Singing Face Standalone Sequences ('SFSA')

Standalone Use

This sequence contains two quartets of singing faces and is set up for standalone operation. No additional sequence purchases are required. You must have version 5.3.0 Advanced or higher in order to use these sequences.

Follow the Distributor instructions included with your sequence download by clicking on the .exe file within the SFSA .zip folder. The distributor will prompt you to locate the music file (which should be purchased before running the distributor.) The sequence will be placed in your Documents/Light-O-Rama/Sequences folder and automatically be attached the music. If you are just adding this file to an SD card, you do not need to open the sequence after running the distributor – you can just add it to your playlist using the Hub (S5) or Control Panel (S6). To open and edit the sequence (or transfer it to another sequence), see page 2 of this document.

Our four singers have the respective IDs set in the preview import menu by default. Your physical face will arrive with the ID preset to Unit ID 30 (main male singer). You can change it to whatever Unit ID corresponds to the part you'd like your face to sing if you don't have the full quartet:

- Elden (30 Male Lead Singer / Duets)
- Felix (32 Backup Singer 1)
- Ralphie (34 Backup Singer 2)
- Zuzu (36 Female Lead Singer / Duets)

The top row of singers in the sequence preview sing along to the music using the 4-mouth movements of Light-O-Rama V1 singing faces. The bottom row of singers sing along to the music using the 10-mouth movements of the Light-O-Rama V2 singing faces currently sold in the store. Even though these two sets of singing faces share Unit IDs, the channel assignments of the mouth movements are different. You do not need to worry about this aspect – everything is preset for you.

To set a 10-Mouth singing face to V1 mode (for use with prior sequences and / or to complete a V1 quartet set), follow the instructions that arrive with your physical singing face and place the included jumper on position 4 of JP5. No sequence alterations are required. All Singing Face Standalone (and RGBPlus) Sequences contain effects for both quartets in case you are completing a set and would like all faces to look the same. If you want your new faces to sing with 10 mouth movements (V2) and your V1 faces to sing with four, do not place the jumper on JP5 of the new faces when using these sequences.



No Jumper Installed = V2 Mode

Jumper Installed = V1 Mode

Copying a Singing Face Standalone Sequence ('SFSA') into your Traditional Layout-YCM or Custom Sequence

Step 1

In your preview (or the preview for the Traditional Layout-YCM sequence), click on the "Add" button, then select "Light-O-Rama Props (Online)" to locate the 4 Mouth (V1) or 10 Mouth (V2) Singing Faces. Add the respective faces you've purchased to your preview. Each face will appear as a preview group as well as individual sections.

Light-O-Rama, Inc. 518-539-9000				
elect a prop to import:				
		Prop details:		
Light-O-Rama Pixel Tree Kit 16x25. First string is in back. Light-O-Rama Pixel Tree Kit 16x25. First string is on the left. Elden the Singing Tree - Version 1 (Sept 2022 and earlier) Felix the Singing Tree - Version 1 (Sept 2022 and earlier) Ralphie the Singing Tree - Version 1 (Sept 2022 and earlier) Zuzu the Singing Tree - Version 1 (Sept 2022 and earlier)	^	Name Lights	Elden the Singing Tree - Version 2 (Oct 2022 and later) 190-200 RGB pixels. 14 RGB Channels.	
Flick the Singing Tree - Version 2 (Oct 2022 and later) Flick the Singing Tree - Version 2 (Oct 2022 and later) Ralphie the Singing Tree - Version 2 (Oct 2022 and later) Zuzu the Singing Tree - Version 2 (Oct 2022 and later) 10W RGB Flood Package (8 flood lights) CPC Package - 8 Mini Arches CPC Package - 8 Mini Arches CPC Package - 8 Mini Arches CPC Package - 2040 Matrix CPC Package - 8 Mini Trees CPC Package - 8 Mini Trees	~	View Product Page	Elden	

Step 2

Create a new musical sequence from the start page using your preview. Make sure you are using the **SAME AUDIO file** as the SFSA.

Step 3

Once you have created your sequence, your grid view will default to "Show All Items." If you do not already have a previous grid view with these singing face groups, you should add a new view now.

File Sequence Tools Window Help			
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		Grid Configuration	
Show All Items	- 6 -		-

Label this grid view Singing Faces Only (or something you'll remember) and select the singing face PREVIEW GROUP/S (not individual elements). You might have a set of V1 faces, a set of V2 faces, or maybe only one face out of the 8. Use the "filter" box to quickly search for the faces. Click "Ok" to create your new grid view.



Step 4

In the SFSA sequence, change the "Paste Mode" to Paste by Time.



In the SFSA sequence, select the row or rows of the faces you need to copy to your own sequence. You can press "R" on your keyboard to select an entire row instead of manually clicking and dragging across the whole sequence. To copy, press Ctrl+C on your keyboard.



Step 5

In YOUR sequence, navigate to your "Singing Faces Only" Grid View and make sure you are once again set to "Paste by Time" for the Paste Mode.

If you're only copying one face, click in that row, press 'R" on your keyboard, then press Ctrl+V to paste.

If you are copying multiple faces, make sure they are in the same order as the SFSA sequence (they should be by default), select all the columns for the faces, press "R" on your keyboard to select the entire row, then press Ctrl+V to paste.

Regardless of what timing grid you've used (or haven't set up yet) in your sequence, "Pasting by Time" means our singing face effects will transfer over to your sequence right where they should line up.

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	Zuzu Bow					
	Zuzu Tree Outline					
	Zuzu Eyes Closed					
	Zuzu Eyes Open					
	Zuzu Mouth Closed					
	Zuzu Mouth E (Half Open)					
	Zuzu Mouth Al (Full Open)					
	Zuzu Mouth OU					
	Zuzu Mouth Ah					
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	Zuzu Mouth FV					
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