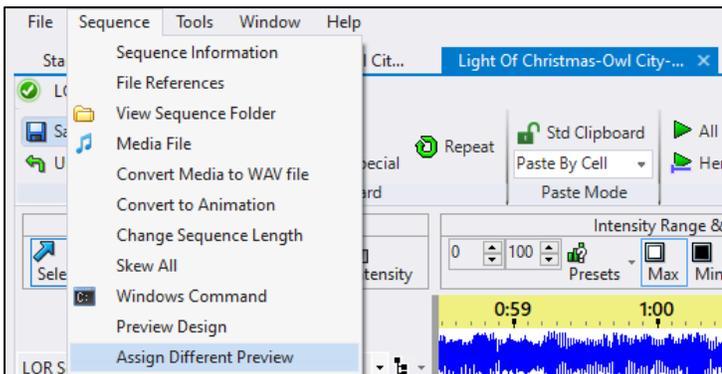
Once you've altered all of the networks (or Unit IDs, see next page) on your personal copy of the preview, use the "Assign Different Preview" option to switch from our RGBPlus Preview to yours.

You should see all green checkmarks in the Map Preview Dialog. Click "Continue to let your sequence convert to your preview.

Altering Unit IDs in the RGBPlus Preview

A less likely scenario is that you will need to alter the Unit IDs of the CPC Package Props you've received. Unless absolutely necessary, you should leave the default Unit ID assignments in the RGBPlus sequences alone and only change the networks (if needed). This unlikely situation where you need to alter Unit IDs may occur if:

- You only have access to use one network (Regular) – One USB485 or a Mini Director, and need to move CPC Packages from a different network onto the Regular network.
- You have between 7 and 16 AC controllers in your display AND you've purchased our set of 8 Green Mini Trees with Stars. (which are assigned Unit IDs 09, 0A, 0B, 0C, 0D, 0E, 10).
- You have 17 or more AC controllers in your display.

If you have other smart pixel props in your display, you SHOULD NOT alter the Unit IDs or Networks of the RGBPlus Preview. You should instead follow the "Assign RGBPlus Preview to Your Preview" instructions and skip this section.

A Pixie controller takes up as many Unit IDs as there are ports on a controller. Keep this in mind as you plan out your pixel Unit ID reassignments.

Pixie2 = 2 Unit IDs   **Pixie4 = 4 Unit IDs**   **Pixie8 = 8 Unit IDs**   **Pixie16 = 16 Unit IDs**

Using the Channel Conflicts and Bulk Changes Tab, select the items for which you would like to change the Unit IDs, and select Set LOR Unit ID from the Change Menu.
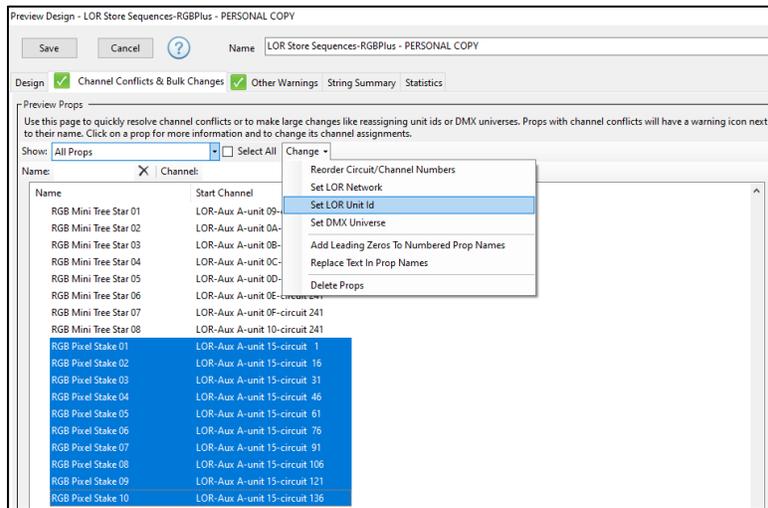
If you assign items to a Unit ID and network already taken by something else, yellow warning symbols will appear. Use the "Prop Warnings" window on the right to see which props have the conflicts so you can make corrections.

Assign RGBPlus Sequence to Your Preview (S6)

RGBPlus sequences are fully modifiable and can be used with your own preview. **It is important to read through this entire section before you begin the preview reassignment process.** To assign a sequence to your own preview, you must first have a preview created. Learn more about Preview Building on our website: https://store.lightorama.com/pages/video-tutorials

If you're purchasing CPC Packages, importing them directly from the Light-O-Rama Props online menu will make the sequence effects automatically transfer when assigning the RGBPlus sequence to your preview. They will import with the default Unit IDs and Networks of our RGBPlus sequences. You may need to alter them if your set up will be different. We recommend leaving the Unit IDs the same if possible and only changing the network.
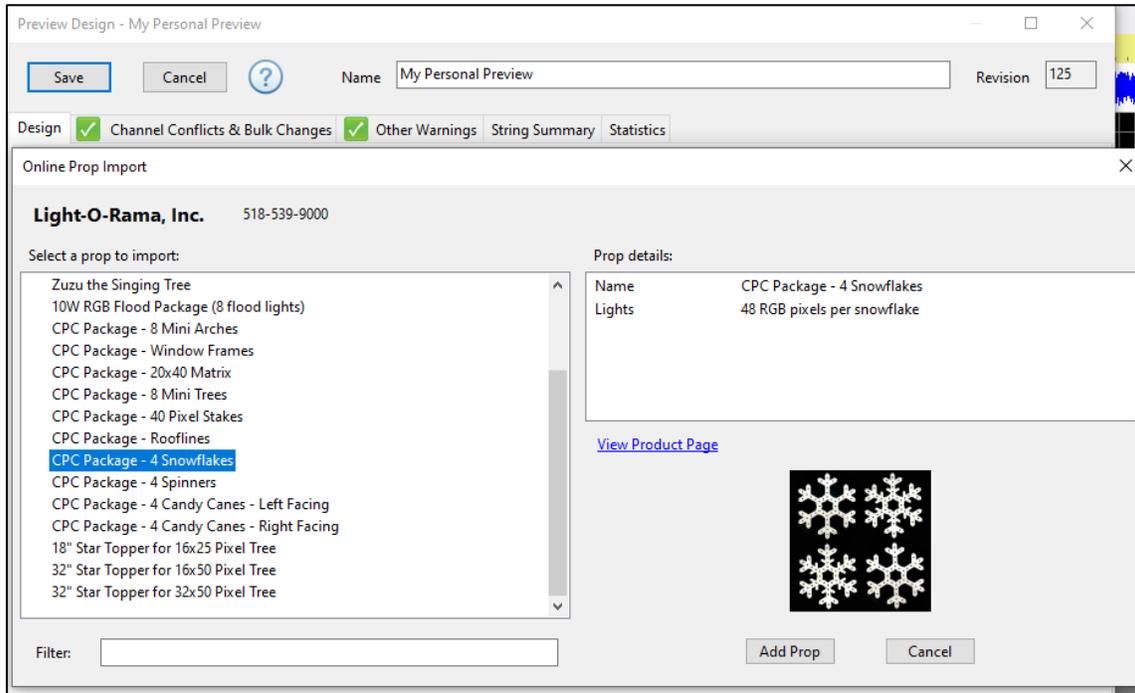
A new feature in S6 is the ability to tag Preview Props for easier use with our store sequences. As you create the other elements in your preview, add a tag when you create it. If you already have a preview build, edit your Preview in S6 to include tags. Tags can be added to both individual props and groups.

