# A Guide to Modifying and Reassigning Sequence Store "RGBPlus" Sequences to Your Own Layout (S5 and S6)

## Table of Contents

# 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 E Q U E N C E 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 |
| 30, 32, 34, 36 | 4 LOR Singing Faces (either 4 mouth or 10 mouth) |
| 40, 41, 42, 43, 44, 45, 46, 47 | 1 Pixel Tree with 8 Folded Strands (16x25=400) |
| 47 (connect to tree; start on pixel 51/circuit 151) | 18" Star Tree Topper (1x50) |
| 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, 7F | 1 Pixel Tree with 16 Strands of 50 (16x50=800) |
| 7F (connect to tree; start on pixel 51/circuit 151) | 32" Star Topper (1x50) |

## Aux A (Net 2) = Smart RGB

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

## Aux B (Net 3) = Smart RGB

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

## Aux C (Net 4) = Smart RGB

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

# RGBPlus Preview Modifications

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

## *Altering Networks*

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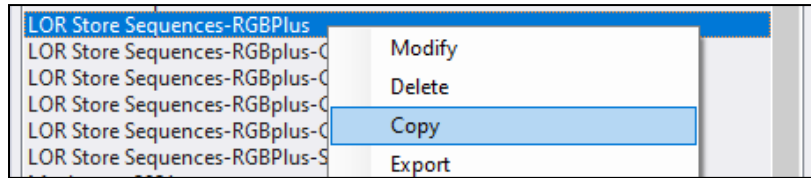


Return to the Preview Tab list, and double click on YOUR version of the RGBPlus Preview.

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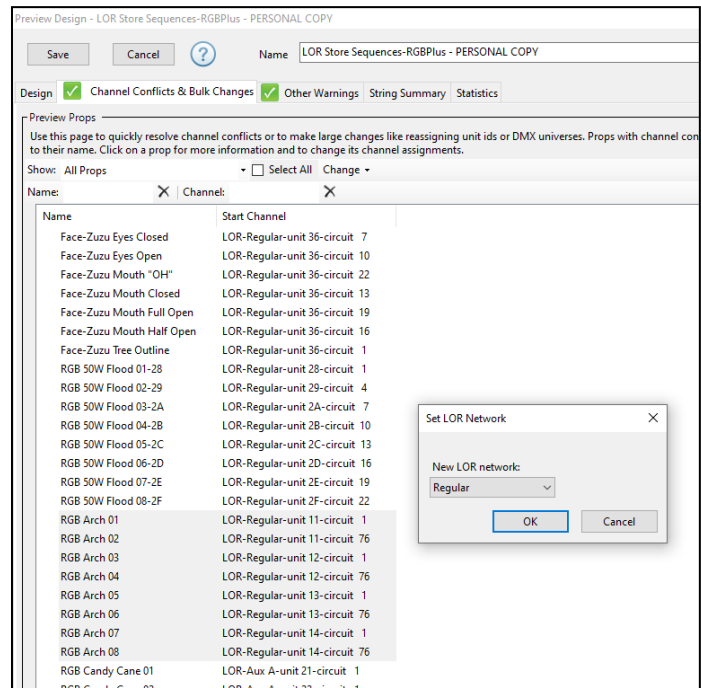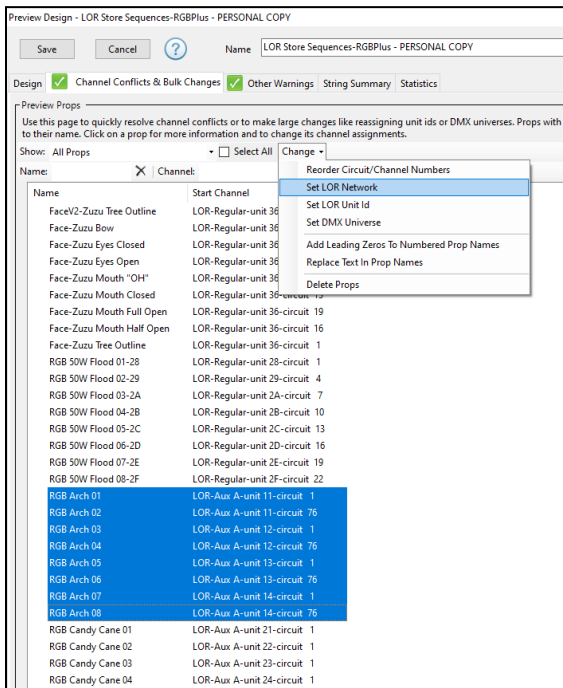


We recommend no more than 3000 Pixels per Light-O-Rama network at 500k due to the complex effects some of our RGBPlus sequences contain. If you move props to another network (like Regular), you may need to move props already on the regular network somewhere else so you don't overload the system.

