

Light-O-Rama



Quick Start Guide

Building an Animation Sequence

www.lightorama.com

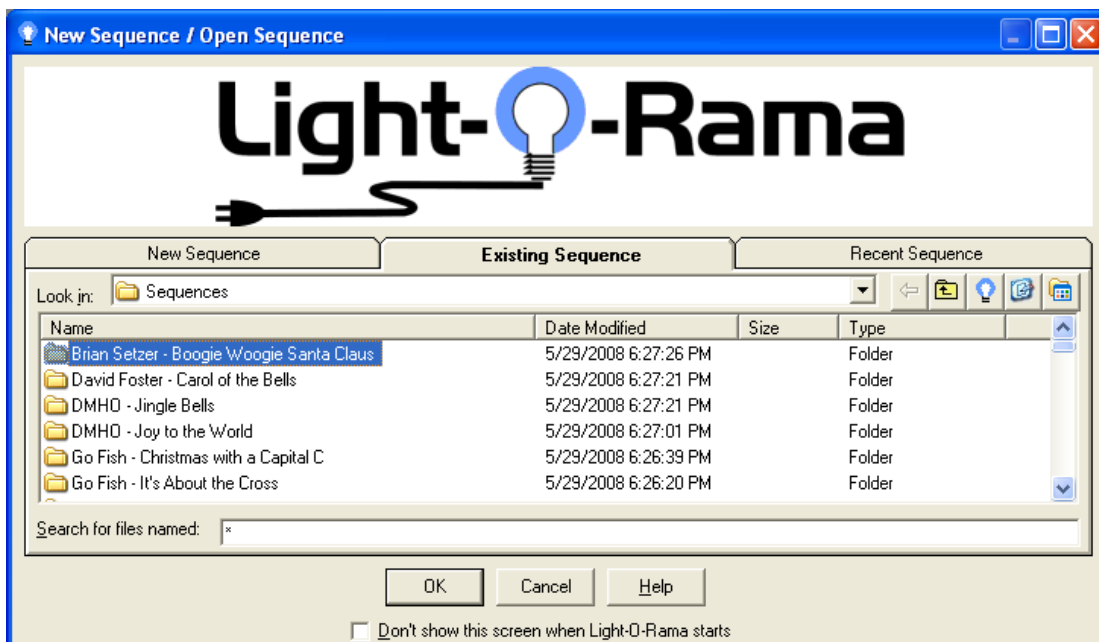
This document assumes you have already connected your controller to your PC and have run the Light-O-Rama (LOR) Hardware Utility to test it. See the *Quick Start Guide for Packages* if you haven't done that yet. Note the Comm port being used by Light-O-Rama in the Hardware Utility. **Stop the Hardware Utility if it is running.** Only one program can use the Comm port at a time. If the Hardware Utility is running or you have Shows Enabled in the LOR Control Panel, the Sequence Editor will NOT be able to control your lights.

For the purposes of this document, you are assumed to have one 16 channel controller.