You only need to add Tags to your Preview ONCE. After all of the tags are added (following the process outlined on the next pages), converting RGBPlus sequences to your layout in the future should take less than 5 minutes each.

To tag an individual prop, use the prop definition window and select a tag in the upper right corner of the screen. A drop down will appear of all of the available tags in our RGBPlus Sequences. Only RGBPlus sequence tags will appear in the dropdown menu, but users may create tags per preview for personal use.
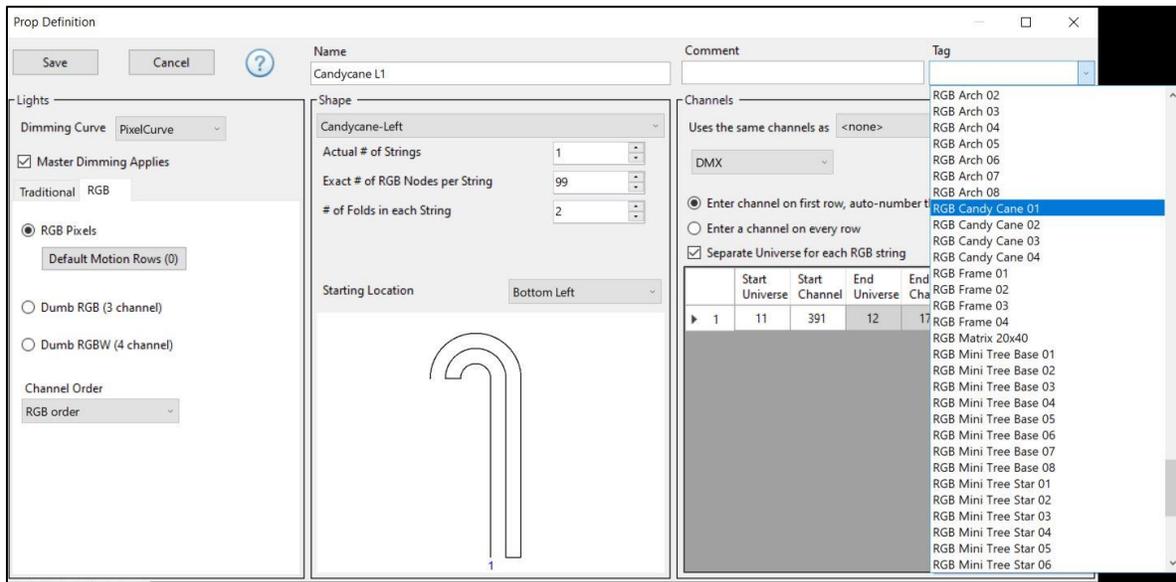
Groups of elements can be tagged using the Group menu, again in the upper right. You should create groups of similar elements and **tag both the individual and groups** since sequencing effects in the RGBPlus sequence are created at both an individual and group level for props. If you only tag one or the other, parts of your sequence may look like they're missing effects. **This is especially important for the Mega Tree + Star Groups, and for the Matrix Group. All Matrix sequencing is done at the group level so that you can resize our prop to any size matrix (or multiple matrices) with ease. Create a group with only your matrix prop contained inside it and map it to our LOR Group-RGB Matrix 20x40.**
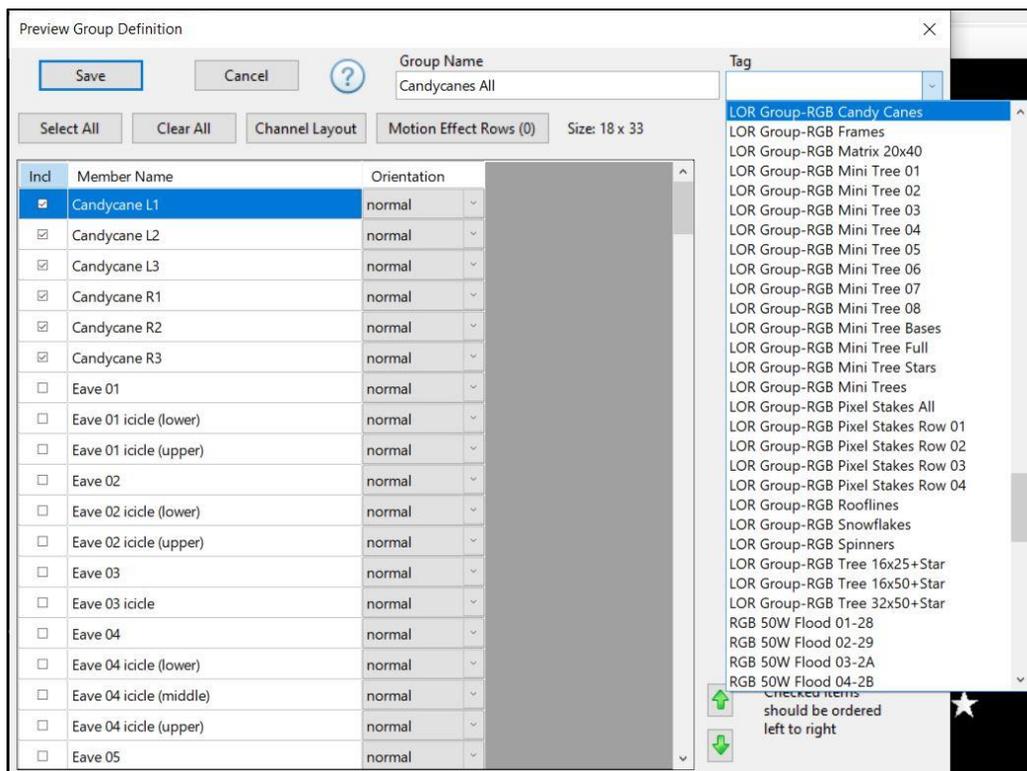
Your tags will appear in the String Summary of the Preview Editor, making it easy to check and see which elements you might be missing. Anything you do NOT tag will not automatically be assigned RGBPlus effects - you can create your own effects for those elements after you convert the sequence.

