

## 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 <u>http://sequences.lightorama.com</u>, you will receive a confirmation email with a serial number and link to immediately download it. <u>The download link is at the bottom of the</u> <u>email.</u> 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 <u>www.Amazon.com</u>. Purchase and download the music to your computer <u>before installing the sequence</u>.

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 <u>before installing your sequence</u>.

#### 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 <u>https://store.lightorama.com/products/newlicense</u> 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 <u>www.ASCAP.com</u> or call 1-800-505-4052.

Want more performance licensing information? ASCAP provides thorough explanations at <a href="http://www.ascap.com/licensing/licensingfaq.aspx">www.ascap.com/licensing/licensingfaq.aspx</a>

## **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.

Light-O-Rama Sequence Distributor The sequence "Wizards In Winter-TransSiberian Orchestra-LOR-RGBPlus.loredit" requires the audio file "Wizards In Winter.mp3"           Browse to Audio File	- D	×	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.
C Light-O-Rama Sequence Distributor Distribution Complete! Sequence instructions can be found at: https://store.lightorama.com/pages/sequence-installation You can find the new files here: Audio: C\USers\Documents\Light-O-Rama\Audio\ Sequences: C\USers\Documents\Light-O-Rama\Sequences\ Below you can open the file explorer to the paths above, open the instructions page in a browser, or close this distributor. Open Sequence and Audio Folders Open Instructions	- D	×	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.

C =



- Channels 01-04: Top Story Windows Channels 05-08: Bottom Story Windows Channels 09-12: Wrapped Pairs of Columns
- 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
- 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
- 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



## **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. <u>https://store.lightorama.com/pages/rgbplus-networks</u>

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)
<b>40</b> , 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)
<b>70</b> , 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B,	1 Pixel Tree with 16 Strands of 50
7C, 7D, 7E, 7F	(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
<b>09</b> , 0A, 0B, 0C, 0D, 0E, 0F, 10	8 Mini Trees with Stars (8x100)
<b>11</b> , 12, 13, 14	8 Mini Arches {2 per strand/Unit ID} (8x25)
<b>15</b> , 16, 17, 18	4 Sets of 10 Pixel Stakes (40x5)
<b>19</b> , 1A, 1B, 1C	4 Snowflakes (4x48)
<b>1D</b> , 1E, 1F, 20	4 Spinners( (4x100)
<b>21</b> , 22, 23, 24	4 Candy Canes (4x48)

#### Aux B (Net 3) = Smart RGB

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

#### Aux C (Net 4) = Smart RGB

Unit IDs	Props
<b>70</b> , 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B,	1 Pixel Tree with 16 Folded Strands of 100
7C, 7D, 7E, 7F	(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.

LOR Store Sequences-RGBPlus		
LOR Store Sequences-RGBplus-C	Modify	
LOR Store Sequences-RGBplus-C	Delete	
LOR Store Sequences-RGBplus-C	Сору	
LOR Store Sequences-RGBPlus-S	Export	

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.