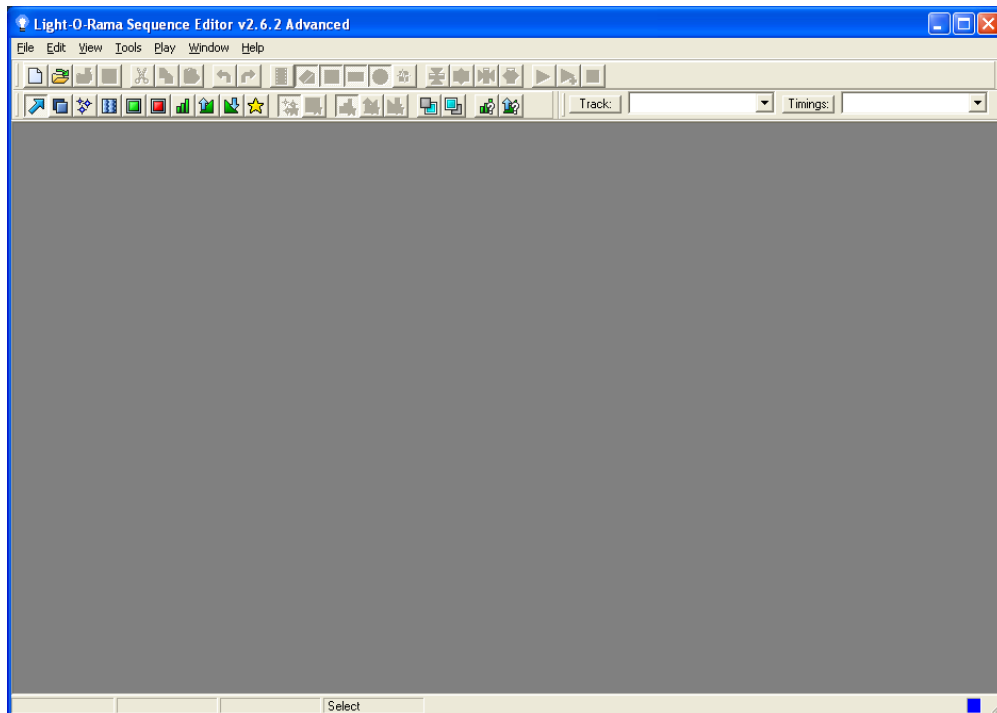
1) Start the LOR Control Panel: (note: bold italics mean click through these menus/buttons)

start ► All Programs ► LightORama ► Light-O-Rama Control Panel

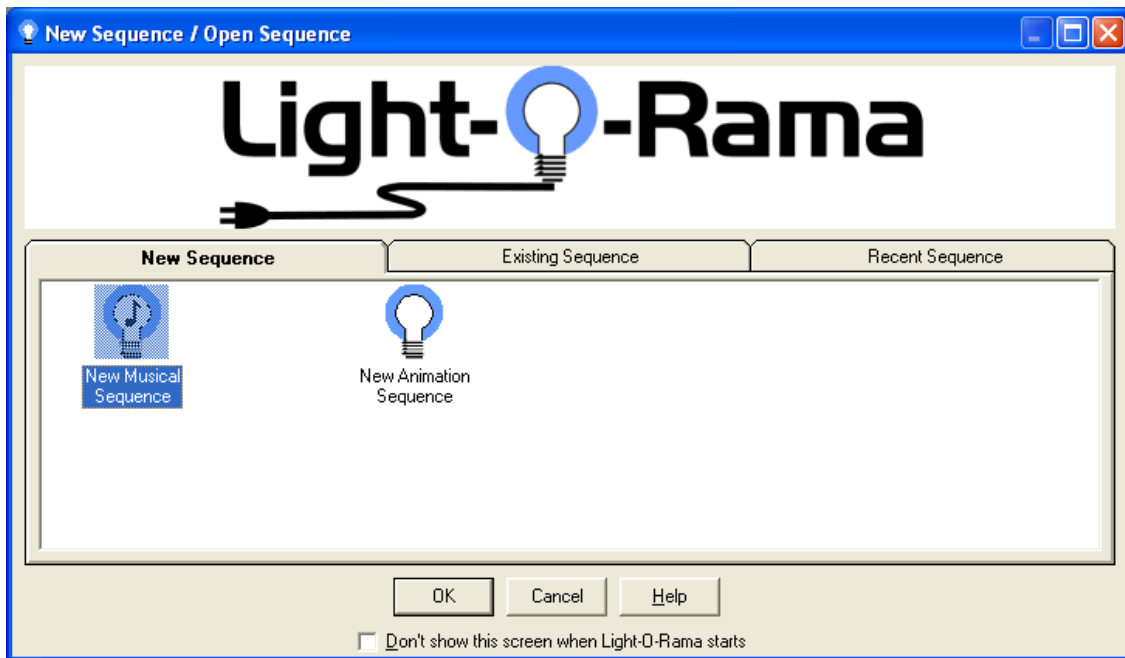
2) A small light bulb with a blue halo will appear in the system tray at the bottom right of your screen. This is the **LOR Control Panel**. Right-click the light bulb and select **Sequence Editor** from the menu that appears. You should see this window, if you do, click the **New Sequence** tab.