What if I have more of a prop than the RGBPlus Sequence or CPC Package?

No problem! With the new tagging system, any number of your props can be assigned to the same tag. The effects from our sequence will duplicate into multiple of your props, even if your props are on different Unit IDs. Just start over with the tags if you have more of an element than is included in our sequence layout.

What if I have props you don't have in your layout?

No problem! You can match any prop to any tag. Get creative and match your custom Halloween Tombstones to our Mini Trees since they have a similar shape.

Have a pixel tree that's a different dimension? (Like a 24x50) Just tag it as one of our pixel trees and the software will automatically resize the effects.

Keep in mind that certain prop shapes match well, and others… don't. You can easily tell your arches to take on our roofline sequencing, but trying to transfer sequencing for a pixel mega tree on to an arch isn't going to look nearly as good. Just use "Common Sense" tagging and everything will work out just fine.

Preview Design - My Personal Preview

| Save | Cancel | ? | Name | My Personal Preview |

Design ✓ Channel Conflicts & Bulk Changes ✓ Other Warnings String Summary Statistics

Strings for Device Type: <all> ▾ | Right-click to make changes to a prop

Prop Name	Item #	Lights	Bulb Shape	Master Dimming Applies	Dimming Curve	Device Type	Network	Channel Range	String Color	Master Prop	Tag
Spinner Left 02	1	RGB Pixels (RGB or…	Hexagon	☑	PixelCurve	DMX	Universe	Univ 6 Ch 100 - 198			
Spinner Left 03	1	RGB Pixels (RGB or…	Hexagon	☑	PixelCurve	DMX	Universe	Univ 6 Ch 199 - 297			
Spinner Left 04	1	RGB Pixels (RGB or…	Hexagon	☑	PixelCurve	DMX	Universe	Univ 6 Ch 298 - 396			
Spinner Left 05	1	RGB Pixels (RGB or…	Hexagon	☑	PixelCurve	DMX	Universe	Univ 6 Ch 397 - 495			
Spinner Left 06	1	RGB Pixels (RGB or…	Hexagon	☑	PixelCurve	DMX	Universe	Univ 6 Ch 496 - Univ 7 …			
Eave 09	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 90 Ch 1 - 96			RGB Roofline 01
Eave 10	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 93 Ch 1 - 96			RGB Roofline 02
Eave 09 icicle (lower)	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 91 Ch 1 - 180			
Eave 09 icicle (upper)	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 92 Ch 1 - 129			
Eave 10 icicle (upper)	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 95 Ch 1 - 129			
Eave 10 icicle (lower)	1	RGB Pixels (RGB or…	Square	☑	PixelCurve	DMX	Universe	Univ 94 Ch 1 - 180			
RGB Snowflake 01	1	RGB Pixels (RGB or…	Octogon	☑	PixelCurv…	LOR	Aux A	Unit 19 Ch 1 - 144			RGB Snowflake 01
RGB Snowflake 02	1	RGB Pixels (RGB or…	Octogon	☑	PixelCurv…	LOR	Aux A	Unit 1A Ch 1 - 144			RGB Snowflake 02
RGB Snowflake 03	1	RGB Pixels (RGB or…	Octogon	☑	PixelCurv…	LOR	Aux A	Unit 1B Ch 1 - 144			RGB Snowflake 03
RGB Snowflake 04	1	RGB Pixels (RGB or…	Octogon	☑	PixelCurv…	LOR	Aux A	Unit 1C Ch 1 - 144			RGB Snowflake 04
RGB Frame 01	1	RGB Pixels (RGB or…	Square	☑	PixelCurv…	LOR	Aux B	Unit 86 Ch 1 - 300	White		RGB Frame 01
RGB Frame 02	1	RGB Pixels (RGB or…	Square	☑	PixelCurv…	LOR	Aux B	Unit 87 Ch 1 - 300			RGB Frame 02
RGB Frame 03	1	RGB Pixels (RGB or…	Square	☑	PixelCurv…	LOR	Aux B	Unit 88 Ch 1 - 300			RGB Frame 03
RGB Frame 04	1	RGB Pixels (RGB or…	Square	☑	PixelCurv…	LOR	Aux B	Unit 89 Ch 1 - 300			RGB Frame 04
Tombstone 01	1	RGB Pixels (RGB or…	Square	☑	None	LOR	Aux D	Unit 01 Ch 1 - 57			RGB Mini Tree Base 01
Tombstone 02	1	RGB Pixels (RGB or…	Square	☑	None	LOR	Aux D	Unit 01 Ch 58 - 114			RGB Mini Tree Base 02
Tombstone 03	1	RGB Pixels (RGB or…	Square	☑	None	LOR	Aux D	Unit 01 Ch 115 - 171			RGB Mini Tree Base 03
Tombstone 04	1	RGB Pixels (RGB or…	Square	☑	None	LOR	Aux D	Unit 01 Ch 172 - 228			RGB Mini Tree Base 04
Tombstone 05	1	RGB Pixels (RGB or…	Square	☑	None	LOR	Aux D	Unit 01 Ch 229 - 285			RGB Mini Tree Base 05

Group tags won't appear in this list, so it's important to manually check your 'groups' to make sure they're tagged, especially Mega Tree + Star and Matrix groups. Sequencing in RGBPlus sequences is done at both the Group and Individual Prop Level. You need both tagged for a seamless transition.

Once you've tagged all your elements and groups, open your RGBPlus sequence and go to the top menu so you can "Assign Different Preview" (yours!).
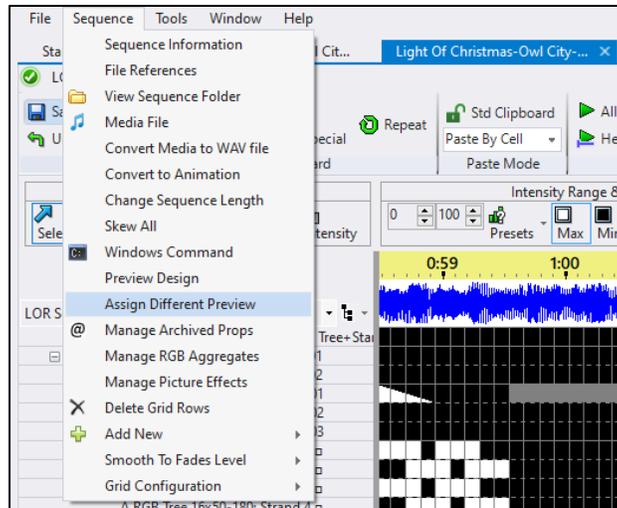
If everything is tagged, you should see green checkmarks on the right side of your screen, and any elements in our sequence that you didn't use over on the left (because they aren't in your personal show).