Preview Design - LOR Store Sequences-R	GBPlus - PERSONAL COPY	1	Prev	iew Design - LOR Store S	equences-RGBPlu	s - PERSONAL COPY	
		terre Service and BCBBlue BEBSONIAL CODY					
Save Cancel	Name LOK SI	tore sequences-ROBPIUS - PERSONAL COPT		Save Cance	el ?	Name LOR Store Sequence	IS-RGBPIUS - PERSONAL COPY
Design 🔽 Channel Conflicts & Bul	Changes 🌄 Other War	mings String Summany Statistics		_			
	outer Ha	stang sama sang sama sa	Des	sign 🔽 Channel Con	flicts & Bulk Char	nges 🔽 Other Warnings 🛛 String	Summary Statistics
Preview Props				review Prons			
to their name. Click on a prop for mo	re information and to chan	ge changes like reassigning unit ids or DMX universes. Pro ige its channel assignments.	ps with c	ise this page to quickly re	solve channel co	officts or to make large changes li	re reassigning unit ids or DMX universes. Props with channel of
Show: All Props	- 🗌 Select All 🛛 Cl	hange -	te	o their name. Click on a p	prop for more info	rmation and to change its channe	assignments.
Name: X Char	inel:	Reorder Circuit/Channel Numbers	Sł	now: All Props		Select All Change	
Name	Start Channel	Set LOR Network	N	ame	X Channel	×	
EaceV2-Zuzu Tree Outline	LOR-Regular-upit 36	Set LOR Unit Id			7 Channel	~	1
Face-Zuzu Bow	LOR-Regular-unit 36	Set DMX Universe		Name	Sta	irt Channel	
Face-Zuzu Eyes Closed	LOR-Regular-unit 36	Add Leading Zeros To Numbered Prop Names		Face-Zuzu Eyes Clo	sed LO	R-Regular-unit 36-circuit 7	
Face-Zuzu Eyes Open	LOR-Regular-unit 36	Replace Text In Prop Names		Face-Zuzu Eyes Ope	en LO	R-Regular-unit 36-circuit 10	
Face-Zuzu Mouth "OH"	LOR-Regular-unit 36	Delate Berne		Face-Zuzu Mouth "	OH" LO	R-Regular-unit 36-circuit 22	
Face-Zuzu Mouth Closed	LOR-Regular-unit 36-er	Delete Props		Face-Zuzu Mouth C	Closed LO	R-Regular-unit 36-circuit 13	
Face-Zuzu Mouth Full Open	LOR-Regular-unit 36-ci	ircuit 19		Face-Zuzu Mouth F	ull Open LO	R-Regular-unit 36-circuit 19	
Face-Zuzu Mouth Half Open	LOR-Regular-unit 36-ci	ircuit 16		Face-Zuzu Mouth H	Half Open LO	R-Regular-unit 36-circuit 16	
Face-Zuzu Tree Outline	LOR-Regular-unit 36-ci	ircuit 1		Face-Zuzu Tree Out	line LO	R-Regular-unit 36-circuit 1	
RGB 50W Flood 01-28	LOR-Regular-unit 28-ci	ircuit 1		RGB 50W Flood 01-2	28 LO	R-Regular-unit 28-circuit 1	
RGB 50W Flood 02-29	LOR-Regular-unit 29-ci	ircuit 4		RGB 50W Flood 02-	29 10	R-Regular-unit 29-circuit 4	
RGB 50W Flood 03-2A	LOR-Regular-unit 2A-ci	ircuit 7		RGB 50W Flood 03-	24 10	R-Regular-unit 2A-circuit 7	
RGB 50W Flood 04-2B	LOR-Regular-unit 2B-ci	ircuit 10		PGP 50W Flood 04	28 10	P-Pagular-unit 2P-circuit 10	Set LOR Network X
RGB 50W Flood 05-2C	LOR-Regular-unit 2C-c	ircuit 13		PCR 50W Flood 04-1	20 10	R-Regular-unit 20-circuit 10	
RGB 50W Flood 00-2D	LOR-Regular-unit 2D-c	incuit 16		RGB JOW Flood 03-	20 10	R-Regular-unit 20-circuit 15	
RGB 50W Flood 08-2E	LOR-Regular-unit 2E-ci	incuit 22		RGB SUW Flood UC-	20 10	R-Regular-unit 2D-circuit 10	New LOR network:
RGB Arch 01	LOR-Aux A-unit 11-circ	cuit 1		RGB SUW Flood 0/-	2E LO	K-Kegular-unit 2E-circuit 19	Regular V
RGB Arch 02	LOR-Aux A-unit 11-circ	cuit 76		RGB 50W Flood 08-	∠⊧ LO	K-Regular-unit 2F-circuit 22	
RGB Arch 03	LOR-Aux A-unit 12-circ	cuit 1		KGB Arch 01	LO	R-Regular-unit 11-circuit 1	OK Cancel
RGB Arch 04	LOR-Aux A-unit 12-circ	cuit 76		RGB Arch 02	LO	R-Regular-unit 11-circuit 76	
RGB Arch 05	LOR-Aux A-unit 13-circ	cuit 1		RGB Arch 03	LO	R-Regular-unit 12-circuit 1	
RGB Arch 06	LOR-Aux A-unit 13-circ	cuit 76		RGB Arch 04	LO	R-Regular-unit 12-circuit 76	
RGB Arch 07	LOR-Aux A-unit 14-circ	cuit 1		RGB Arch 05	LO	R-Regular-unit 13-circuit 1	
RGB Arch 08	LOR-Aux A-unit 14-circ	cuit 76		RGB Arch 06	LO	R-Regular-unit 13-circuit 76	
RGB Candy Cane 01	LOR-Aux A-unit 21-circ	cuit 1		RGB Arch 07	LO	R-Regular-unit 14-circuit 1	
RGB Candy Cane 02	LOR-Aux A-unit 22-circ	cuit 1		RGB Arch 08	LO	R-Regular-unit 14-circuit 76	
RGB Candy Cane 03	LOR-Aux A-unit 23-circ	cuit 1		RGB Candy Cane 01	I LO	R-Aux A-unit 21-circuit 1	
RGB Candy Cane 04	LOR-Aux A-unit 24-circ	cuit 1	1 11				

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 <u>Aux O</u> following the same process you used to rearrange the networks for props you DO plan to use.

Preview	/ Design - LOR Store Se	equences-RGBPlus - PERSC	NAL COPY	
S	Save Cance	el ? Nam	LOR Store Sequence	ces-RGBPlus - PERSONAL COPY
Design	n 🔽 Channel Cont	flicts & Bulk Changes 🔽	Other Warnings Strin	ng Summary Statistics
⊢ Prev	iew Props			
Use	this page to quickly re	solve channel conflicts or t	to make large changes l	ike reassigning unit ids or DMX universes. Props with channel conflicts will have a warning icon next
to th	neir name. Click on a p	rop for more information a	and to change its chann	el assignments.
Shov	v: All Props	▼ 🗌 Se	lect All Change -	
Nam	e:	X Channel:	×	
N	lame	Start Channe	el	^
	RGB Pixel Stake 23	LOR-Aux A-	unit 17-circuit 31	
	RGB Pixel Stake 24	LOR-Aux A-	unit 17-circuit 46	
	RGB Pixel Stake 25	LOR-Aux A-	unit 17-circuit 61	
	RGB Pixel Stake 26	LOR-Aux A-	unit 17-circuit 76	Set LOR Network X
	RGB Pixel Stake 27	LOR-Aux A-	unit 17-circuit 91	
	RGB Pixel Stake 28	LOR-Aux A-	unit 17-circuit 106	New LOR network:
	RGB Pixel Stake 29	LOR-Aux A-	unit 17-circuit 121	Aux O V
	RGB Pixel Stake 30	LOR-Aux A-	unit 17-circuit 136	
	RGB Pixel Stake 31	LOR-Aux A-	unit 18-circuit 1	OK Cancel
	RGB Pixel Stake 32	LOR-Aux A-	unit 18-circuit 16	
	RGB Pixel Stake 33	LOR-Aux A-	unit 18-circuit 31	
	RGB Pixel Stake 34	LOR-Aux A-	unit 18-circuit 46	
	RGB Pixel Stake 35	LOR-Aux A-	unit 18-circuit 61	
	RGB Pixel Stake 36	LOR-Aux A-	unit 18-circuit 76	
	KGB Pixel Stake 37	LOR-Aux A-	unit 18-circuit 91	
	NOB PIXELSTAKE 38	LUR-AUX A-	unit 18-CITCUIT 100	
	ROD Pixel Stake 39	LOR-Aux A-	unit 10-circuit 121	
	RGB Tree 16x25 Star	LOR-AUX A-	r-unit 47-circuit 151	
	RGB Tree 16x25-360	LOR-Regula	r-unit 40-circuit 1	
	RGB Tree 16x50 Star	LOR-Aux O-	unit 7F-circuit 151	
	RGB Tree 16x50-180	LOR-Aux O-	unit 70-circuit 1	

