

## ***A Quick Guide to Altering Networks for Sequence Store “RGBPlus” Sequences***

### Table of Contents

An Important Warning .....	2
What is an RGBPlus Sequence? .....	2
RGBPlus Network Configuration .....	4
RGBPlus Preview Modifications .....	5
Altering Networks .....	5
Altering Unit IDs in the RGBPlus Preview .....	7

## 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.**

R  
G  
B  
P  
L  
U  
S



S  
M  
E  
L  
O  
N  
S

- 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
<b>30, 32, 34, 36</b>	4 LOR Singing Faces (either 4 mouth or 10 mouth)
<b>40, 41, 42, 43, 44, 45, 46, 47</b>	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, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, 7F</b>	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
<b>09, 0A, 0B, 0C, 0D, 0E, 0F, 10</b>	8 Mini Trees with Stars (8x100)
<b>11, 12, 13, 14</b>	8 Mini Arches {2 per strand/Unit ID} (8x25)
<b>15, 16, 17, 18</b>	4 Sets of 10 Pixel Stakes (40x5)
<b>19, 1A, 1B, 1C</b>	4 Snowflakes (4x48)
<b>1D, 1E, 1F, 20</b>	4 Spinners (4x100)
<b>21, 22, 23, 24</b>	4 Candy Canes (4x48)

## Aux B (Net 3) = Smart RGB

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

## Aux C (Net 4) = Smart RGB

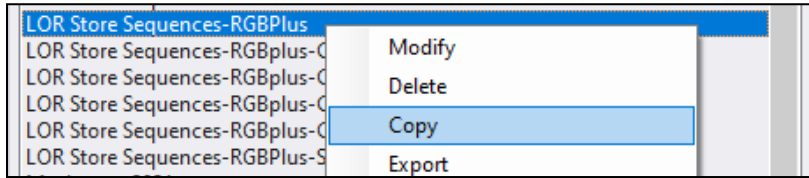
Unit IDs	Props
<b>70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, 7F</b>	1 Pixel Tree with 16 Folded Strands of 100 (32x50 folded = 1600)
<b>80</b>	32" Star Topper (1x50) {Separate Pixie2 REQUIRED}

# 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. Read the Network Reassignment document instead if you plan to copy RGBPlus sequences to your OWN preview rather than modifying our default.

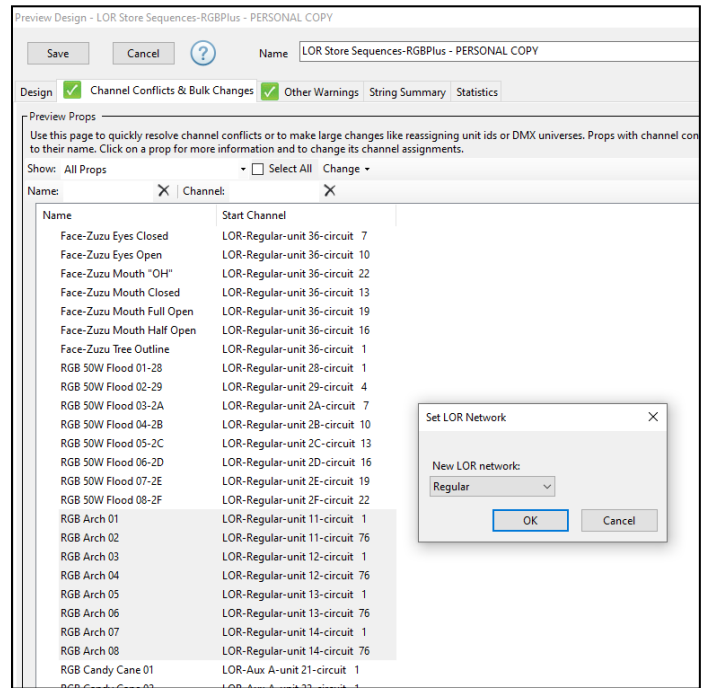
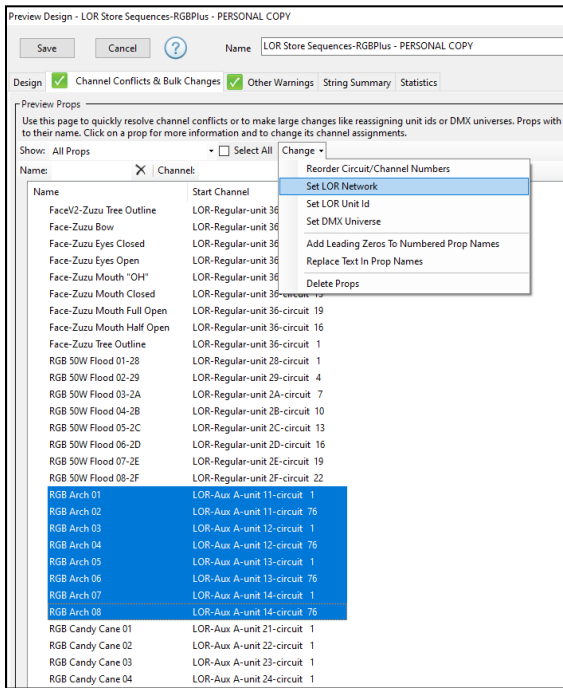
## Altering Networks

