

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

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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.

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) |
| 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, | 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 |
|--|---|
| 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, | 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 | RGBPlus - PERSONAL COPY | Y | Preview Desig | In - LOR Store Sequences | -RGBPlus - PERSONAL COPY | |
|--------------------------------------|---|---|---------------|---------------------------|--|--|
| | | New Service of BCBBlue, BEBSONIAL CODV | | | <u> </u> | |
| Save Cancel | Name LOKS | Store Sequences-ROBPIUS - PERSONAL COPY | Save | Cancel | ? Name LOR Store Sequ | ences-RGBPlus - PERSONAL COPY |
| Decion Channel Conflicts & Bu | ilk Changes 🔽 Other Wa | miner String Summany Statistics | | | _ | |
| Design Contract of the second | other wa | stating summary statistics | Design 🗸 | Channel Conflicts & B | ulk Changes 🚺 Other Warnings 🖇 | itring Summary Statistics |
| Preview Props | | | - Preview Pr | 005 | | |
| to their name. Click on a prop for m | nnel conflicts or to make lar lore information and to chai | rge changes like reassigning unit ids or DMX universes. Props nge its channel assignments. | With d | age to quickly resolve ch | annel conflicts or to make large chang | es like reassigning unit ids or DMX universes. Prons with channel of |
| Show: All Props | - 🗌 Select All 🛛 C | Change - | to their na | me. Click on a prop for n | nore information and to change its ch | annel assignments. |
| Name: X Cha | annel: | Reorder Circuit/Channel Numbers | Show: All | Props | | |
| Name | Start Channel | Set LOR Network | Name | XIC | annel: X | |
| EaceV2-Zuru Tree Outline | LOR-Regular-unit 36 | Set LOR Unit Id | | 71 01 | | |
| Face-Zuzu Bow | LOR-Regular-unit 36 | Set DMX Universe | Name | | Start Channel | |
| Face-Zuzu Eyes Closed | LOR-Regular-unit 36 | Add Leading Zeros To Numbered Prop Names | Face | e-Zuzu Eyes Closed | LOR-Regular-unit 36-circuit 7 | |
| Face-Zuzu Eyes Open | LOR-Regular-unit 36 | Replace Text In Prop Names | Face | e-Zuzu Eyes Open | LOR-Regular-unit 36-circuit 10 | |
| Face-Zuzu Mouth "OH" | LOR-Regular-unit 36 | Delate Berne | Fac | e-Zuzu Mouth "OH" | LOR-Regular-unit 36-circuit 22 | |
| Face-Zuzu Mouth Closed | LOR-Regular-unit 36-e | arcor 15 | Face | e-Zuzu Mouth Closed | LOR-Regular-unit 36-circuit 13 | |
| Face-Zuzu Mouth Full Open | LOR-Regular-unit 36-c | tircuit 19 | Face | e-Zuzu Mouth Full Open | LOR-Regular-unit 36-circuit 19 | |
| Face-Zuzu Mouth Half Open | LOR-Regular-unit 36-c | circuit 16 | Face | e-Zuzu Mouth Half Open | LOR-Regular-unit 36-circuit 16 | |
| Face-Zuzu Tree Outline | LOR-Regular-unit 36-c | tircuit 1 | Face | e-Zuzu Tree Outline | LOR-Regular-unit 36-circuit 1 | |
| RGB 50W Flood 01-28 | LOR-Regular-unit 28-c | tircuit 1 | RGB | 50W Flood 01-28 | LOR-Regular-unit 28-circuit 1 | |
| RGB 50W Flood 02-29 | LOR-Regular-unit 29-c | tircuit 4 | RGB | 50W Flood 02-29 | LOR-Regular-unit 29-circuit 4 | |
| RGB 50W Flood 03-2A | LOR-Regular-unit 2A-c | circuit 7 | RGB | 50W Flood 03-2A | LOB-Regular-upit 2A-circuit 7 | |
| RGB 50W Flood 04-2B | LOR-Regular-unit 2B-c | circuit 10 | PGP | 50W Flood 04-2R | LOP-Regular-unit 2R-circuit 10 | Set LOR Network × |
| RGB 50W Flood 05-2C | LOR-Regular-unit 2C-c | circuit 13 | RGD | 50W Flood 04 25 | LOR Regular unit 20 circuit 10 | |
| RGB 50W Flood 00-2D | LOR-Regular-unit 2D-C | incuit 10 | ROD | 50W Flood 05-2C | LOB Regular unit 2D sizevit 16 | |
| RGB 50W Flood 08-25 | LOR-Regular-unit 2E-c | incuit 22 | KGE | 50W Flood 00-2D | LOB Regular-Unit 2D-circuit 16 | New LOR network: |
| RGB Arch 01 | LOR-Aux A-unit 11-cin | cuit 1 | RGB | SOW Flood U/-2E | LOR-Regular-unit 2E-circuit 19 | Regular 🗸 |
| RGB Arch 02 | LOR-Aux A-unit 11-cir | rcuit 76 | RGB | 50W Flood 08-2F | LOR-Regular-unit 2F-circuit 22 | |
| RGB Arch 03 | LOR-Aux A-unit 12-cir | rcuit 1 | RGB | Arch 01 | LOR-Regular-unit 11-circuit 1 | OK Cancel |
| RGB Arch 04 | LOR-Aux A-unit 12-cin | rcuit 76 | RGB | Arch 02 | LOR-Regular-unit 11-circuit 76 | |
| RGB Arch 05 | LOR-Aux A-unit 13-cir | rcuit 1 | RGB | Arch 03 | LOR-Regular-unit 12-circuit 1 | |
| RGB Arch 06 | LOR-Aux A-unit 13-cir | rcuit 76 | RGB | Arch 04 | LOR-Regular-unit 12-circuit 76 | |
| RGB Arch 07 | LOR-Aux A-unit 14-cir | rcuit 1 | RGB | Arch 05 | LOR-Regular-unit 13-circuit 1 | |
| RGB Arch 08 | LOR-Aux A-unit 14-cir | rcuit 76 | RGE | Arch 06 | LOR-Regular-unit 13-circuit 76 | |
| RGB Candy Cane 01 | LOR-Aux A-unit 21-cir | rcuit 1 | RGB | Arch 07 | LOR-Regular-unit 14-circuit 1 | |
| RGB Candy Cane 02 | LOR-Aux A-unit 22-cir | rcuit 1 | RGB | Arch 08 | LOR-Regular-unit 14-circuit 76 | |
| RGB Candy Cane 03 | LOR-Aux A-unit 23-cir | rcuit 1 | RGB | Candy Cane 01 | LOR-Aux A-unit 21-circuit 1 | |
| RGB Candy Cane 04 | LOR-Aux A-unit 24-cir | 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 |
| | <u> </u> | |
| 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 | | | | | | |
|------------|------------|-------------|-------------|------|--------------|---|---------------|--|----------|------------------------|
| Sta | Seque | nce Infor | mation | | Cit | | Light (| Of Christmas-O | wl City | / × |
| 🕑 L(| File Re | ferences | | | | | | | | |
| | 🛅 🛛 View S | equence | Folder | | | | | | | N |
| 🔚 Sa | 🎜 Media | File | | | | ð | Repeat | Std Clipb | bard | All |
| 6 0 | Conve | ert Media | to WAV file | | pecial | Ĭ | | Paste By Cell | - | ⊵ Hen |
| | Conve | ert to Anii | mation | | ard | _ | | Paste Mod | le | |
| | Chang | je Sequer | nce Length | | | _ | | Int | ensity | Range & |
| Sele | Skew | All | | |] tensity | | 0 🖬 | Preset | s N | lax Min |
| | C: Windo | ws Com | mand | | <u> </u> | 1 | 0 | .50 | 1.0 | 10 |
| | Previe | w Design | 1 | | | | | | | |
| LOR S | Assign | n Differen | t Preview | | - 6 | - | dar. Hile and | na na salah sa Na salah s | . Illand | анан тары Шайд айна |