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.

File	Sequence	Tools	Window	Help						
Sta	Seque	nce Infor	mation		Cit		Light (	Of Christmas-Ov	vl City	/ ×
🕗 L(	File Re	eferences								
	🛅 🛛 View S	Sequence	Folder							<b>N</b>
🔚 Sa	🎜 Media	File				$\mathbf{O}$	Repeat	d' Std Clipbo	ard	P All
<b>6</b> 0	Conve	ert Media	to WAV file		ecial	Ĭ		Paste By Cell	-	⊵ Hen
	Conve	ert to Ani	mation		ard			Paste Mod	e	
	Chang	ge Sequei	nce Length		-	_		Inte	nsity	Range &
Sele	Skew	All			] tensity	,	0 🖨	100 🖶 🔐 Presets	T M	ax Min
	C: Windo	ows Com	mand		<u> </u>	1	0	.50	1.0	0
	Previe	w Design						in a serie a s		
LOR S	Assigr	n Differen	t Preview		•	-	ىر مەربىلار مەر	الالالالالالية المحمدية. الالالالالالال	dianal	lindet alva

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 I	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.

Preview Design - LOR Store Sequence	es-RGBPlus - PERSONAL COP	Υ					
Save Cancel	Name LOK	Store sequences-Robbius - PERSONAL COPT					
D : Channel Conflicts R	Pulk Changes 🔽 ou 🛛 🗤						
Design Channel Connicts &	buik changes M Other Wa	arnings String Summary Statistics					
Preview Props							
Use this page to quickly resolve ch to their pame Click on a prop for	nannel conflicts or to make la	arge changes like reassigning unit ids or DMX universes. Pro	ps with channel conflicts will have a warning icon next				
Show: All Propr	Select All	Change *					
Name: XIC	hannah	Reorder Circuit/Channel Numbers					
Name:	nannei:	Set LOP Network					
Name	Start Channel	Set LOR Unit Id	^				
RGB Mini Tree Star 01	LOR-Aux A-unit 09-	Set DMY Universe					
RGB Mini Tree Star 02	LOR-Aux A-unit 0A-						
RGB Mini Tree Star 03	LOR-Aux A-unit 0B-	Add Leading Zeros To Numbered Prop Names					
RGB Mini Tree Star 04	LOR-Aux A-unit 0C-	Replace Text In Prop Names					
RGB Mini Tree Star 05	LOR-Aux A-unit 0D-	Delete Props					
RGB Mini Tree Star Uo	LOR-Aux A-unit UE-C	1000291					
RGB Mini Tree Star 07	LOR-Aux A-unit UF-ci	rcuit 241					
PGP Divel Stake 01	LOR-Aux A-unit 15-ci	reuit 1					
PGP Divel Stake 01	LOP-Aux A-unit 15-ci	incuit 16					
RGB Pixel Stake 03	LOR-Aux A-unit 15-ci	ircuit 31					
RGB Pixel Stake 04	LOR-Aux A-unit 15-ci	ircuit 46					
RGB Pixel Stake 05	LOR-Aux A-unit 15-ci	rcuit 61					
RGB Pixel Stake 06	LOR-Aux A-unit 15-ci	ircuit 76					
RGB Pixel Stake 07	LOR-Aux A-unit 15-ci	ircuit 91					
RGB Pixel Stake 08	LOR-Aux A-unit 15-ci	ircuit 106					
RGB Pixel Stake 09	LOR-Aux A-unit 15-ci	ircuit 121					
RGB Pixel Stake 10	LOR-Aux A-unit 15-ci	ircuit 136					

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.