## DO NOT EXCEED 3000 PIXELS PER NETWORK

Our networks contain the following number of pixels by default:

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

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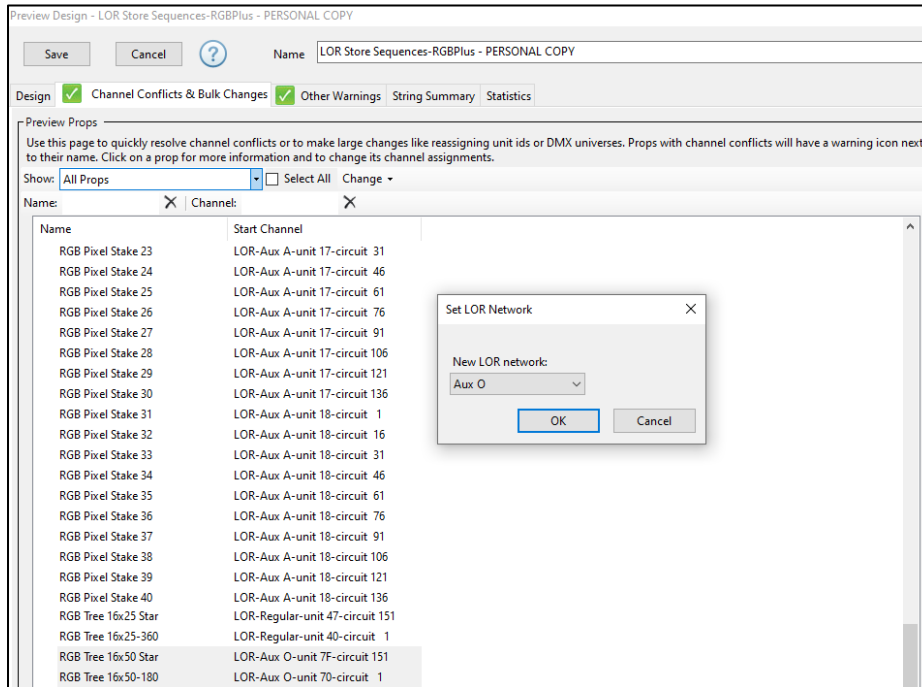


If you have a Mini Director, you can only use the **Regular** network (Net 1 on your director). If you have an N2-G4-MP3 Director, you can only use the **Regular and Aux A** networks (Net 1 and Net 2 on your director) in S5. With S6, the defaults will be Regular and Aux A, but you may switch it to any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

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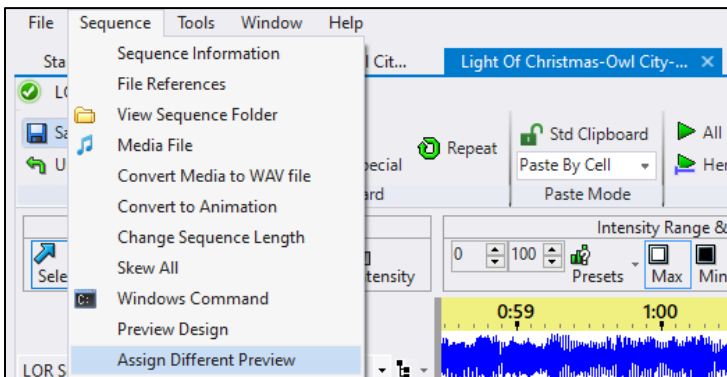


Once you've altered all of the networks (or Unit IDs, see next page) on your personal copy of the preview, use the "Assign Different Preview" option to switch from our RGBPlus Preview to yours.

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

## *Altering Unit IDs in the RGBPlus Preview*

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

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

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

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

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

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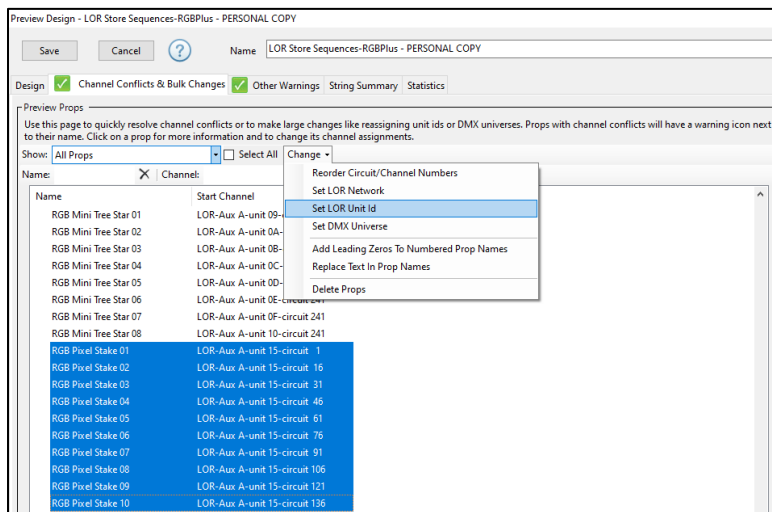


