


Light-O-Rama



Sequence Editor II

Presenting the Most Popular Show Choreographer v2

The Sequence Editor has been completely redesigned to make possible the new features described here, and also to provide a flexible base for many more enhancements that are already on the way.

- **Beat Detection Wizard**

This tool examines your audio file and determines the beat. The preview feature allows you to see and hear what the tool is detecting. A simple interface allows you to select a number of beats per measure and select the strong beat. Then you can have the tool insert timings or you can have it turn on channels on the strong and weak beats. This tool frees you from time consuming task of generating your own timings.

- **Multiple Tracks**

Previously, a sequence was composed of channels, loops and timings. Now a sequence is composed of tracks, and tracks are composed of channels, loops and timings. Tracks can have different channels or they can share channels. They can have different timings and loops from each other.

You can use tracks to break you display into sections to make it easier to manage. Or, in a musical sequence, you may want to have a track with timings for the drums, a track with timings for the guitar and a track with timings not related to an instrument. Previously, you had all these timings in one sequence, making it difficult to remember which timing went with what. Now you can have three tracks with no confusion, and share channels among them.

- **Enhanced Waveform Display**

The audio waveform display allows you to see the peaks and valleys in the music. You can use this information to quickly place timings without worrying about how accurately you can 'tap' these timings. Each track has its own waveform display which can display the entire frequency range, or some part of it. You can have a track for the bass where the waveform is restricted to the bass portion of the audio.

- **Picture in the Animation Window**

You can have your home's photograph behind the animation display.

- **Video Playback (Show Player as well)**

Video playback is now supported. You can direct the video of Windows Media Player to any of the monitors on your PC and select *full screen*. Now you can choreograph your lights not only to music, but to video as well.

- **Multiple Networks**

Physical controllers in your sequence can be configured on different Light-O-Rama networks. This allows for very complex shows with very large numbers of channels. The bandwidth on one RS485 communications line to your controllers is no longer a limiting factor. Huge shows with thousands of channels are now a reality.


- **New Lighting Effects: Shimmer and Twinkle Fade**

Shimmer and twinkle effects can be faded up or down. Shimmer fade is a great effect to use with LEDs.

- **Interactive Displays**

Create interactive shows that run on the PC. Push buttons, motion detectors and pressure mats can be used to trigger sequences. You can implement a jukebox to play songs or a control panel for kids to control part of the display! Great for Halloween displays.

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Continued...

- **Many New Media File Types Supported**

Generally, if Windows Media Player can play it, you can use it in the Sequence Editor. Caveat: we cannot play media files that are digitally protected.

- **Integration with Holidaysoft's Holiday Lights Designer**

Create a photorealistic, soon to be 3D, view of your house with *Holiday Lights Designer*. Configure the Light O Rama logical channels on the *Holiday Lights Designer* house and a link between the Light O Rama world and the Holidaysoft world and the lights on your view will obey Light O Rama effects. Great to get a very good idea as to how an effect will look, also great to demonstrate to customers how their potential display will look.

- **Sequence-in-Sequence Play**

A channel in one track can be set to represent another sequence rather than a physical circuit. The sequence will play whenever the channel is turned on. You can define entire effects with one sequence and simply call that sequence from another.

- **Background and Foreground Effects**

When *Background Effects* is turned on, any tool you select will only affect grid cells that are off. If you have some activity on some channels and want the rest of your display lit softly behind the main activity, you would turn on *Background Effects* and select an area of the grid with the 20% intensity tool.

When *Foreground Effects* is turned on, any tool you select will only affect grid cells that are not completely off. If you have a chase defined and you want it to fade up, you would turn on *Foreground Effects* and select the cells you want with the fade up tool.

- **Undo & Redo for ALL Functions**

Any operation you perform in the Sequence Editor can now be undone or redone.

- **Intensity & Fade Tools Have Ten Configurable Presets**

Two small floating menus allow you to easily select intensities and fade ups and downs. You can configure the ten intensity values and the ten fade from/to points. The process of switching intensities and configuring the fade tool has been greatly expedited.

