

# A Quick Guide to Altering Networks for 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.

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

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# **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. 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.

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-RGBPlus - PERSONAL COPY	Pres	view Design - LOR Store Sequ	ences-RGBPlus - PERSONAL COP	γ	
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Preview Props	ining which as DMV with the Description	Preview Props			
to their name. Click on a prop for more information and to change its channel assign	nments.	lse this nage to quickly resol	ve channel conflicts or to make la	irge changes like reassigni	ing unit ids or DMX universes. Props with channel con
Show: All Props - Select All Change -	1	to their name. Click on a prop	o for more information and to cha	ange its channel assignme	ents.
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Face-Zuzu Row LOB-Regular-unit 36 Set DMX Universit	se	Name	Start Channel		
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Face-Zuzu Eves Open L OR-Regular-unit 36 Replace Text In P	Pron Names	Face-Zuzu Eyes Open	LOR-Regular-unit 36-	circuit 10	
Face-Zuzu Mouth "OH" LOR-Regular-unit 36	Top Humes	Face-Zuzu Mouth "OH	" LOR-Regular-unit 36-	circuit 22	
Face-Zuzu Mouth Closed LOR-Regular-unit 36-cmcure to		Face-Zuzu Mouth Clos	ed LOR-Regular-unit 36-	circuit 13	
Face-Zuzu Mouth Full Open LOR-Regular-unit 36-circuit 19		Face-Zuzu Mouth Full	Open LOR-Regular-unit 36-	circuit 19	
Face-Zuzu Mouth Half Open LOR-Regular-unit 36-circuit 16		Face-Zuzu Mouth Half	Open LOR-Regular-unit 36-	circuit 16	
Face-Zuzu Tree Outline LOR-Regular-unit 36-circuit 1		Face-Zuzu Tree Outline	LOR-Regular-unit 36-	circuit 1	
RGB 50W Flood 01-28 LOR-Regular-unit 28-circuit 1		RGB 50W Flood 01-28	LOR-Regular-unit 28-	circuit 1	
RGB 50W Flood 02-29 LOR-Regular-unit 29-circuit 4		PCP 50W Flood 07 20	LOR Regular unit 20	circuit 4	
RGB 50W Flood 03-2A LOR-Regular-unit 2A-circuit 7		ROD 50W FIL 102-25	LOR D L		
RGB 50W Flood 04-2B LOR-Regular-unit 2B-circuit 10		RGB SOW Flood 03-2A	LOR-Regular-unit 2A-	Set L	LOR Network X
RGB 50W Flood 05-2C LOR-Regular-unit 2C-circuit 13		RGB 50W Flood 04-2B	LOR-Regular-unit 2B-	circuit 10	
RGB 50W Flood 06-2D LOR-Regular-unit 2D-circuit 16		RGB 50W Flood 05-2C	LOR-Regular-unit 2C-	circuit 13	
RGB 50W Flood 07-2E LOR-Regular-unit 2E-circuit 19		RGB 50W Flood 06-2D	LOR-Regular-unit 2D-	circuit 16 New	w LOR network:
RGB 50W Flood 08-2F LOR-Regular-unit 2F-circuit 22		RGB 50W Flood 07-2E	LOR-Regular-unit 2E-	circuit 19 Rec	qular 🗸
RGB Arch 01 LOR-Aux A-unit 11-circuit 1		RGB 50W Flood 08-2F	LOR-Regular-unit 2F-	circuit 22	
RGB Arch 02 LOR-Aux A-unit 11-circuit 76		RGB Arch 01	LOR-Regular-unit 11-	circuit 1	OK Cancel
RGB Arch US LOR-Aux A-unit 12-circuit 1		RGB Arch 02	LOR-Regular-unit 11-	circuit 76	
ROB Arch 04 LOR-Aux A-Unit 12-circuit 76		RGB Arch 03	LOR-Regular-unit 12-	circuit 1	
PGP Arch 05 LOP-Aux A-unit 13-circuit 17		RGB Arch 04	LOR-Regular-unit 12-	circuit 76	
RGB Arch 07 LOB-Aux A-unit 14-circuit 1		RGB Arch 05	LOB-Regular-unit 13-	circuit 1	
RGB Arch 08 LOR-Aux A-unit 14-circuit 76		RGB Arch 06	LOR-Regular-unit 13-	circuit 76	
RGB Candy Cane 01 LOR-Aux A-unit 21-circuit 1		RGB Arch 07	LOR-Regular-unit 14-	circuit 1	
RGB Candy Cane 02 LOR-Aux A-unit 22-circuit 1		PCP Arch 09	LOP Regular unit 14	circuit 76	
RGB Candy Cane 03 LOR-Aux A-unit 23-circuit 1		NOB Arch Vo	LOR-Regular-Unit 14-	circuit 70	
RGB Candy Cane 04 LOR-Aux A-unit 24-circuit 1		RGB Candy Cane 01	LOR-Aux A-unit 21-ci	rcuit 1	