If you assign items to a Unit ID and network already taken by something else, yellow warning symbols will appear. Use the "Prop Warnings" window on the right to see which props have the conflicts so you can make corrections.
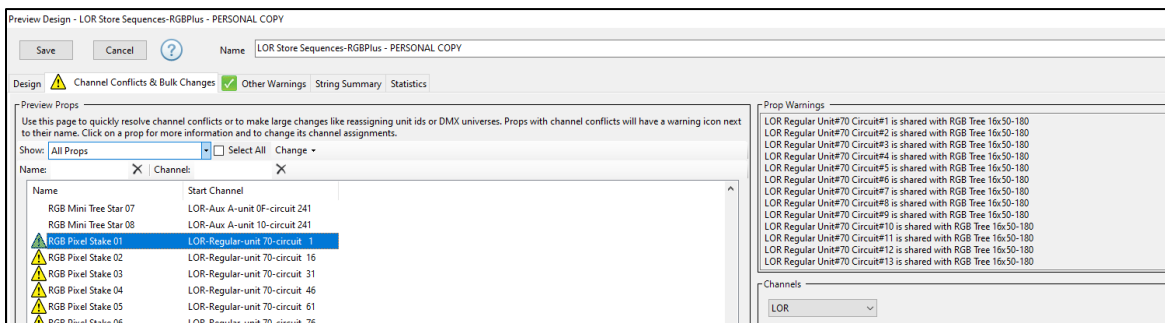
# Assign RGBPlus Sequence to Your Preview (S6)

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

If you're purchasing CPC Packages, importing them directly from the Light-O-Rama Props online menu will make the sequence effects automatically transfer when assigning the RGBPlus sequence to your preview. They will import with the default Unit IDs and Networks of our RGBPlus sequences. You may need to alter them if your set up will be different. We recommend leaving the Unit IDs the same if possible and only changing the network.
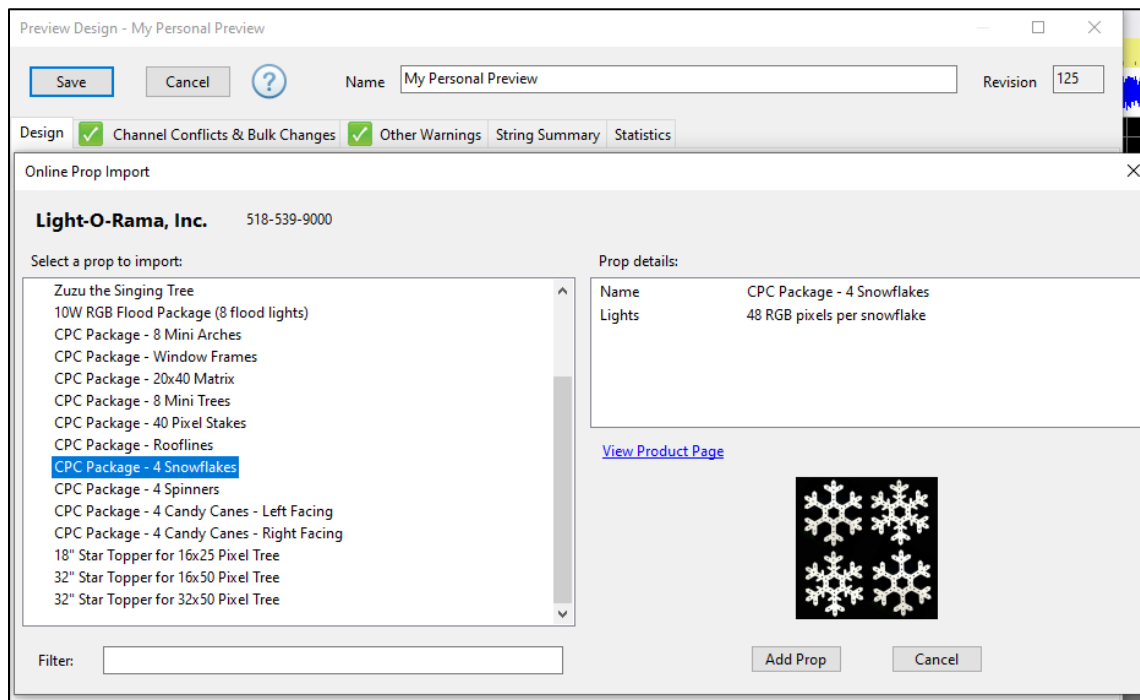


A new feature in S6 is the ability to tag Preview Props for easier use with our store sequences. As you create the other elements in your preview, add a tag when you create it. If you already have a preview build, edit your Preview in S6 to include tags. Tags can be added to both individual props and groups.