Preview Design - LOR Store Sequence	es-RGBPlus - PERSONAL COPY											
	~											
Save Cancel	(?) Name LOR Store Sequence	s-RGBPlus - PERSONAL COPY										
	<u> </u>											
Design 🛕 Channel Conflicts & Bulk Changes 🏑 Other Warnings String Summary Statistics												
r Preview Props												
Lise this name to mirch/ resolve channel conflicts or to make large channels like reassioning unit ids or DMX universes. Prons with channel conflicts will have a warning icon pert												
to their name. Click on a prop for	more information and to change its channe	l assignments.	LOR Regular Unit#70 Circuit#2 is shared with RGB Tree 16x50-180									
Show: All Props	Select All Change		LOR Regular Unit#70 Circuit#3 is shared with RGB Tree 16x50-180									
Name	hannah X		LOK Regular Unit#70 Circuit#4 is shared with RGB Tree 16x50-180									
Name:	nannei:		LOR Regular Unit#70 Circuit#6 is shared with RGB Tree 16x50-180									
Name	Start Channel	^	LOR Regular Unit#70 Circuit#7 is shared with RGB Tree 16x50-180									
RGB Mini Tree Star 07	LOR-Aux A-unit 0F-circuit 241		LOR Regular Unit#70 Circuit#8 is shared with RGB Tree 16x50-180									
RGB Mini Tree Star 08	LOR-Aux A-unit 10-circuit 241		LOR Regular Unit#70 Circuit#10 is shared with RGB Tree 16x50-180									
RGB Pixel Stake 01	LOR-Regular-unit 70-circuit 1		LOR Regular Unit#70 Circuit#11 is shared with RGB Tree 16x50-180									
RGB Pixel Stake 02	LOR-Regular-unit 70-circuit 16		LOR Regular Unit#70 Circuit#12 is shared with RGB Tree 16x50-180									
RGB Pixel Stake 03	LOR-Regular-unit 70-circuit 31		Low Regular Onter o Circulter 5 is shared with Rob life? Tox50-100									
RGB Pixel Stake 04	LOR-Regular-unit 70-circuit 46		Channels									
RGB Pixel Stake 05	LOR-Regular-unit 70-circuit 61		LOB									
RGB Pixel Stake 06	LOR-Regular-unit 70-circuit 76											

## **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.

Preview Design - My Personal Preview	— 🗆 🗙	
Save Cancel ? Name My Personal Preview	Revision 125	
Design 📝 Channel Conflicts & Bulk Changes 🗹 Other Warnings String Summary Statistics		
Online Prop Import		×
Light-O-Rama, Inc. 518-539-9000		
Select a prop to import:     Prop becaus:       Zuzu the Singing Tree     Image: CPC Package - 4 Snowflakes       10W RGB Flood Package (8 flood lights)     Image: CPC Package - 4 Snowflakes       CPC Package - 8 Mini Arches     Image: CPC Package - 20x40 Matrix       CPC Package - 20x40 Matrix     Image: CPC Package - 4 Drixel Stakes		
CPC Package - Rooflines CPC Package - 4 Snowflakes CPC Package - 4 Spinners CPC Package - 4 Candy Canes - Left Facing CPC Package - 4 Candy Canes - Left Facing 18" Star Topper for 16x25 Pixel Tree 32" Star Topper for 16x50 Pixel Tree 32" Star Topper for 32x50 Pixel Tree		
Filter: Add Prop Cancel		

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.

Prop Definition				— 🗆 X
Save Cancel ?	Name Candycane L1		Comment	Tag
- Lights - Master Dimming Applies - Traditional RGB - RGB Pixels - Default Motion Rows (0) - Lights -	Shape Candycane-Left Actual # of Strings Exact # of RGB Nodes per String # of Folds in each String	> 1 * 99 * 2 *	Channels	RGB Arch 02         A           RGB Arch 03         RGB Arch 04           RGB Arch 04         RGB Arch 05           RGB Arch 05         RGB Arch 06           RGB Arch 06         RGB Arch 07           RGB Arch 07         RGB Arch 08           KGB Candy Cane 01         RGB Candy Cane 02           RGB Candy Cane 02         RGB Candy Cane 04           RGB Candy Cane 04         RGB Candy Cane 04
<ul> <li>Dumb RGB (3 channel)</li> <li>Dumb RGBW (4 channel)</li> <li>Channel Order</li> <li>RGB order ~</li> </ul>	Starting Location	Bottom Left ~	Start. Universe     Start. Channel     End Universe     End Channel     End Universe     End Channel       ▶ 1     11     391     12     1	RGB Frame 01         RGB Frame 02         RGB Frame 03         RGB Frame 04         RGB Mini Tree Base 01         RGB Mini Tree Base 02         RGB Mini Tree Base 03         RGB Mini Tree Base 04         RGB Mini Tree Base 05         RGB Mini Tree Base 07         RGB Mini Tree Star 01         RGB Mini Tree Star 02         RGB Mini Tree Star 04         RGB Mini Tree Star 04         RGB Mini Tree Star 05         RGB Mini Tree Star 05         RGB Mini Tree Star 05         RGB Mini Tree Star 04         RGB Mini Tree Star 05         RGB Mini Tree Star 05         RGB Mini Tree Star 05         RGB Mini Tree Star 06

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.

	Save Cancel ?	Group N Candyca	Name anes All		Tag
Sele	ect All Clear All Channel Layout	Motion Ef	ffect Rows (0)	Size: 18 x 33	LOR Group-RGB Candy Canes LOR Group-RGB Frames
Incl	Member Name	Orientation		^	LOR Group-RGB Mini Tree 01
	Candycane I 1	normal	~		LOR Group-RGB Mini Tree 02
					LOR Group-RGB Mini Tree 03
	Candycane L2	normal			LOR Group-RGB Mini Tree 05
	Candycane L3	normal	~		LOR Group-RGB Mini Tree 06
	Candycane R1	normal	~		LOR Group-RGB Mini Tree 07
-		1			LOR Group-RGB Mini Tree 08
M	Candycane R2	normal			LOR Group-RGB Mini Tree Bases
	Candycane R3	normal	v		LOR Group-RGB Mini Tree Stars
	Fave 01	normal	~		LOR Group-RGB Mini Trees
-					LOR Group-RGB Pixel Stakes All
	Eave 01 icicle (lower)	normal			LOR Group-RGB Pixel Stakes Row 01
	Eave 01 icicle (upper)	normal	~		LOR Group-RGB Pixel Stakes Row 02
	Fave 02	normal	~		LOR Group-RGB Pixel Stakes Row 03
		·			LOR Group-RGB Rooflines
	Eave 02 icicle (lower)	normal	~		LOR Group-RGB Snowflakes
	Eave 02 icicle (upper)	normal			LOR Group-RGB Spinners
	Fave 03	normal			LOR Group-RGB Tree 16x25+Star
					LOR Group-RGB Tree 16x50+Star
Ц.	Eave 03 icicle	normal			LOR Group-RGB Tree 32x50+Star
	Eave 04	normal	×		RGB 50W Flood 01-20
Π	Fave 04 icicle (lower)	normal	~		RGB 50W Flood 03-2A
-					RGB 50W Flood 04-2B
	Eave 04 Icicle (middle)	normal			should be ordered
	Eave 04 icicle (upper)	normal	~		left to right
П	Fave 05	normal	~		*

