Light-O-Rama

A Quick 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 only to you, 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
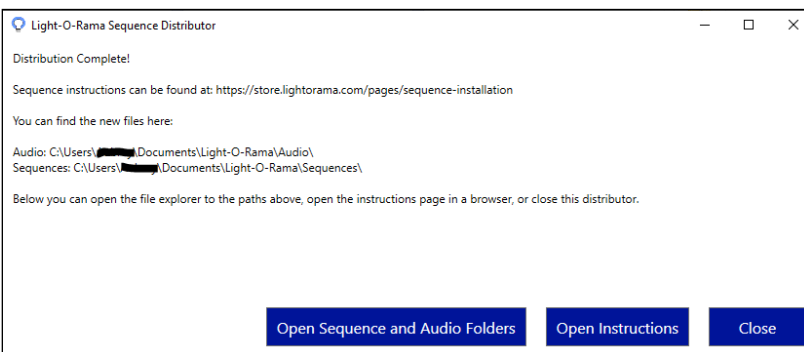
Sequence Installation & Audio Link

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.

(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}