If you have any AC props you need to match by channel (because they're still showing up on the right and you aren't seeing green checkmarks), click "Auto Match By Channel" to clean up the Preview Map and assign those remaining elements. Once you see the Green Checkmarks on the right, you can click continue.
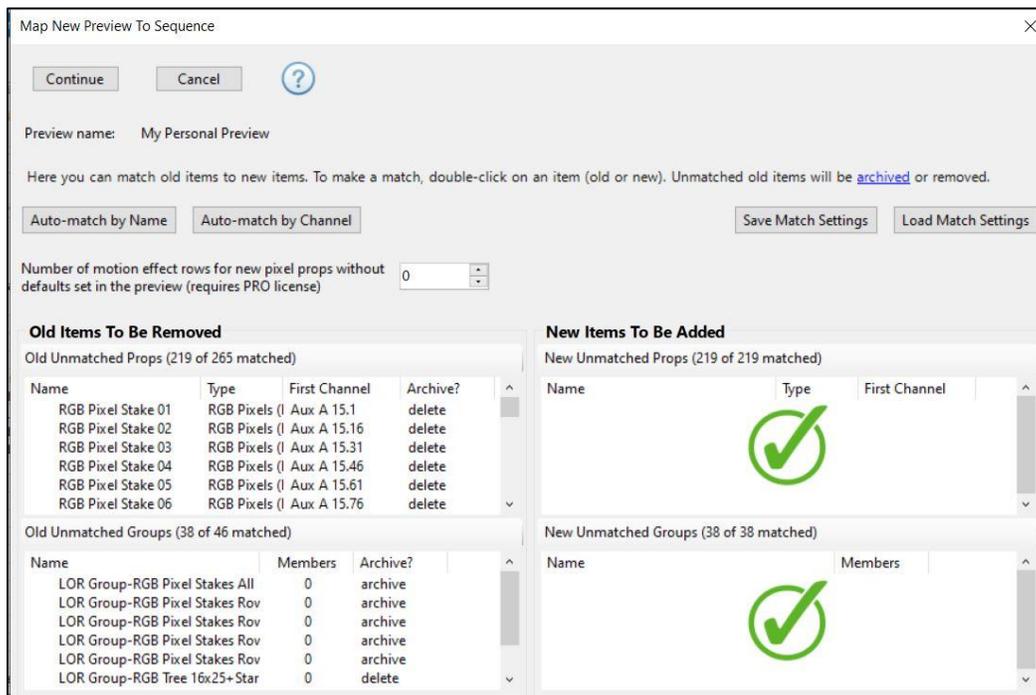
If you get a popup asking if you'd like to define Motion Effect rows, it means you have not set Motion Effect Rows in your Preview for unmatched props (which you should do back in the Preview Building stage). This moment gives you the opportunity to add default rows for props that you may have forgotten. The best option is to correct your preview instead of using this popup as a consistent method for Motion Effect Row Creation.

After the Sequence converts, it will default to the Grid View "LOR Sequence Store RGBPlus- Full Layout." It will only show groups that exactly matched from our sequence to yours. Select "Show All Items" to view all items in the sequence. At this point, you can either create your own **grid view** by clicking the icon to the right of the menu dropdown, or import a saved grid configuration you've already made for your preview.
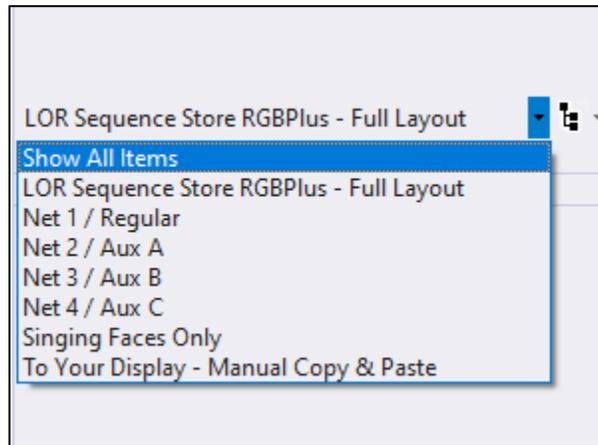
After the sequence converts, you can make any modifications you'd like to the effects.

We recommend saving the sequence with a NEW name so that you always have a copy of the original.

Assign RGBPlus Sequence to Your Preview (S5)

RGBPlus sequences are fully modifiable and can be used with your own preview. **It is important to read through this entire section before you begin the preview reassignment process.** To assign a sequence to your own preview, you must first have a preview created. Learn more about Preview Building on our website: https://store.lightorama.com/pages/video-tutorials

If you're purchasing CPC Packages, importing them directly from the Light-O-Rama Props online menu will make the sequence effects automatically transfer when assigning the RGBPlus sequence to your preview. They will import with the default Unit IDs and Networks of our RGBPlus sequence. You may need to alter them if your set up will be different. We recommend leaving the Unit IDs the same if possible and only changing the network.
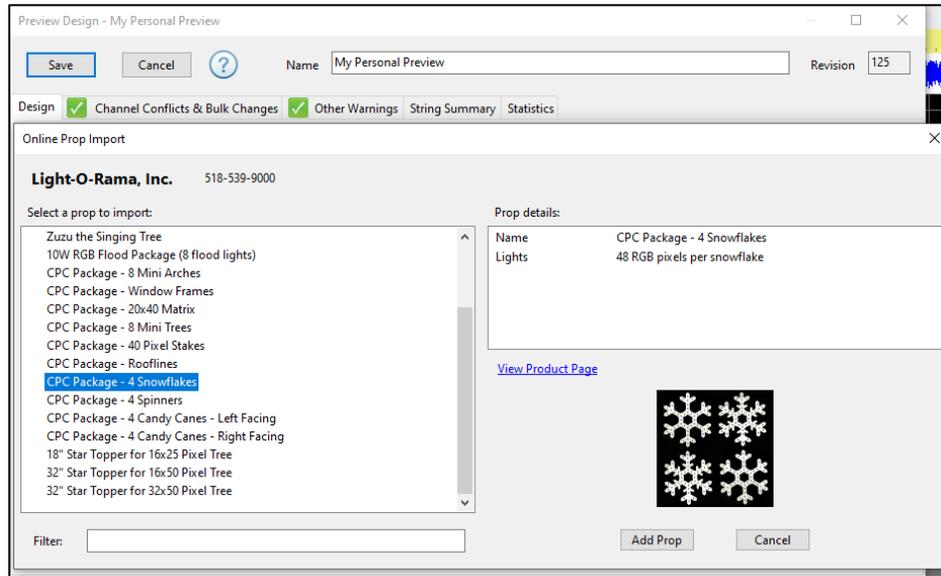
Create any additional props or elements in your preview through normal methods. Take a look at our RGBPlus Preview and give YOUR elements the exact same names when you can.