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.

		_									
esign 🚺 Channel Cor	nflicts & Bu	lk Changes 🛛 🔽 Othe	r Warnings	String Summar	/ Statistics						
Strings for Device Type: <	all>	🔹   陷   Right	-click to make	changes to a p	rop						
Prop Name	ltem #	Lights	Bulb Shape	Master Dimming Applies	Dimming Curve	Device Type	Network	Channel Range	String Color	Master Prop	Tag
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 .
RGB Snowflake 02	1	RGB Pixels (RGB or	Octogon		PixelCurv	LOR	Aux A	Unit 1A Ch 1 - 144			RGB Snowflake .
RGB Snowflake 03	1	RGB Pixels (RGB or	Octogon		PixelCurv	LOR	Aux A	Unit 1B Ch 1 - 144			RGB Snowflake .
RGB Snowflake 04	1	RGB Pixels (RGB or	Octogon		PixelCurv	LOR	Aux A	Unit 1C Ch 1 - 144			RGB Snowflake .
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
Unit 01.01	1	Multicolor string 1	Star_5		None	LOR	Regular	Unit 01 Ch 1	White		
Unit 01.02	1	Multicolor string 1	Star_5		None	LOR	Regular	Unit 01 Ch 2	White		
Unit 01 02	1	Multicolor string 1	Star 5		None	LOR	Regular	Unit 01 Ch 3	W/bite		

#### 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.

review Design - My Person	al Preview										
Save Can	icel	?) Name	Vy Personal P	review							
Design Channel Co	nflicts & Bul	Ik Changes 🔽 Othe	er Warnings	String Summary	/ Statistics						
Prop Name	Item #	Lights	Bulb Shape	Master Dimming Applies	Dimming Curve	Device Type	Network	Channel Range	String Color	Master Prop	Tag
Hoop 09 (16)	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 46 Ch 61 - 120			
Hoop 10 (17)	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 47 Ch 1 - 60			
Eave 05	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 86 Ch 1 - 114			RGB Roofline 01
Eave 06	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 86 Ch 115 - 180			RGB Roofline 02
Eave 07	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 55 Ch 1 - 96			RGB Roofline 03
Eave 08	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 59 Ch 1 - 96			RGB Roofline 04
Eave 04	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 82 Ch 1 - 141			RGB Roofline 04
Eave 03	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 82 Ch 142 - 180			RGB Roofline 03
Eave 02	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 78 Ch 1 - 96			RGB Roofline 02
Tree R Trunk	1	RGB Pixels (GRB or	Square		PixelCurve	DMX	Universe	Univ 52 Ch 1 - 90			
Tree R Trunk	2	RGB Pixels (GRB or	Square		PixelCurve	DMX	Universe	Univ 52 Ch 91 - 180			
Tree R Trunk	3	RGB Pixels (GRB or	Square		PixelCurve	DMX	Universe	Univ 52 Ch 181 - 270			
Tree R Trunk	4	RGB Pixels (GRB or	Square		PixelCurve	DMX	Universe	Univ 52 Ch 271 - 360			
Eave 01	1	RGB Pixels (RGB or	Square		PixelCurve	DMX	Universe	Univ 74 Ch 1 - 96			RGB Roofline 01
Tree   Trupk	1	RGB Divels (GRB or	Causes		DivelCupie	DMY	Universe	Univ 71 Ch 1 - 90			

#### 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.

review Design - My Person	al Preview										
Save Can	cel (	Name N	Av Personal Pre	view							
Save			,								
Design 🔽 Channel Co	nflicts & Bul	lk Changes 🔽 Othe	r Warnings S	tring Summary	/ Statistics						
Strings for Device Type: <	all>	🔹   🚵   Right	-click to make	changes to a p	rop						
Prop Name	ltem #	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.