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



Return to the Preview Tab list, and double click on YOUR version of the RGBPlus Preview.

Open the Channel Conflicts & Bulk Changes Tab, and set the “Show” field to “All Props.” Locate the props you would like to move to a different network (likely Regular or Aux A), highlight the props, then select “Change.” Choose “Set LOR network” and select the new network for the props.



We recommend no more than 3000 Pixels per Light-O-Rama network at 500k due to the complex effects some of our RGBPlus sequences contain. If you move props to another network (like Regular), you may need to move props already on the regular network somewhere else so you don't overload the system.

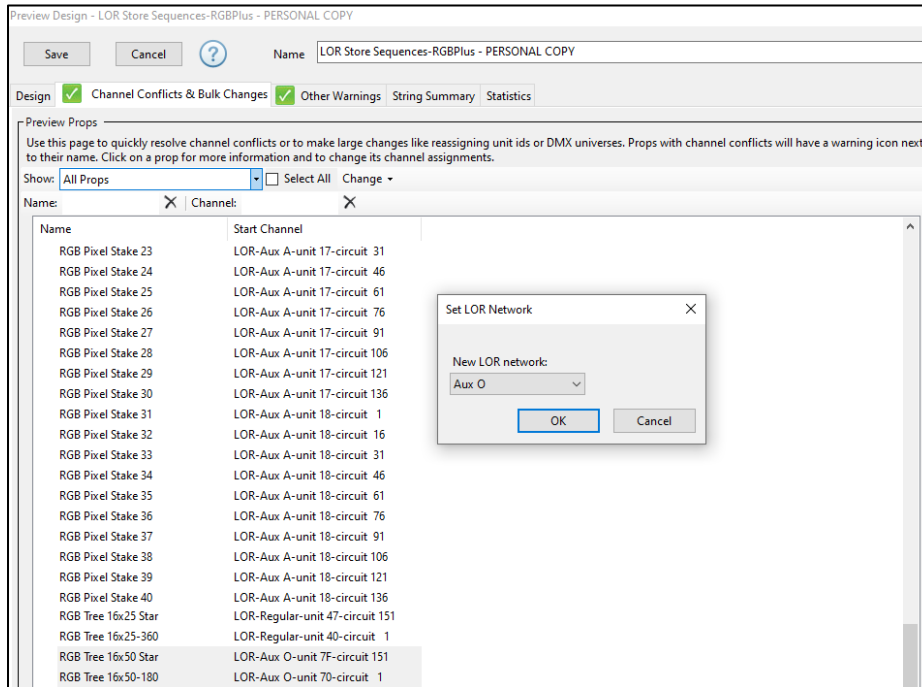
**DO NOT EXCEED 3000 PIXELS PER NETWORK**



Our networks contain the following number of pixels by default:

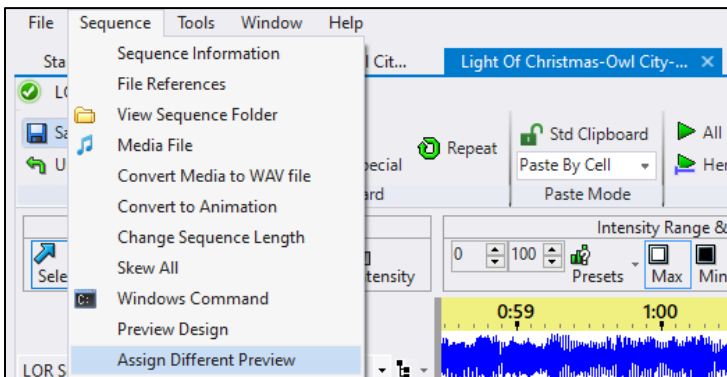
- **Regular: 1300 Smart Pixels**
- **Aux A: 1984 Smart Pixels**
- **Aux B: 1600 Smart Pixels**
- **Aux C: 1650 Smart Pixels**

To move unused props off a network, use the Channel Conflicts and Bulk Changes tab to move your unused props to the network **Aux O** following the same process you used to rearrange the networks for props you DO plan to use.



If you have a Mini Director, you can only use the **Regular** network (Net 1 on your director). If you have an N2-G4-MP3 Director, you can only use the **Regular and Aux A** networks (Net 1 and Net 2 on your director) in S5. With S6, the defaults will be Regular and Aux A, but you may switch it to any two of the four networks in the sequence.

The smart items on the Regular Network are the 16x25 Pixel Tree + Star (450 Pixels) and the 16x50 Pixel Tree + Star (850 Pixels). If you do not have one or both of these props in your display, moving the mega tree/s to Aux O is a great way to free up space on your Regular Network so you can reassign other props to the Regular Network.



Once you've altered all of the networks (or Unit IDs, see next page) on your personal copy of the preview, use the "Assign Different Preview" option to switch from our RGBPlus Preview to yours.

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

## Altering Unit IDs in the RGBPlus Preview

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

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

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

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

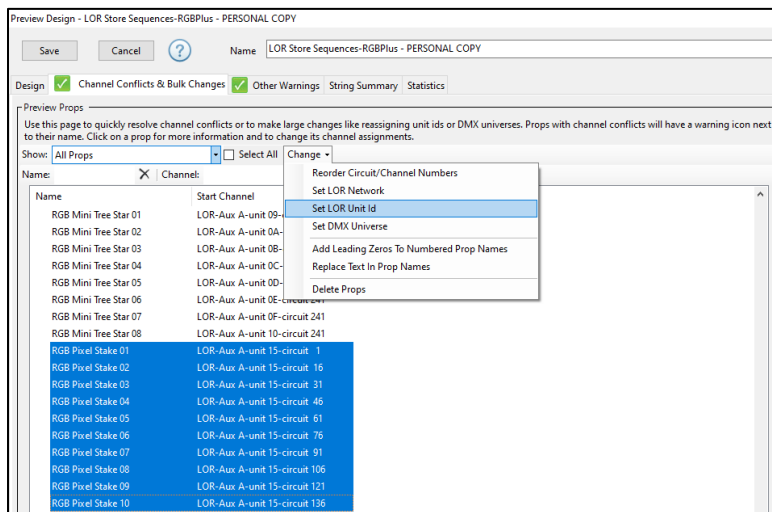
**Pixie2 = 2 Unit IDs**

**Pixie4 = 4 Unit IDs**

**Pixie8 = 8 Unit IDs**

**Pixie16 = 16 Unit IDs**

Using the Channel Conflicts and Bulk Changes Tab, select the items for which you would like to change the Unit IDs, and select Set LOR Unit ID from the Change Menu.



If you assign items to a Unit ID and network already taken by something else, yellow warning symbols will appear. Use the "Prop Warnings" window on the right to see which props have the conflicts so you can make corrections.