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

To tag an individual prop, use the prop definition window and select a tag in the upper right corner of the screen. A drop down will appear of all of the available tags in our RGBPlus Sequences. Only RGBPlus sequence tags will appear in the dropdown menu, but users may create tags per preview for personal use.
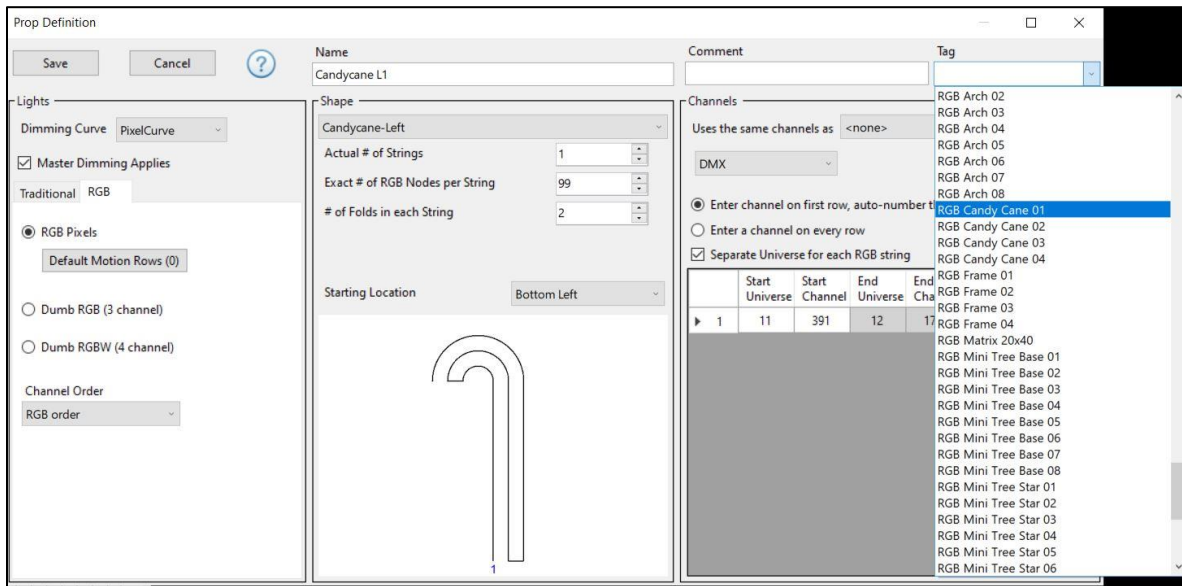


Groups of elements can be tagged using the Group menu, again in the upper right. You should create groups of similar elements and **tag both the individual and groups** since sequencing effects in the RGBPlus sequence are created at both an individual and group level for props. If you only tag one or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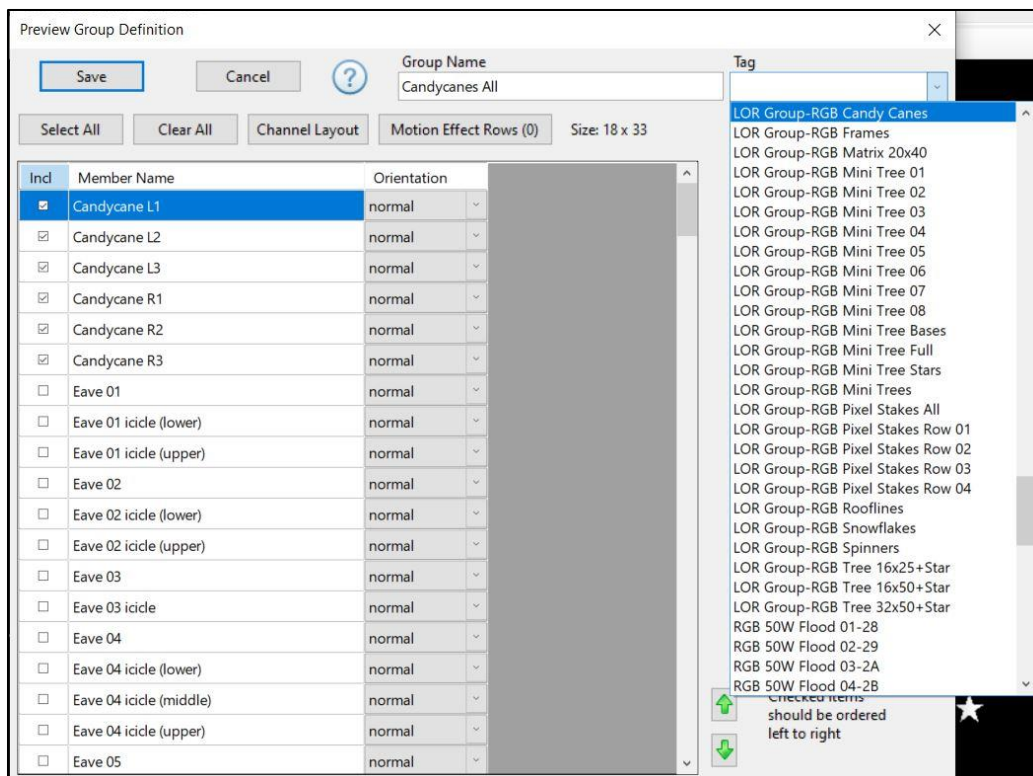
Your tags will appear in the String Summary of the Preview Editor, making it easy to check and see which elements you might be missing. Anything you do NOT tag will not automatically be assigned RGBPlus effects - you can create your own effects for those elements after you convert the sequence.



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

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

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

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

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

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

Preview Design - My Personal Preview

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

Design ✅ | Channel Conflicts & Bulk Changes ✅ | Other Warnings | String Summary | Statistics

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

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

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

Once you've tagged all your elements and groups, open your RGBPlus sequence and go to the top menu so you can "Assign Different Preview" (yours!).
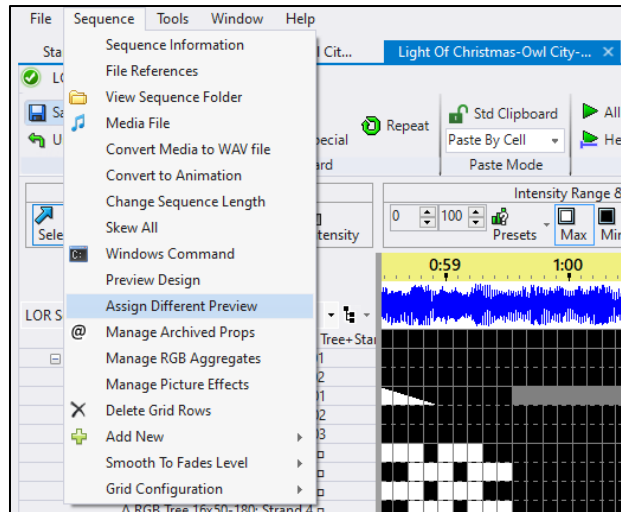


If everything is tagged, you should see green checkmarks on the right side of your screen, and any elements in our sequence that you didn't use over on the left (because they aren't in your personal show).