Once your Preview is completed, open the RGBPlus sequence and choose "Assign Different Preview" from the Sequence menu at the top.
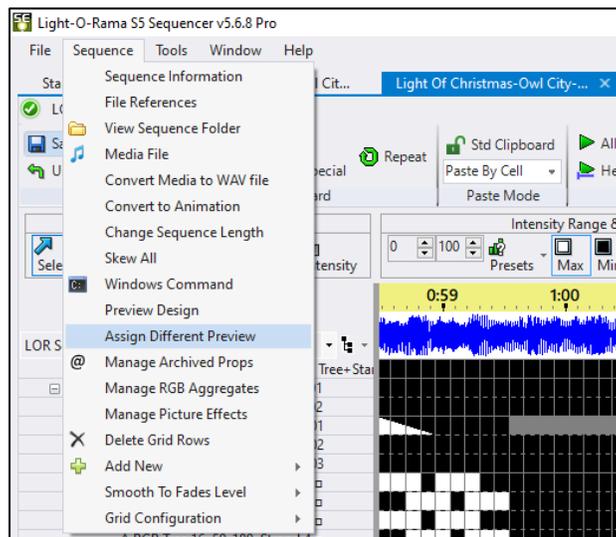
The 'Map Preview Dialog' will appear. You may notice that some items automatically match (like if you imported CPC Props directly from the Add Menu). You will likely have many unmatched elements. The left side of the screen shows items and groups in the RGBPlus Preview, and the right side shows the items and groups in your Preview.
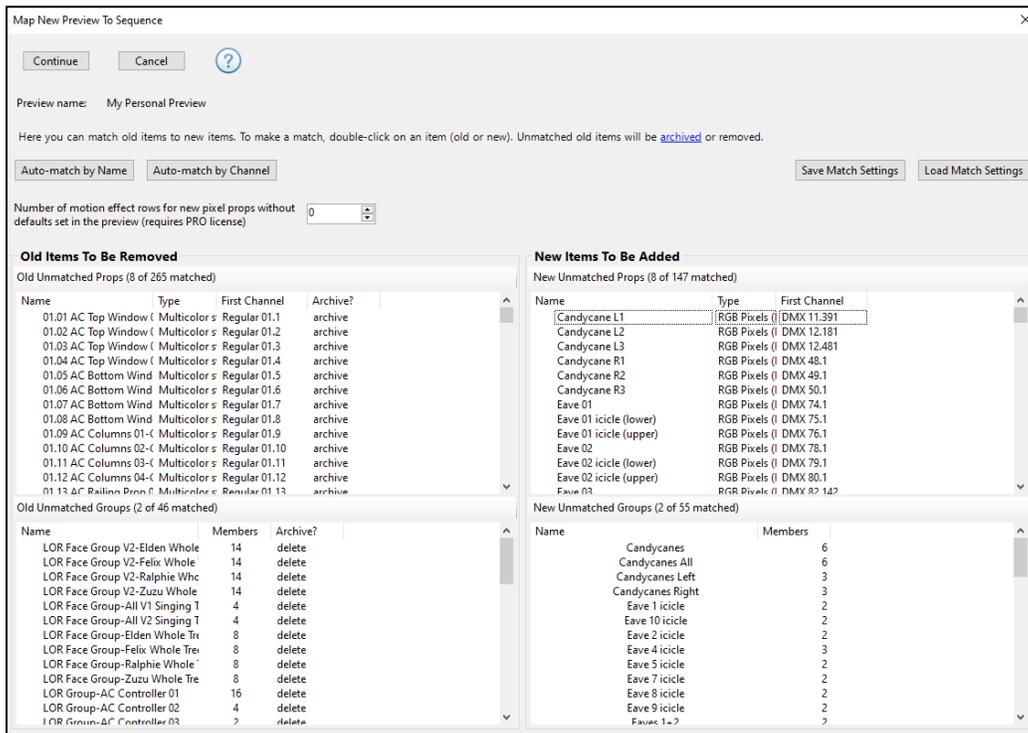
Especially if you are mapping AC elements, click "Auto-match by channel." All matching Unit ID/channel assignments will map from the RGBPlus Preview to yours.
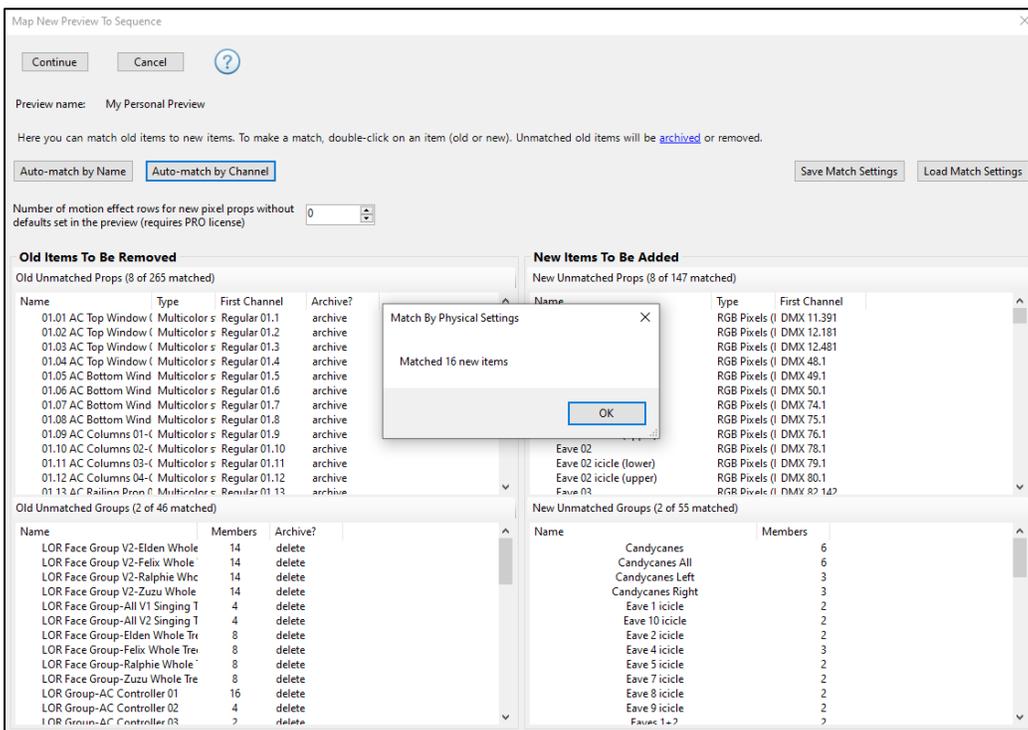
A less likely scenario is that your props are named exactly the same as ours, in which case you can click "Auto-Match by name" to automatically map those additional elements.
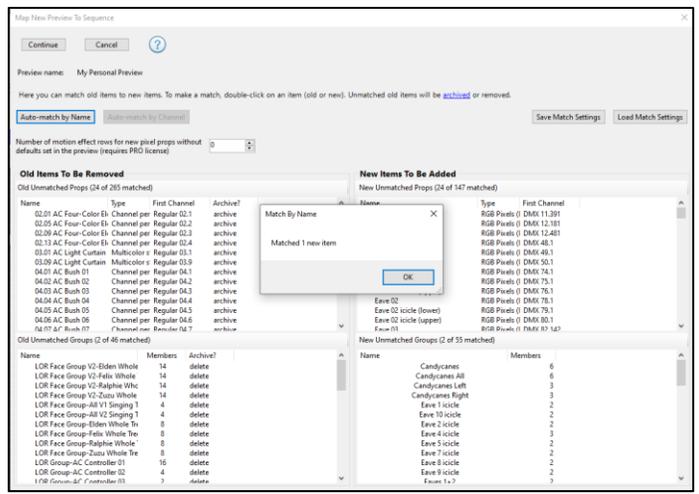
The bulk of your time will be spent on the step below. Double click on the elements in YOUR preview (right side), and locate the respective element in the RGBPlus Preview where you'd like things to map. Do the same thing with the groups in the lower two quadrants.