If you see the window on the next page instead, Click **File ► New:**



3) Either way, you will see the following **New Sequence / Open Sequence** window:



4) Select **New Animation Sequence** and click **OK**. You will see the “New Animations Options” box shown on the next page:

Who is the author of this new animation?

How many channels should this animation use?

Automatically set up channels to use standard LDR controllers

How long should this animation be?

How much time should be in between timings?

A tenth of a second

Half a second

A second

Some other value:

Don't add any timings

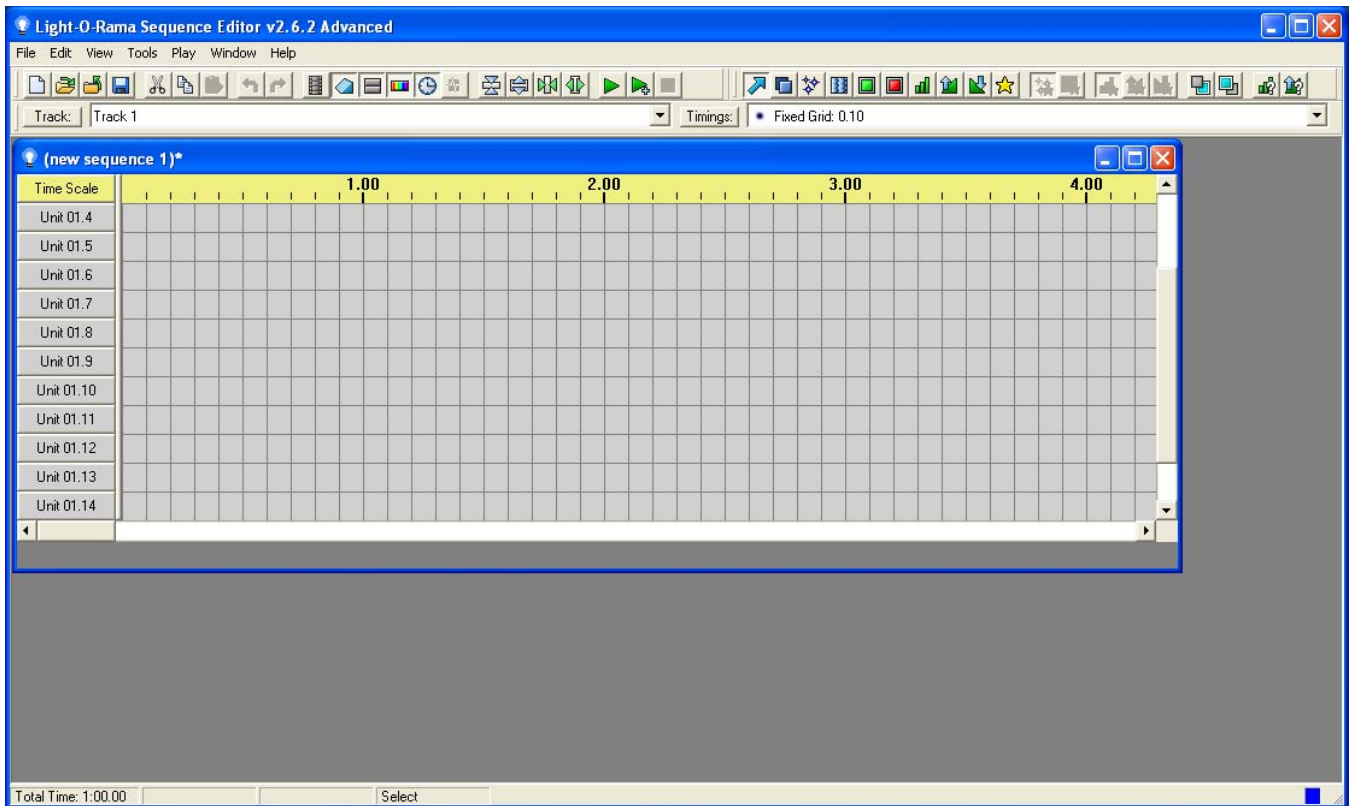
Use loops.