If you have any AC props you need to match by channel (because they're still showing up on the right and you aren't seeing green checkmarks), click "Auto Match By Channel" to clean up the Preview Map and assign those remaining elements. Once you see the Green Checkmarks on the right, you can click continue.
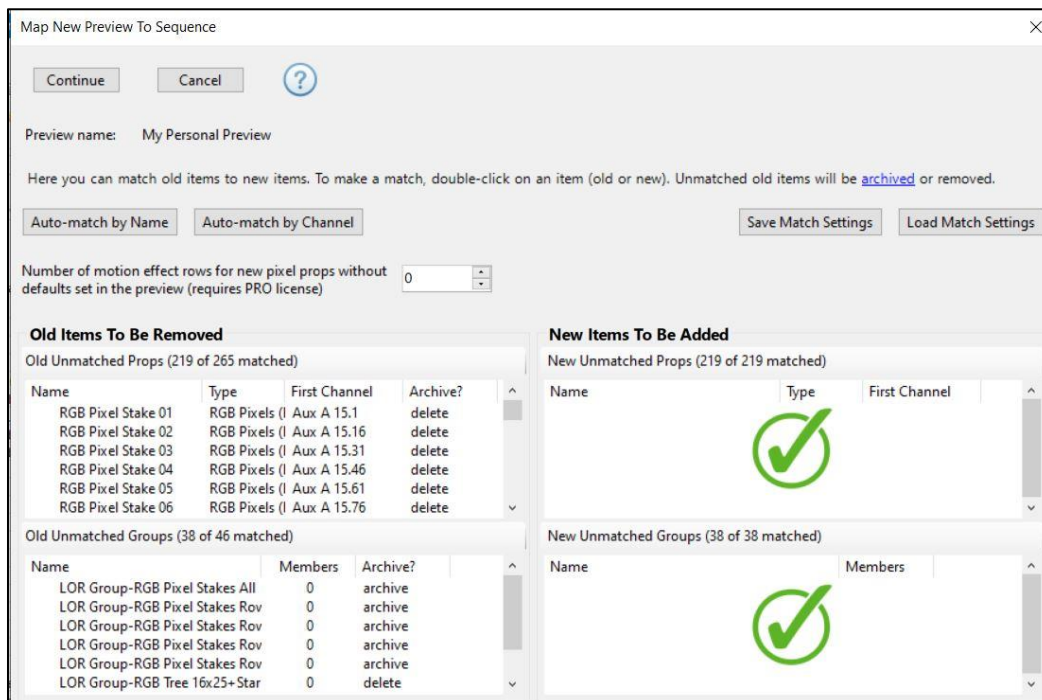


If you get a popup asking if you'd like to define Motion Effect rows, it means you have not set Motion Effect Rows in your Preview for unmatched props (which you should do back in the Preview Building stage). This moment gives you the opportunity to add default rows for props that you may have forgotten.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

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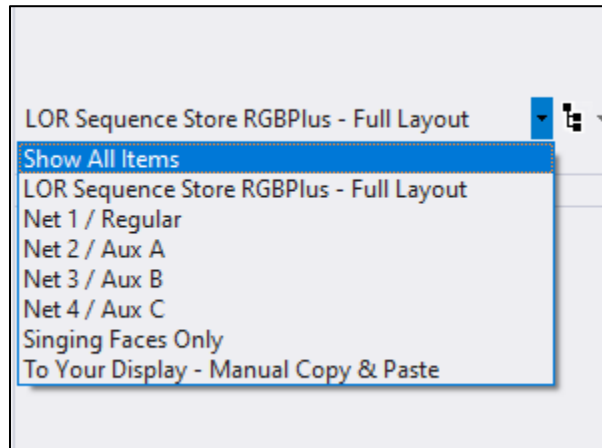


After the sequence converts, you can make any modifications you'd like to the effects.