Map New Preview To Seque	ence						>
Continue	ancel	?					
Preview name: My Pers	ional Preview						
Here you can match old i	tems to new	items. To m	ake a match, dou	ble-click or	n an item (old or new	). Unmatched old items will be <u>arch</u>	nived or removed.
Auto-match by Name	Auto-matc	h by Channe	el			Save Match Settings	Load Match Settings
Number of motion effect r defaults set in the preview	ows for new p (requires PRO	oixel props w license)	o o	•	New Items To F	Se Added	
Old Unmatched Props (219	of 265 matcl	hed)			New Unmatched P	Props (219 of 219 matched)	
Name RGB Pixel Stake 01 RGB Pixel Stake 02 RGB Pixel Stake 03 RGB Pixel Stake 04 RGB Pixel Stake 05 RGB Pixel Stake 06	Type RGB Pixels RGB Pixels RGB Pixels RGB Pixels RGB Pixels RGB Pixels	First Char s (I Aux A 15 s (I Aux A 15	nnel Archive .1 delete .16 delete .31 delete .46 delete .61 delete .76 delete	?	Name	Type Fin	st Channel
Old Unmatched Groups (3	8 of 46 match	ied)			New Unmatched 0	Groups (38 of 38 matched)	
Name LOR Group-RGB Pixe LOR Group-RGB Pixe LOR Group-RGB Pixe LOR Group-RGB Pixe LOR Group-RGB Pixe	I Stakes All I Stakes Rov I Stakes Rov I Stakes Rov I Stakes Rov	Members 0 0 0 0 0	Archive? archive archive archive archive archive		Name	Memb	ners ^
LOR Group-RGB Tree	16x25+Star	0	delete	~			Y

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.

Preview Design - My Personal Preview				_	×
Save Cancel ? Name My Personal F	Preview			Revision	125
Design 🔽 Channel Conflicts & Bulk Changes 🔽 Other Warnings	String Summa	ry Statistics			
Online Prop Import					
Light-O-Rama, Inc. 518-539-9000					
Select a prop to import:		Prop details:			
Zuzu the Singing Tree 10W RGB Flood Package (8 flood lights) CPC Package - 8 Mini Arches CPC Package - Window Frames CPC Package - 20x40 Matrix CPC Package - 8 Mini Trees CPC Package - 40 Pixel States	^	Name Lights	CPC Package - 4 Snowflakes 48 RGB pixels per snowflake		
CPC Package - Rooffines CPC Package - 4 Spinners CPC Package - 4 Spinners CPC Package - 4 Candy Canes - Left Facing CPC Package - 4 Candy Canes - Right Facing 18° Star Topper for 16x50 Pixel Tree 32° Star Topper for 16x50 Pixel Tree 32° Star Topper for 32x50 Pixel Tree		View Product Page	摗辚 恭姓		
Filter:	~		Add Prop Cance	ł	

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.

Map New Preview To Sequence				>
Continue Cancel ?				
Preview name: My Personal Preview				
Here you can match old items to new items. To make a match, double-click	on an item (old or new). I	Jnmatched old items will be archiv	ed or removed.	
Auto-match by Name Auto-match by Channel			Save Match Settings	Load Match Settings
Number of motion effect rows for new pixel props without defaults set in the preview (requires PRO license)				
Old Items To Be Removed		New Items To Be Added		
Old Unmatched Props (8 of 265 matched)		New Unmatched Props (8 of 147	matched)	
Name         Type         First Channel         Archive?           01.01 AC Top Window ( Multicolors Regular 01.1         archive           01.02 AC Top Window ( Multicolors Regular 01.2         archive           01.03 AC Top Window ( Multicolors Regular 01.3         archive           01.03 AC Top Window ( Multicolors Regular 01.3         archive           01.04 AC Top Window ( Multicolors Regular 01.4         archive           01.05 AC Bottom Wind Multicolors Regular 01.4         archive           01.05 AC Bottom Wind Multicolors Regular 01.6         archive           01.03 AC Columns 01-C Multicolors Regular 01.8         archive           01.03 AC Columns 01-C Multicolors Regular 01.9         archive           01.03 AC Columns 01-C Multicolors Regular 01.1         archive           01.10 AC Columns 02-C Multicolors Regular 01.11         archive           01.11 AC Columns 04-C Multicolors Regular 01.11         archive           01.12 AC Columns 04-C Multicolors Regular 01.12         archive           01.13 AC Bilino Pano, 0 Multicolors Regular 01.12         archive		Name Candycane L1 Candycane L2 Candycane R1 Candycane R1 Candycane R2 Candycane R3 Eave 01 Eave 01 icicle (lower) Eave 02 icicle (lower)	Type         First Channel           IRGB Pixels (I (DMX 11.391           RGB Pixels (I (DMX 12.481           RGB Pixels (I DMX 12.481           RGB Pixels (I DMX 48.1           RGB Pixels (I DMX 48.1           RGB Pixels (I DMX 48.1           RGB Pixels (I DMX 49.1           RGB Pixels (I DMX 76.1           RGB Pixels (I DMX 75.1           RGB Pixels (I DMX 76.1           RGB Pixels (I DMX 78.1           RGB Pixels (I DMX 78.1	Â
Old Unmatched Groups (2 of 46 matched)		New Unmatched Groups (2 of 55	matched)	
Name         Members         Archive?           LOR Face Group V2-Elden Whole         14         delete           LOR Face Group V2-Zellon Whole         14         delete           LOR Face Group V2-Zellon Whole         14         delete           LOR Face Group V2-Zeu Whole         14         delete           LOR Face Group Zellon Whole         14         delete           LOR Face Group-Elden Whole Tr         4         delete           LOR Face Group-Fallon Whole Tr         8         delete           LOR Face Group-Fallon Whole Tr         16         delete		Name Candycanes Candycanes A Candycanes Rig Eave 1 icicle Eave 1 icicle Eave 2 icicle Eave 2 icicle Eave 3 icicle Eave 3 icicle Eave 7 icicle Eave 8 icicle Eave 8 icicle	Members         6           It         6           ft         3           2         2           3         2           2         2           2         2           2         2           2         2           2         2	^
LOR Group-AC Controller 02 4 delete	*	Eave 9 icicle	2	~

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.