You do NOT need to match exact elements, but you do need to match prop type (single strand verses multi strand). For example, you could assign your coro tombstone to our mini tree because it's roughly the same prop shape, but you can't assign our pixel tree to your rooflines because a pixel tree is made up of multiple strands and a roofline is only a single strand of pixels. The effects will not translate well.
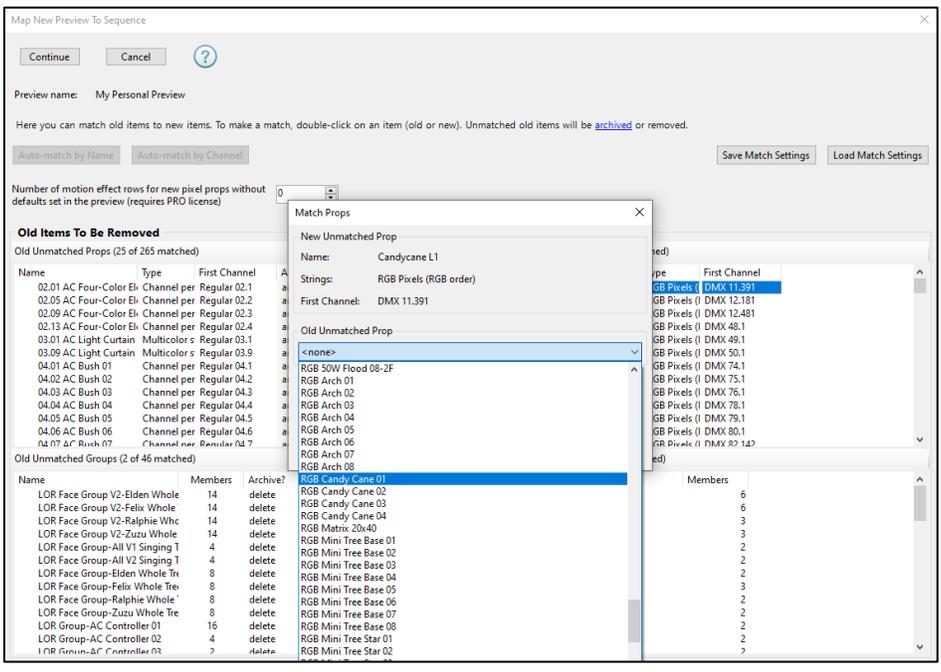
It is important that you match both individual elements AND groups, especially the Mega Tree + Star Groups, and for the Matrix Group. All Matrix sequencing is done at the <u>group level</u> so that you can resize our prop to any size matrix (or multiple matrices) with ease. Create a group with only your matrix prop contained inside it and map it to our LOR Group-RGB Matrix 20x40.You must add Preview Groups to YOUR preview before going through the mapping process.

Mapping our preview to yours should be a one-time process. Before you click "Continue," make sure to click "Save Match Settings." For future sequences, click "Load Match Settings" and all your reassignments will automatically populate. Click 'continue' after your Map is saved.

If you get a popup asking if you'd like to define Motion Effect rows, it means you have not set Motion Effect Rows in your Preview (which you should do back in the Preview Building stage). This moment gives you the opportunity to add default rows for props that you may have forgotten. The best option is to correct your preview instead of using this popup as a consistent method for Motion Effect Row Creation.

After the Sequence converts, it will default to the Grid View "LOR Sequence Store RGBPlus- Full Layout." It will only show groups that matched from our sequence to yours. Select "Show All Items" to view all items in the sequence. At this point, you can either create your own grid view by clicking the icon to the right of the menu dropdown, or import a saved grid configuration you've already made for your preview.
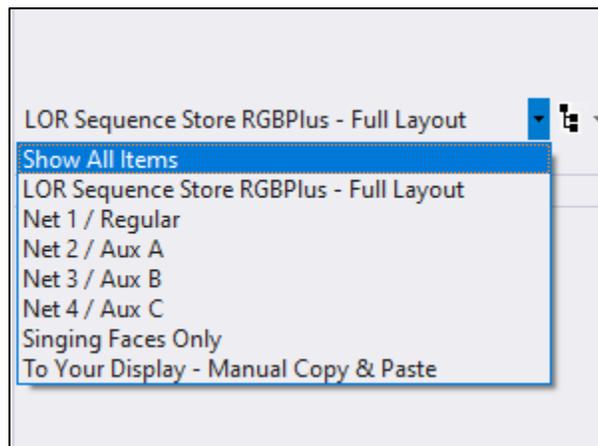
After the sequence converts, you can make any modifications you'd like to the effects.

We recommend saving the sequence with a NEW name so that you always have a copy of the original.

If you don't feel comfortable following the steps outlined in this section, every sequence comes with a grid view titled "To Your Display – Manual Copy & Paste" that includes all props that you can use to transfer effects to your own layout.

Modifying Sequence Effects

All RGBPlus Sequences are Modifiable.

Pro Tip: if you change the sequence, save it as a different name. If you make a mistake you can return to the original sequence and start again. Don't forget to backup your files.