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

# Assign RGBPlus Sequence to Your Preview (S5)

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

If you're purchasing CPC Packages, importing them directly from the Light-O-Rama Props online menu will make the sequence effects automatically transfer when assigning the RGBPlus sequence to your preview. They will import with the default Unit IDs and Networks of our RGBPlus sequence. You may need to alter them if your set up will be different. We recommend leaving the Unit IDs the same if possible and only changing the network.
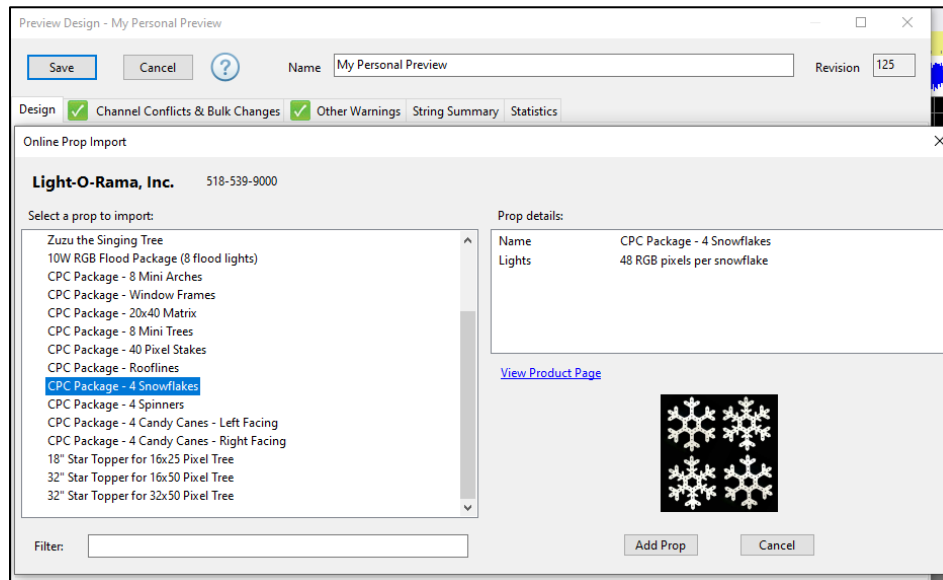


Create any additional props or elements in your preview through normal methods. Take a look at our RGBPlus Preview and give YOUR elements the exact same names when you can.

Once your Preview is completed, open the RGBPlus sequence and choose "Assign Different Preview" from the Sequence menu at the top.
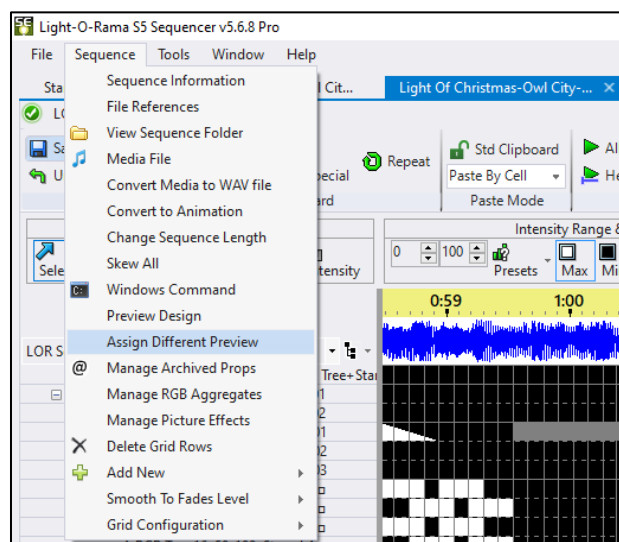
The 'Map Preview Dialog' will appear. You may notice that some items automatically match (like if you imported CPC Props directly from the Add Menu). You will likely have many unmatched elements. The left side of the screen shows items and groups in the RGBPlus Preview, and the right side shows the items and groups in your Preview.
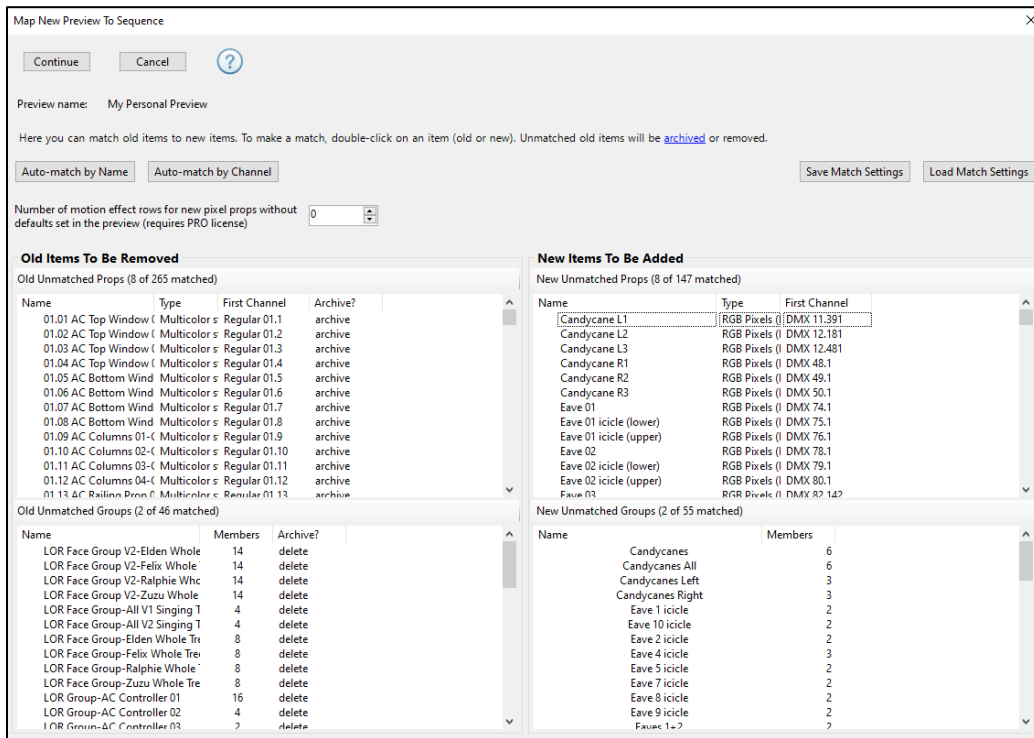