Map New Preview To Sequence							×
Continue	?						
Preview name: My Personal Preview	v						
Here you can match old items to new	v items. To make a	match, double-cl	lick on an item (old or new). U	nmatched old items will be <u>archiv</u>	red or removed.		
Auto-match by Name Auto-mat	ch by Channel					Save Match Settings	Load Match Settings
Number of motion effect rows for new defaults set in the preview (requires PR	pixel props withou O license)	t 0 🗘	]				
Old Items To Be Removed				New Items To Be Added			
Old Unmatched Props (8 of 265 match	ed)			New Unmatched Props (8 of 147	matched)		
Name Type	First Channel	Archive?	A	Name	Type Fir	st Channel	^
01.01 AC Top Window ( Multicolo 01.02 AC Top Window ( Multicolo 01.03 AC Top Window ( Multicolo	ors Regular01.1 ors Regular01.2 ors Regular01.3	archive archive archive	Match By Physical Settings	×	RGB Pixels (IDM RGB Pixels (IDM RGB Pixels (IDM	AX 11.391 AX 12.181 AX 12.481	
01.04 AC Top Window ( Multicole 01.05 AC Bottom Wind Multicole 01.05 AC Bottom Wind Multicole	ors' Regular 01.4 ors' Regular 01.5	archive archive	Matched 16 new items		RGB Pixels (I DM RGB Pixels (I DM RGB Pixels (I DM	AX 48.1 AX 49.1	
01.06 AC Bottom Wind Multicole 01.07 AC Bottom Wind Multicole 01.08 AC Bottom Wind Multicole	ors Regular01.0 ors Regular01.7	archive archive		ОК	RGB Pixels (I DM RGB Pixels (I DM RGB Pixels (I DM	ИХ 30.1 ИХ 74.1 ИХ 75.1	
01.09 AC Columns 01-( Multicolo 01.10 AC Columns 02-( Multicolo	ors Regular01.9 ors Regular01.10	archive archive		Eave 02	RGB Pixels (IDN RGB Pixels (IDN	ЛХ 76.1 ЛХ 78.1	
01.11 AC Columns 03-C Multicolo	or s Regular 01.11	archive		Eave 02 icicle (lower)	RGB Pixels (I DN	AX 79.1	
01.12 AC Columns 04-C Multicolo 01.13 AC Railing Prop 0 Multicolo	ors Regular01.12	archive	~	Eave 02 Icicle (upper) Fave 03	RGB Pixels (LDN RGR Pixels (LDN	AX 80.1 AX 82 142	~
Old Unmatched Groups (2 of 46 match	ed)			New Unmatched Groups (2 of 5	o matched)		
Name	Members Arc	hive?	^	Name	Memb	ers	^
LOR Face Group V2-Elden Whole	14 dei 14 dei	ete		Candycanes Candycanes A		6	
LOR Face Group V2-Ralphie Who	14 del	ete		Candycanes Le	ft	3	
LOR Face Group V2-Zuzu Whole	14 de	ete		Candycanes Rig	ht	3	
LOR Face Group-All V1 Singing T	4 de	ete		Eave 1 icicle		2	
LOK Face Group-All V2 Singing T	4 del	ete		Eave 10 icicle		2	
LOR Face Group-Felix Whole Tree	8 del	ete		Eave 4 icicle		3	
LOR Face Group-Ralphie Whole	8 de	ete		Eave 5 icicle		2	
LOR Face Group-Zuzu Whole Tre	8 del	ete		Eave 7 icicle		2	
LOR Group-AC Controller 01	16 de	ete		Eave 8 icicle		2	
LOR Group-AC Controller 02	4 de	ete	~	Eave 9 icicle		2	~
LOR Group-AC Controller 03	2 del	ete	•	Faves 1+2		2	

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.

Map New Preview To Sequence								×
Continue Cancel Preview name: My Personal Preview	?							
Here you can match old items to new	tems. To make	a match, double-	click on an item (old or new)	. Unmatched old it	ems will be <u>archived</u> or n	emoved.		
Auto-match by Name Auto-match	by Channel						Save Match Settings	Load Match Settings
Number of motion effect rows for new p defaults set in the preview (requires PRO	ixel props witho license)	ut 0	B					
Old Items To Be Removed				New Items	To Be Added			
Old Unmatched Props (24 of 265 matche	:d)			New Unmatch	ed Props (24 of 147 match	red)		
Name Type 02.01 AC Four-Color El- Channel p 02.05 AC Four-Color El- Channel p	First Channel er Regular 02.1 er Regular 02.2	Archive? archive archive	Match By Name	Name	X	pe First GB Pixels (I DM GB Pixels (I DM GB Pixels (I DM	Channel (11.391 (12.181	Â
02.09 AC Four-Color Eli Channel p 02.13 AC Four-Color Eli Channel p 03.01 AC Light Curtain Multicolor 03.09 AC Light Curtain Multicolor	er Regular 02.3 er Regular 02.4 s' Regular 03.1 s' Regular 03.9	archive archive archive	Matched 1 new item		R	GB Pixels (LDM GB Pixels (LDM GB Pixels (LDM GB Pixels (LDM	(48.1 (49.1 (50.1	
04.01 AC Bush 01 Channel p 04.02 AC Bush 02 Channel p 04.03 AC Bush 03 Channel p	er Regular 04.1 er Regular 04.2 er Regular 04.3	archive archive archive			OK R	GB Pixels (1 DM GB Pixels (1 DM GB Pixels (1 DM GB Pixels (1 DM	(74.1 (75.1 (76.1	
04.04 AC Bush 04 Channel p 04.05 AC Bush 05 Channel p 04.05 AC Bush 05 Channel p	er Regular 04.4 er Regular 04.5 er Regular 04.6	archive		Eave 02 ic Eave 02 ic	ticle (lower) R	GB Pixels (I DM GB Pixels (I DM GB Pixels (I DM	(79.1 (80.1	
04.07 AC Roch 07 Channel n	er Recular 047	archive		Face 03		GR Pivels /I DM	( 82 142	Ŷ
Old Unmatched Groups (2 of 46 matche	3)			New Unmatch	ed Groups (2 of 55 match	ed)		
Name LOR Face Group V2-Elden Whole	Members A 14 d	chive? elete	ŕ	Name	Candycanes	Membe	5 6	^
LOR Face Group V2-Felix Whole LOR Face Group V2-Ralphie Who	14 d	elete			Candycanes All Candycanes Left		6	
LOR Face Group V2-Zuzu Whole	14 d	elete			Candycanes Right		3	
LOR Face Group-All V1 Singing 1	4 d	elete			Eave 1 icicle		2	
LOR Face Group-All v2 Singing 1	4 0	elete			Eave 2 iniciale		2	
LOR Face Group-Felix Whole Tre	8 d	elete			Eave 4 icicle		3	
LOR Face Group-Ralphie Whole	8 d	elete			Eave 5 icicle		2	
LOR Face Group-Zuzu Whole Tre	8 d	elete			Eave 7 icicle		2	
LOR Group-AC Controller 01	16 d	ciete			Eave 8 icicle		2	
LAR MURITIAL CONTOINT W	- 0	CHEVE:			Eave a cicle		6	