Your guests will react to three things: Lights, Music, Timing. Our expert sequences have already created sequences with these three things in mind, but you can modify the sequence to fit your own tastes or use it as an opportunity to learn how the professionals create effects.

Instructions and Tutorials

We have lots of tutorials to help get you started with sequencing modifications. You can read about sequencing in our help file (https://www1.lightorama.com/downloads/6.1.2/help/sequencer.htm)

Or watch tutorials in video form: https://store.lightorama.com/pages/video-tutorials

If you REALLY need help customizing your sequence, reach out to one of our partners. They know our products inside and out and can help you take your display to the next level: https://store.lightorama.com/pages/contact-a-partner

APPENDIX

AC Controller Layout Recommendations

This sequence takes advantage of multiple Light-O-Rama AC controllers in addition to RGB Props. Controller ID 01 and ID 02 use four groups of four light circuits. Controller ID 03 and ID 04 use two groups of eight light circuits. Controller 05 is left open for your own personal use, and the first 4 channels on Controller 06 are dedicated to 4 channels of strobe lights. We break things up into colors or segment numbers just to make it a little easier to understand in this document but you can connect your lights as you see fit.

channel	Controller ID 01	Controller ID 02	Controller ID 03	Controller ID 04	Controller ID 05	Controller ID 06
1	Group A - section 1	Fixture E - 1 (red)	Arch I - segment 1	Tree K - segment 1	Not used	Strobes
2	Group A - section 2	Fixture F - 1 (red)	Arch I - segment 2	Tree K - segment 2	Not used	Strobes
3	Group A - section 3	Fixture G - 1 (red)	Arch I - segment 3	Tree K - segment 3	Not used	Strobes
4	Group A - section 4	Fixture H - 1 (red)	Arch I - segment 4	Tree K - segment 4	Not used	Strobes
5	Group B - section 1	Fixture E - 2 (green)	Arch I - segment 5	Tree K - segment 5	Not used	Not used
6	Group B - section 2	Fixture F - 2 (green)	Arch I - segment 6	Tree K - segment 6	Not used	Not used
7	Group B - section 3	Fixture G - 2 (green)	Arch I - segment 7	Tree K - segment 7	Not used	Not used
8	Group B - section 4	Fixture H - 2 (green)	Arch I - segment 8	Tree K - segment 8	Not used	Not used
9	Group C - section 1	Fixture E - 3 (blue)	Arch J - segment 1	Tree L - segment 1	Not used	Not used
10	Group C - section 2	Fixture F - 3 (blue)	Arch J - segment 2	Tree L - segment 2	Not used	Not used
11	Group C - section 3	Fixture G - 3 (blue)	Arch J - segment 3	Tree L - segment 3	Not used	Not used
12	Group C - section 4	Fixture H - 3 (blue)	Arch J - segment 4	Tree L - segment 4	Not used	Not used
13	Group D - section 1	Fixture E - 4 (yellow)	Arch J - segment 5	Tree L - segment 5	Not used	Not used
14	Group D - section 2	Fixture F - 4 (yellow)	Arch J - segment 6	Tree L - segment 6	Not used	Not used
15	Group D - section 3	Fixture G - 4 (yellow)	Arch J - segment 7	Tree L - segment 7	Not used	Not used
16	Group D - section 4	Fixture H - 4 (yellow)	Arch J - segment 8	Tree L - segment 8	Not used	Not used

Standard Dumb RGB based Pixel Controllers such as the CMB24D (see the Typical Layout drawing later for this to make more sense).

RGB Port	Controller ID 08	CMB24D RGB Channels		
1	Dumb pixel P9	1, 2, 3	Group 2	Duplicated at controller ID 28 on channels 1, 2, 3
2	Dumb pixel P10	4, 5, 6	Group 2	Duplicated at controller ID 29 on channels 1, 2, 3
3	Dumb pixel P11	7, 8, 9	Group 2	Duplicated at controller ID 2A on channels 1, 2, 3
4	Dumb pixel P12	10, 11, 12	Group 2	Duplicated at controller ID 2B on channels 1, 2, 3
5	Dumb pixel P13	13, 14, 15	Group 2	Duplicated at controller ID 2C on channels 1, 2, 3
6	Dumb pixel P14	16, 17, 18	Group 2	Duplicated at controller ID 2D on channels 1, 2, 3
7	Dumb pixel P15	19, 20, 21	Group 2	Duplicated at controller ID 2E on channels 1, 2, 3
8	Dumb pixel P16	22, 23, 24	Group 2	Duplicated at controller ID 2F on channels 1, 2, 3

This can seem intimidating if you are new to animated shows, but we'll break it down for you. Designing the AC elements of your display can be more challenging that smart pixel props since the shape of coro is already decided for you. Our Traditional Layout is used for this portion of the instructions so that the pixel props aren't in the way of the image.

The key to success is thinking in small groups. Light patterns typically work best in groups of four or eight because of how music is composed. Look carefully at the example and find the groups. Watch the sequence videos and you'll be able to easily pick out the groups of four and eight.

What's a group of four or eight? Think four windows on the second level of the house or eight windows on the first level. It could be four sections of bushes or eight segments on a leaping arch. Let your imagination run wild and be creative.

The following pages will focus on one controller at a time to make it all easier to understand. We've used an image of our traditional layout (which only contains AC props), so that the smart pixel props aren't in the way as we explain our recommended layout.

If you have only one controller, then this is the one that does the most work.

Controller ID 01 should be deployed on your main structure to take up the most space possible. The light channels are used constantly throughout the entire song and usually highlight the main melody.

In both the traditional and RGBPlus layout, we've used four groups of four elements. In this picture, its roof segments, four windows, four bushes and four columns. Just think "four groups of four" and you'll line up with our sequences.

Controller ID 02

We suggest **controller ID 02** be used with accent pieces, usually with the beats of the song. The light channels are used to enhance the first 16 channels used with controller ID 01. They are not required, but you can expand into them in the future without having to purchase a new sequence.

We use four separate design elements (fixtures) in both the traditional layout and RGBPlus layout, and each is wired with four different colors. See the mini-trees in the yard above. You can use any set of multi-wrapped elements you wish (such as bushes, windows, or other fabricated props).