Especially if you are mapping AC elements, click "Auto-match by channel." All matching Unit ID/channel assignments will map from the RGBPlus Preview to yours.
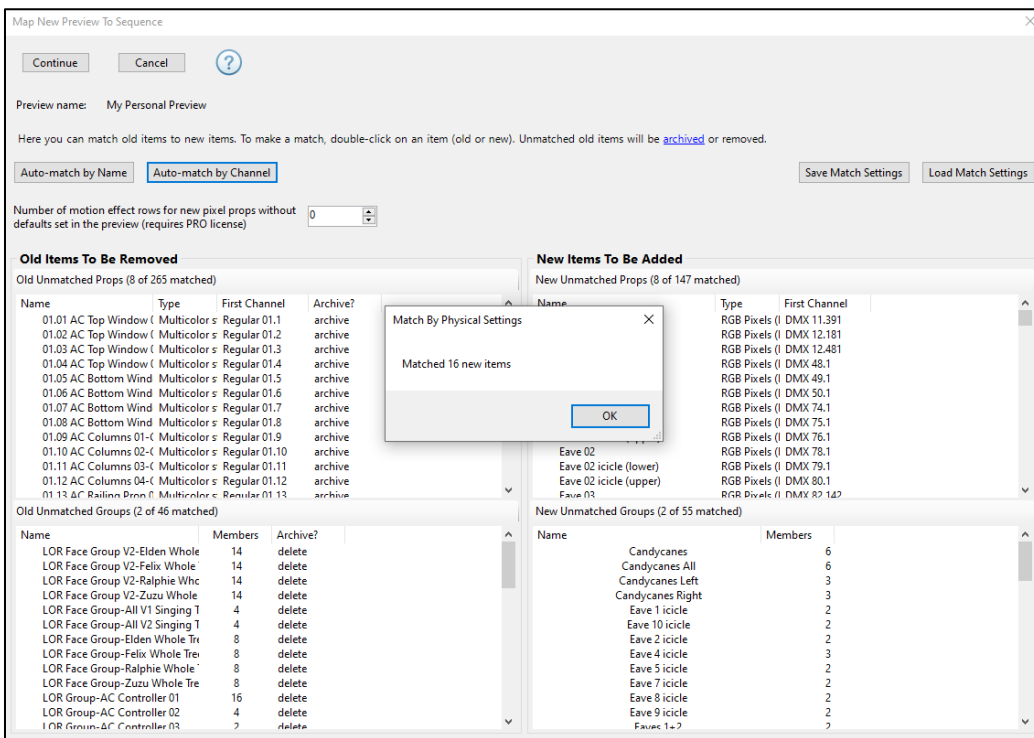
A less likely scenario is that your props are named exactly the same as ours, in which case you can click "Auto-Match by name" to automatically map those additional elements.
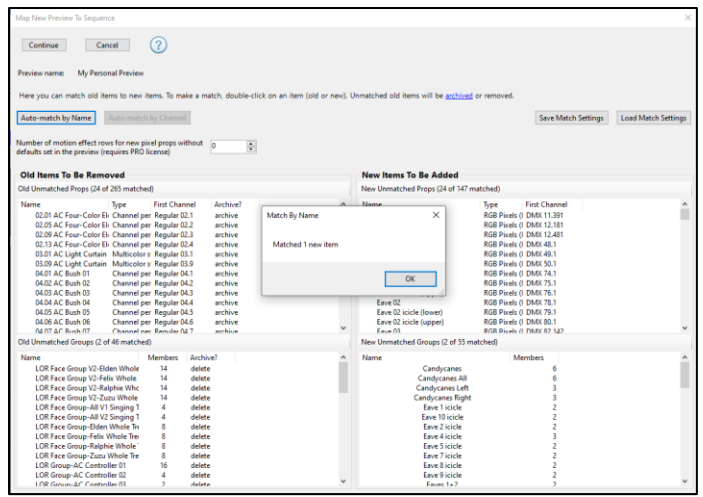


The bulk of your time will be spent on the step below. Double click on the elements in YOUR preview (right side), and locate the respective element in the RGBPlus Preview where you'd like things to map. Do the same thing with the groups in the lower two quadrants.