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 | 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 | | | | |
|-------------------------------------|---|---|--|--|--|
| | ~ | | | | |
| 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 | | | - 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 | to their name. Click on a proof for more information and to change its change is net assigning unit to other larges in the standard in the intervention of the change is change is net assigning unit to other larges in the standard intervention. | | | | |
| Show All Props | | | LOR Regular Unit#70 Circuit#3 is shared with RGB Tree 16x50-180 | | |
| North Alexandre | | 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 | | | | — 🗆 × |
|--|---|--------------------------------------|---|---|
| Save Cancel ? | Name Candycane L1 | | Comment | Tag |
| Lights Dimming Curve PixelCurve Master Dimming Applies Traditional RGB RGB Pixels Default Motion Rows (0) Dumb RGB (3 channel) Dumb RGBW (4 channel) Channel Order RGB order | Shape Candycane-Left Actual # of Strings Exact # of RGB Nodes per String # of Folds in each String Starting Location | 1 * 99 * 2 * | Channels → Uses the same channels as <none> DMX Enter channel on first row, auto-number Enter a channel on every row Separate Universe for each RGB string Start Start End End Universe Channel Universe Ch 1 11 391 12 1</none> | RGB Arch 02 RGB Arch 03 RGB Arch 04 RGB Arch 05 RGB Arch 06 RGB Arch 07 RGB Arch 07 RGB Arch 07 RGB Arch 08 RGB Candy Cane 01 RGB Candy Cane 02 RGB Candy Cane 04 RGB Farme 01 RGB Frame 02 RGB Frame 04 RGB Matrix 20x40 RGB Mini Tree Base 01 RGB Mini Tree Base 03 RGB Mini Tree Base 05 RGB Mini Tree Base 05 RGB Mini Tree Base 07 RGB Mini Tree Base 07 RGB Mini Tree Base 08 RGB Mini Tree Base 07 RGB Mini Tree Star 01 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tree Star 03 RGB Mini Tree Star 04 RGB Mini Tr |