Controller ID 03

Typical Layout
Recommended channel groupings
Use your own design

C68P32
16 to 68 light channels
and up to 32 RGB pixels
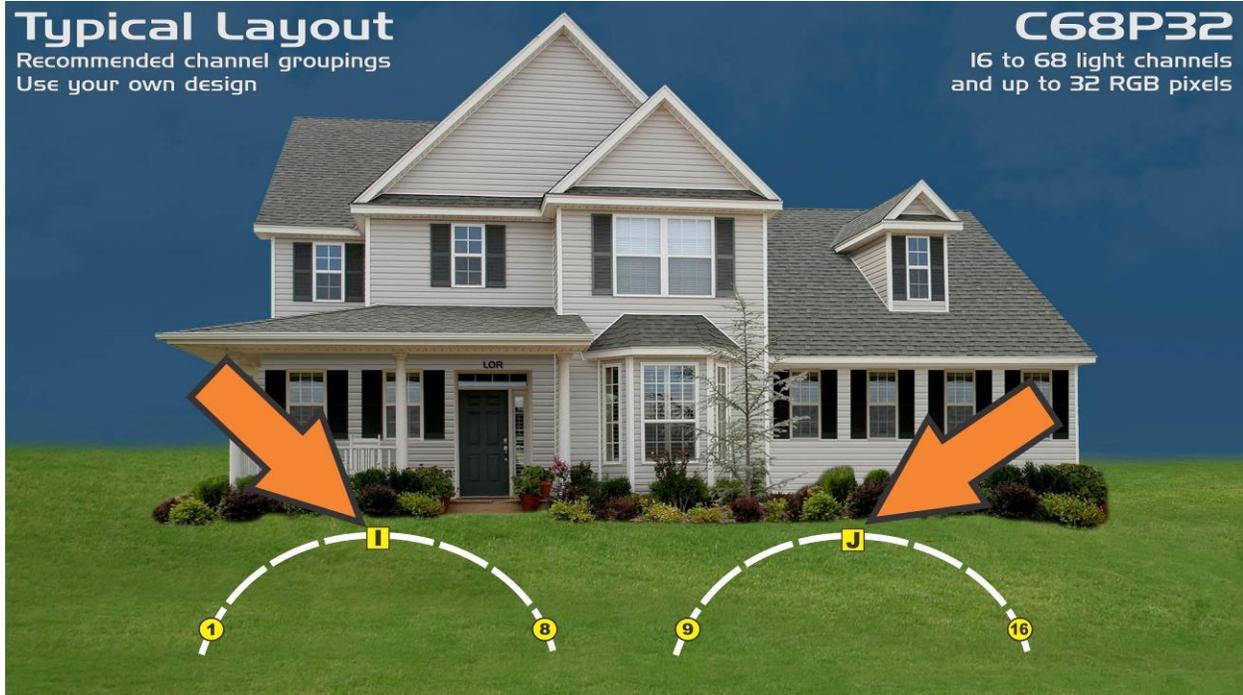
Leaping Arches I J
Optional Controller ID 03 channels 1-16 used for accents (requires at least Basic Plus Suite)
1. Each leaping arch is eight sections of lights
2. Arch could also be simple vertical or horizontal pole
3. Arches could be eight candy canes lining each side of driveway or sidewalk
4. Be creative by thinking in two groups of eight

Controller ID 03
2 groups of 8 channels used as accents

requires at least the Basic Plus level of our sequencing suite software to use this controller

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We suggest **controller ID 03** be other accent pieces. The light channels are used to enhance the first 16 channels used with controller ID 01 and take on the role of the background vocals in the song, or duplicate the melody. They are not required, but you can expand into them in the future without having to purchase a new sequence.

Think two groups of eight. We use two leaping arches as design elements in the traditional layout, where each is wired with eight different light segments. The RGBPlus sequence version uses two "light curtains," by draping 2 sets of 8 strands lights over a railing (or a fence). You can use your own configuration of 16 objects (like tomato cage trees) grouped in two different sections of eight, and the sequencing will work on your layout with no modifications required.

Controller ID 04

Typical Layout
Recommended channel groupings
Use your own design

C68P32
16 to 68 light channels
and up to 32 RGB pixels

Mega Trees K L
Optional Controller ID 04 channels 1-16 used for accents (requires at least Basic Plus Suite)
1. Each megatree is eight sections of lights
2. Tree could also be a leaping arch with eight sections of lights
3. Tree could be eight candy canes lining each side of driveway or sidewalk
4. Be creative by thinking in two groups of eight

Controller ID 04
2 groups of 8 channels
used as accents

requires at least the Basic Plus level of our sequencing suite software to use this controller

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We suggest **controller ID 04** be other accent pieces for the other background instruments in the song, like extra drums or singers. The light channels are used to enhance the first 16 channels used with controller ID 01. They are not required, but you can expand into them in the future without having to purchase a new sequence.

Think two groups of eight. We use two mega-trees of lights as design elements in the traditional layout, where each is wired with eight different light segments. The RGBPlus version uses eight small bushes, each wrapped in two colors. You can use your own configuration of 16 objects (like tomato cage trees) grouped in two different sections of eight, and the sequencing will work on your layout with no modifications required.

Controller ID 05

Controller ID 05 is purposely not used in the sequence. Since all RGBPlus sequences are modifiable, use this controller to add your own props and effects. Keep the recommendations of fours and eights in mind!

Controller ID 06

We suggest the first four channels of **controller ID 06** be used for strobe lights. The sequence typically turns on these four channels near the end of the music to mark the finale and give drama. These channels are simply turned on and off with no dimming. Connect your random firing strobes or strobe strings. Channels 5-16 are purposely not used so that you can add in your own props and effects.

Controller ID 08 and 28-2F

Controller ID 08 is designed for eight RGB pixels and is used as accents during a sequence. We suggest using our CMB24D controller with eight dumb pixel ports and our 10W flood lights. These 8 pixels are also duplicated at controller IDs 28-2F and are especially useful with our high-power, single pixel floods.

CMB24D eight RGB pixel controller setting for Unit ID 08 (switches 6, 7, 8, 9 are ON, off, off, off)
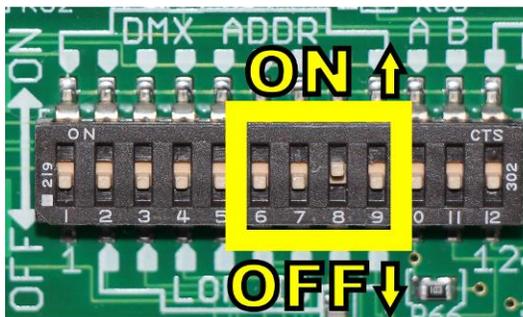
Unit ID	sw 6	sw 7	sw 8	sw 9
01	off	off	off	ON
02	off	off	ON	off
03	off	off	ON	ON
04	off	ON	off	off
05	off	ON	off	ON
06	off	ON	ON	off
07	off	ON	ON	ON
08	ON	off	off	off
09	ON	off	off	ON

(the picture shows switch 8 is on, demonstrating the board is set to controller ID 02). Yours should be set to 08.