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 Sequences	-RGBPlus - PERSONAL COPY					
Save Cancel (	? Name LOR Store Sequence	es-RGBPlus - PERSONAL COPY				
Design 🔽 Channel Conflicts & B	ulk Changes 📝 Other Warnings String	g Summary Statistics				
- Preview Props						
Use this page to guickly resolve cha	annel conflicts or to make large changes lil	ke reassigning unit ids or DMX universes. Props with channel conflicts will have a warning icon next				
to their name. Click on a prop for n	nore information and to change its channe	el assignments.				
Show: All Props	▼ □ Select All Change ▼					
Name: 🗙 Ch	annel: X					
Name	Start Channel	^				
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 LOB petworks				
RGB Pixel Stake 29	LOR-Aux A-unit 17-circuit 121	Aw O				
RGB Pixel Stake 30	LOR-Aux A-unit 17-circuit 136	Adx 0 V				
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					
RGB Pixel Stake 37	LOR-Aux A-unit 18-circuit 91					
RGB Pixel Stake 38	LOR-Aux A-unit 18-circuit 106					
RGB Pixel Stake 39	LOR-Aux A-unit 18-circuit 121					
RGB Pixel Stake 40	LOR-Aux A-unit 18-circuit 136					
RGB Tree 16x25 Star	LOR-Regular-unit 47-circuit 151					
RGB Tree 16x25-360	LOR-Regular-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						
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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
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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	Ŷ	
Save Cancel	(?) Name LOR:	Store Sequences-RGBPlus - PERSONAL COPY	
Design 🔽 Channel Conflicts &	Bulk Changes 🔽 Other Wa	arnings String Summary Statistics	
Preview Props			
Use this page to quickly resolve cl	hannel conflicts or to make la	rge changes like reassigning unit ids or DMX universes. Pro	ops with channel conflicts will have a warning icon next
to their name. Click on a prop for	more information and to cha	inge its channel assignments.	
Show: All Props	Select All	Change •	1
Name: X C	hannel:	Reorder Circuit/Channel Numbers	
Name	Start Channel	Set LOR Network	^
RGB Mini Tree Star 01	LOR-Aux A-unit 09-	Set LOR Unit Id	
RGB Mini Tree Star 02	LOR-Aux A-unit 0A-	Set DMX Universe	
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 06	LOR-Aux A-unit 0E-cm	icuit 241	1
RGB Mini Tree Star 07	LOR-Aux A-unit 0F-ci	rcuit 241	
RGB Mini Tree Star 08	LOR-Aux A-unit 10-ci	rcuit 241	
RGB Pixel Stake 01	LOR-Aux A-unit 15-ci	rcuit 1	
RGB Pixel Stake 02	LOR-Aux A-unit 15-ci	rcuit 16	
RGB Pixel Stake 03	LOR-Aux A-unit 15-ci	rcuit 31	
RGB Pixel Stake 04	LOR-Aux A-unit 15-ci	rcuit 46	
RGB Pixel Stake 05	LOR-Aux A-unit 15-ci	rcuit 61	
RGB Pixel Stake 06	LOR-Aux A-unit 15-ci	rcuit 76	
RGB Pixel Stake 07	LOR-Aux A-unit 15-ci	rcuit 91	
RGB Pixel Stake 08	LOR-Aux A-unit 15-ci	rcuit 106	
RGB Pixel Stake 09	LOR-Aux A-unit 15-ci	rcuit 121	
RGB Pixel Stake 10	LOR-Aux A-unit 15-ci	rcuit 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				
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Save Cancel	(?) Name LOR Store Sequence	s-RGBPlus - PERSONAL COPY			
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Design 🛕 Channel Conflicts &	Bulk Changes 🛃 Other Warnings 🛛 String	Summary Statistics			
r Preview Props			- Prop Warpings		
Use this page to quickly resolve ch	appel conflicts or to make large changes lik	e reassigning unit ids or DMX universes. Props with channel conflicts will have a warning icon next	LOR Regular Unit#70 Circuit#1 is shared with RGB Tree 16x50-180		
to their name. Click on a prop for	because grant and the standard and the s				
Show All Props			LOR Regular Unit#70 Circuit#3 is shared with RGB Tree 16x50-180		
Name X Character 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				