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 | lame | | Tag | |
|-----------|----------------------------------|-------------|---------------|---------------------------------------|---|---|
| Sele | ect All Clear All Channel Layout | Motion Ef | fect Rows (0) | Size: 18 x 33 | LOR Group-RGB Candy Canes LOR Group-RGB Frames LOR Group-RGB Matrix 20x40 | ^ |
| Incl | Member Name | Orientation | | ^ | LOR Group-RGB Mini Tree 01 | |
| | Candycane I 1 | normal | ~ | | LOR Group-RGB Mini Tree 02 | |
| | | | | | LOR Group PGB Mini Tree 03 | |
| | Candycane L2 | normal | ~ | · · · · · · · · · · · · · · · · · · · | LOR Group-RGB Mini Tree 05 | |
| | Candycane L3 | normal | ~ | | LOR Group-RGB Mini Tree 06 | |
| | Candycane P1 | normal | ~ | | LOR Group-RGB Mini Tree 07 | |
| 1000 | | Horman | | | LOR Group-RGB Mini Tree 08 | |
| \square | Candycane R2 | normal | × | | LOR Group-RGB Mini Tree Bases | |
| | Candycane R3 | normal | ~ | | LOR Group-RGB Mini Tree Full | |
| | | | | | LOR Group-RGB Mini Tree Stars | |
| <u></u> | Eave 01 | normal | | | LOR Group PGB Pixel Stakes All | |
| | Eave 01 icicle (lower) | normal | ~ | | LOR Group-RGB Pixel Stakes Row 01 | |
| | Faue 01 icide (upper) | normal | ~ | | LOR Group-RGB Pixel Stakes Row 02 | |
| | cave of ficicle (upper) | normar | | | LOR Group-RGB Pixel Stakes Row 03 | |
| | Eave 02 | normal | ~ | | LOR Group-RGB Pixel Stakes Row 04 | |
| | Eave 02 icicle (lower) | normal | ~ | | LOR Group-RGB Rooflines | |
| | | | | | LOR Group-RGB Snowflakes | |
| U | Eave 02 icicle (upper) | normal | <u> </u> | | LOR Group-RGB Spinners | |
| | Eave 03 | normal | ~ | | LOR Group-RGB Tree 16x25+Star | |
| | Eave 03 iride | normal | ~ | | LOR Group-RGB Tree 32x50+Star | |
| - | Lave 05 leicle | Tiorna | | | RGB 50W Flood 01-28 | |
| | Eave 04 | normal | ~ | | RGB 50W Flood 02-29 | |
| | Eave 04 icicle (lower) | normal | ~ | | RGB 50W Flood 03-2A | |
| П | Eave 04 icicle (middle) | normal | ~ | | RGB 50W Flood 04-2B | ~ |
| | | normal | | | should be ordered | |
| | Lave 04 ICICIE (upper) | normal | | | Ieft to right | |
| | Eave 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> | 🔹 🚵 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 Perso | onal Preview | | | | | | | | | | |
|--------------------------|---------------|--------------------|--------------------------------------|------------------------------|------------------|----------------|----------|----------------------|-----------------|-------------|-----------------|
| Save Ca | incel | ?) Name | My Personal Pr | eview | | | | | | | |
| Design Channel C | onflicts & Bu | Ik Changes 🔽 Othe | er Warnings -click to make | String Summary | Statistics | | | | | | |
| Prop Name | ltem # | 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 Trunk | 1 | RGB Divels (GRB or | Square | | DivelCurve | DMX | 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.