You do NOT need to match exact elements, but you do need to match prop type (single strand verses multi strand). For example, you could assign your coro tombstone to our mini tree because it's roughly the same prop shape, but you can't assign our pixel tree to your rooflines because a pixel tree is made up of multiple strands and a roofline is only a single strand of pixels. The effects will not translate well.
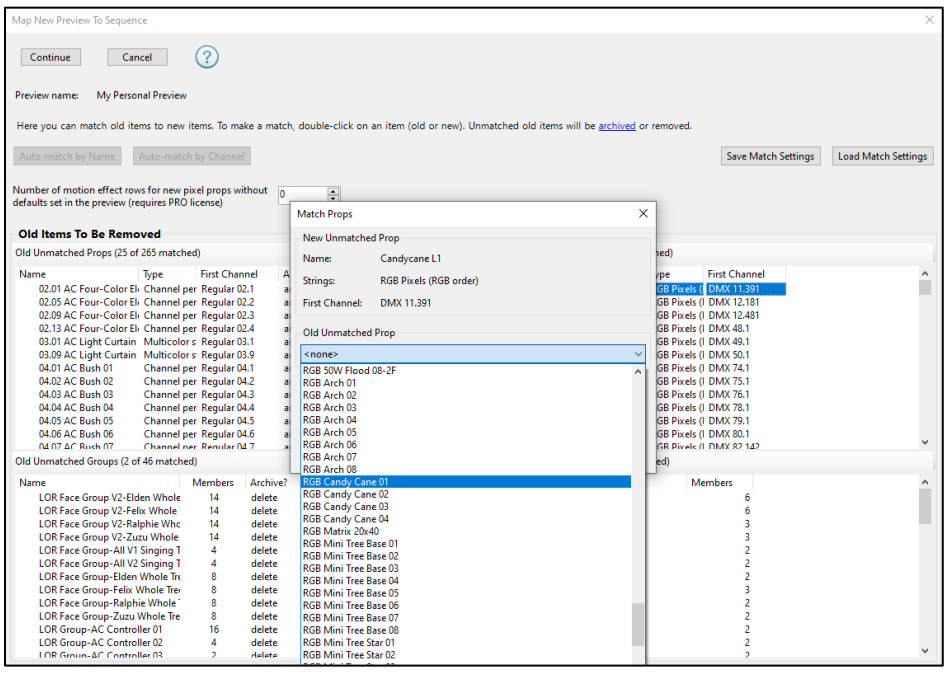


**It is important that you match both individual elements AND groups, especially the Mega Tree + Star Groups, and for the Matrix Group. All Matrix sequencing is done at the <u>group level</u> so that you can resize our prop to any size matrix (or multiple matrices) with ease. Create a group with only your matrix prop contained inside it and map it to our LOR Group-RGB Matrix 20x40.You must add Preview Groups to YOUR preview before going through the mapping process.**

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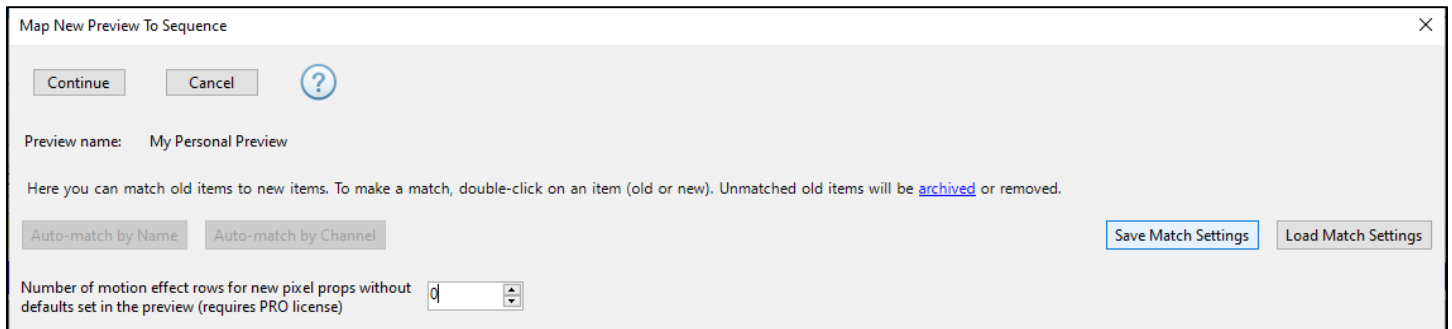


If you get a popup asking if you'd like to define Motion Effect rows, it means you have not set Motion Effect Rows in your Preview (which you should do back in the Preview Building stage). This moment gives you the opportunity to add default rows for props that you may have forgotten. The best option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

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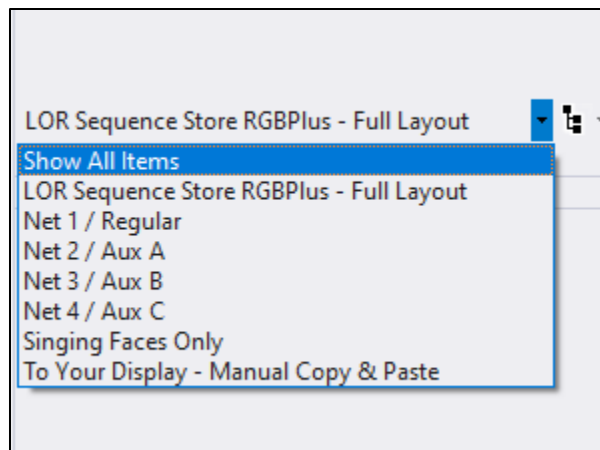


After the sequence converts, you can make any modifications you'd like to the effects.

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

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

# Modifying Sequence Effects

All RGBPlus Sequences are Modifiable.

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

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

## *Instructions and Tutorials*

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

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

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