- **Channel Configuration Editor**

View, edit and print the properties of all channels in a track from one place.

- **Enhanced Copy & Paste**

Copy timings or events, even to other sequences.

- **Channels can be dragged up & down in a Track**

Now you can easily move your channels around in a track. Just click a channel button and drag it to its new position.

- **Native DMX Support**

Allows configuration of the iDMX32 controller as a 512 channel DMX controller. Allows the intensity of DMX channels to be specified as a number between 0 and 255.

- **Mouse Scroll Wheel**

Use the mouse scroll wheel to scroll through the channels in a track.

- **Animation Window CPU Utilization**

The animation window engine has been re-written to significantly reduce CPU utilization.

- **Windows Vista, XP and 98SE Supported**

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Light-O-Rama Sequence Editor

File Edit View Tools Play Window Help

Carol_of_the_Bells_David_Foster.lms

Track 1

Time Scale: 18.00 19.00 20.00 21.00

Scale Up Scale Down

L Bush 1 L Bush 2 L Bush 3 L Bush 4 Porch Window 1 Window 2 Window 3 Window 4 Window 5 Door Garage Upper Eves N Canes M Canes F Canes F Bush

Track 2

Time Scale: 1:40.00 1:41.00 1:42.00 1:43.00 1:44.00 1:45.00

Scale Up Scale Down

Mini-tree 1 Mini-tree 2 Mini-tree 3 Mini-tree 4 Mini-tree 5

Video Preferences

☒ Display Videos
☐ Display Audio Visualizations
☒ Use Full Screen Mode

Select monitor

OK Cancel

Channel Properties

Name	Color
<input checked="" type="checkbox"/> L Bush 1	Blue
<input checked="" type="checkbox"/> L Bush 2	Red
<input checked="" type="checkbox"/> L Bush 3	Purple
<input checked="" type="checkbox"/> L Bush 4	Green
<input checked="" type="checkbox"/> Porch	Orange
<input checked="" type="checkbox"/> Window 1	Red
<input checked="" type="checkbox"/> Window 2	Pink
<input checked="" type="checkbox"/> Window 3	Yellow
<input checked="" type="checkbox"/> Window 4	Olive
<input checked="" type="checkbox"/> Window 5	Blue
<input checked="" type="checkbox"/> Door	Blue
<input checked="" type="checkbox"/> Garage	Yellow
<input checked="" type="checkbox"/> Upper Eves	Orange
<input checked="" type="checkbox"/> N Canes	Green
<input checked="" type="checkbox"/> M Canes	Blue
<input checked="" type="checkbox"/> Chase Mini Trees	Red

Save Reset Print Add Controller Delete Controller Add Channels

Network Preferences

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NOTE: Most users will only have the 'Regular Network'.

Regular Network: Comm 1

Connection Speed: Long Range Medium Speed, Average Recommended Setting, Short Range Fastest Speed

Advanced users (Multiple Networks):

Network	Comm	Long Range Medium Speed	Average Recommended Setting	Short Range Fastest Speed
Auxiliary Network A	Comm 2	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Auxiliary Network B	Comm 3	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Auxiliary Network C	Comm 4	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>

☒ List networks in channel config

Animation for C:\Program Files\Light-O-Rama\Sequences\Carol_of_the_Bells_David_Fo...

Beat Wizard

Time Range

☒ The entire song (0:00.00 to 2:30.44)
☐ Just part of the song: From: 0:00.00 To: 2:30.44 Update

Light-O-Rama thinks this song has about 194 beats per minute in this time range.

Tempo

☒ Use the detected tempo (194 beats per minute)
☐ Use a faster related tempo: 2x Faster (388 BPM)
☐ Use a slower related tempo: 2x Slower (97 BPM) with beat offset: 0

Preview

Start [Progress Bar] Time: 0:00.00 / 2:30.44

What To Do with Beats

Using this track: Track 1

☒ Insert a timing event into the track for each beat
☐ Turn on a channel every so many beats: L Bush 1 this many beats: 4 with beat offset: 0

Apply and Exit Apply Exit Undo Redo