| Preview Design - My Person | al Preview | | | | | | | | | | |
|----------------------------|---------------|---------------------|------------------|------------------------------|------------------|----------------|----------|------------------------|-----------------|-------------|-----------------------|
| Save Can | cel (| Name N | Ay Personal Pre | view | | | | | | | |
| | | - | | | | | | | | | |
| Design 🚺 Channel Coi | nflicts & Bul | lk Changes 🛛 🔽 Othe | er Warnings St | tring Summary | / Statistics | | | | | | |
| Strings for Device Type: < | all> | 🝷 📄 📔 Right | -click to make o | hanges 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 Person | nal Preview | | | Revision | 125 |
| Design 📝 Channel Conflicts & Bulk Changes 📝 Other Warning | gs 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 Rivid Vater | ^ | Name Lights | CPC Package - 4 Snowflakes 48 RGB pixels per snowflake | | |
| CPC Package - Rooflines 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 16x25 Pixel Tree 32" Star Topper for 32x50 Pixel Tree 32" Star Topper for 32x50 Pixel Tree | | View Product Page | 茶茶 茶茶 | | |
| Filter: | | | Add Prop Cance | el | |

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 <u>archiv</u> | ved 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 Linmatched Brons (8 of 265 matched) | | New Linmatched Prons (8 of 1/7 | matched) | |
| | | wew on matched Props (o or 147 | | |
| Name Type First Channel Archive? 01.01 AC Top Window (Multicolor's Regular01.1 archive 01.03 AC Top Window (Multicolor's Regular01.1 archive 01.03 AC Top Window (Multicolor's Regular01.3 archive 01.03 AC Top Window (Multicolor's Regular01.4 archive 01.03 AC Top Window (Multicolor's Regular01.5 archive 01.05 AC Bottom Wind Multicolor's Regular01.5 archive 01.05 AC Bottom Wind Multicolor's Regular01.7 archive 01.05 AC Bottom Wind Multicolor's Regular01.7 archive 01.05 AC Columns 01-4 Multicolor's Regular01.8 archive 01.05 AC Columns 01-4 Multicolor's Regular01.1 archive 01.05 AC Columns 01-4 Multicolor's Regular01.1 archive 01.05 AC Columns 03-4 Multicolor's Regular01.1 archive 01.10 AC Columns 03-4 Multicolor's Regular01.11 archive 01.12 AC Columns 03-4 Multicolor's Regular01.12 archive 01.13 AC Elaitine Drone 1 Multicolor's Regular01.13 archive 01.13 AC Bailine Drone 1 Multicolor's Regular01.13 archive 01.13 AC Bailine Drone 1 Multicolor's Regular01.13 archive | | Name Candycane L1 Candycane L2 Candycane L3 Candycane R3 Candycane R3 Eave 01 Eave 01 icicle (lower) Eave 02 icicle (lower) Eave 03 icicle (lower) Eave 04 icicle (lower) Eave 05 icicle (l | Type First Channel [RGB Pixels (] DMX (1.391) RGB Pixels (] DMX (1.2181) RGB Pixels (] DMX (12.181) RGB Pixels (] DMX 48.1 RGB Pixels (] DMX 48.1 RGB Pixels (] DMX 49.1 RGB Pixels (] DMX 49.1 RGB Pixels (] DMX 75.1 RGB Pixels (] DMX 75.1 RGB Pixels (] DMX 75.1 RGB Pixels (] DMX 75.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 RGB Pixels (] DMX 78.1 | |
| | | i i i i i i i i i i i i i i i i i i i | , materies) | |
| Name Members Archive? LOR Face Group V2-Elden Whole 14 delete LOR Face Group V2-Felix Whole 14 delete LOR Face Group V2-Felix Whole 14 delete LOR Face Group V2-Totux Whole 14 delete LOR Face Group V2-Totux Whole 14 delete LOR Face Group-Fally Signig T 4 delete LOR Face Group-Felix Whole Tire 8 delete LOR Face Group-Fally Whole Tire 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 3 icicle Eave 8 icicle Eave 8 icicle | Members 6 ft 6 ft 2 2 2 3 2 3 2 2 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 I | 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 | elete | | | 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 | n, double-click on an item (old or new). Unmatched old items will be <u>archived</u> or r | emoved. |
| 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) | A | |
| | 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 Multicolor S Regular 03.1 03.01 AC Light Curtain Multicolor S Regular 03.1 04.01 AC Bush 01 Channel per Regular 04.1 04.02 AC Bush 02 Channel per Regular 04.1 04.02 AC Bush 03 Channel per Regular 04.3 04.02 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 04.4 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 Ch | 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 LOR Face Group V2-Elden Whole 14 delete LOR Face Group V2-Elden Whole 14 delete LOR Face Group V2-Ralphe Who LOR Face Group V2-Ralphe Who LOR Face Group-V3-W V3 Singing 1 4 delete LOR Face Group-Filen Whole Tin 8 delete | 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>