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.

Map New Preview To Sequence		×						
Continue Cancel ?								
Preview name: My Personal Preview								
Here you can match old items to new items. To make a match, double-click on an item (old or new). Unmatched old items will be archived or removed.								
Auto-match by Name Auto-match by Channel		Save Match Settings Load Match Settings						
Number of motion effect rows for new pixel props without defaults set in the preview (requires PRO license)	<b>A</b>							
	Match Props X							
Old Items To Be Removed	New Unmatched Prop							
Old Unmatched Props (25 of 265 matched)	Namer Candycane I 1	ned)						
Name         Type         First Channel         A           02.01 AC Four-Color El: Channel per Regular 02.1         02.05 AC Four-Color El: Channel per Regular 02.2         02.09 AC Four-Color El: Channel per Regular 02.3         02.01 AC Four-Color El: Channel per Regular 02.4         03.01 AC Light Curtain         Nulticolor S Regular 03.1         03.01 AC Light Curtain         Nulticolor S Regular 03.1         04.01 AC Bush 01         Channel per Regular 04.1         04.02 AC Bush 02         04.02 AC Bush 02         Channel per Regular 04.1         04.02 AC Bush 03         Channel per Regular 04.2         04.03 AC Bush 03         Channel per Regular 04.3         04.03 AC Bush 03         Channel per Regular 04.4         04.05 AC Bush 05         Channel per Regular 04.4         04.05 AC Bush 05         Channel per Regular 04.6         04.07 AC Bush 05         Channel per Regular 04.6         04.07 AC Bush 05         Channel per Regular 04.6         04.07 AC Bush 05         Channel per Regular 04.6         04.01 AC Bush 04         Channel per Regular 04.6         04.01 AC Bush 05         Channel per Regular 04.6         04	Strings:         RGB Pixels (RGB order)           First Channel:         DMX 11.391           Old Unmatched Prop	Pe First Channel  GB Pixels () DVX 11-391  GB Pixels () DVX 12-811  GB Pixels () DVX 12-811  GB Pixels () DVX 42-13  GB Pixels () DVX 50.1  GB Pixels () DVX 75.1  GB Pixels () DVX 75.						
ond on materies croups (2 or its materies)	RGB Arch 08							
Trainie Michael Actioner Honder Actioner LOR Face Group V2-Elden Whole 14 delete LOR Face Group V2-Elden Whole 14 delete LOR Face Group V2-Ralphe Who 14 delete LOR Face Group V2-Ralphe Who 14 delete LOR Face Group-All V2 Singing 1 4 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-All V2 Singing 1 4 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-All V1 Singing 1 4 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-Fale Whole Time 8 delete LOR Face Group-All Wohe Time 8 delete COR Face Group-All Wohe Time 8 delete 8 delete 8 delete 8 delete 8 delet	RGB Candy Cane 02           RGB Candy Cane 03           RGB Candy Cane 04           RGB Matrix 2040           RGB Matrix 2040           RGB Mini Tree Base 01           RGB Mini Tree Base 03           RGB Mini Tree Base 03           RGB Mini Tree Base 05           RGB Mini Tree Base 07           RGB Mini Tree Base 08           RGB Mini Tree Base 07           RGB Mini Tree Base 08	of         of           6         3           3         2           2         2           3         2           2         2           3         2           2         2           3         2           2         2           3         2           2         2           2         2						

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 (<u>https://www1.lightorama.com/downloads/6.1.2/help/sequencer.htm</u>)

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: <u>https://store.lightorama.com/pages/contact-a-partner</u>

## **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.



ReadMeFirst-RGBPlus.pdf (updated 10-1-22)



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.



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** 2 groups of 8 channels used as accents

Light-O-Rama, Inc.

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

www.lightorama.com

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.



Light-O-Rama, Inc.

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.

2 groups of 8 channels used as accents

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

www.lightorama.com

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** 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!



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)



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