Save these choices as defaults.

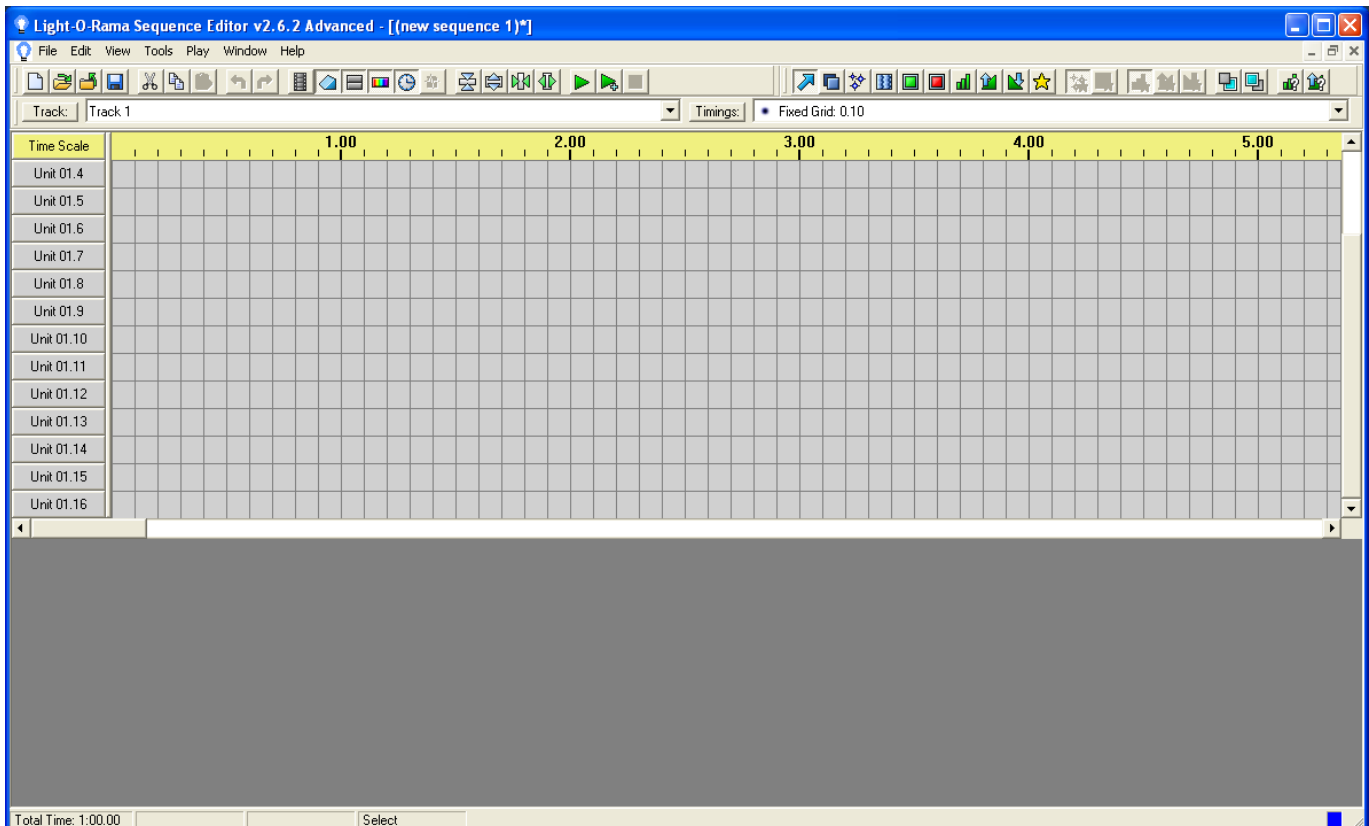
Don't ask me this again.

Next to the ***“How many channels should this sequence use?”*** change the value from **8** to the number of channels you have, in this case **16**.

Change other values are per your preferences and click **OK**. You will then see a new sequence grid as shown on the next page.

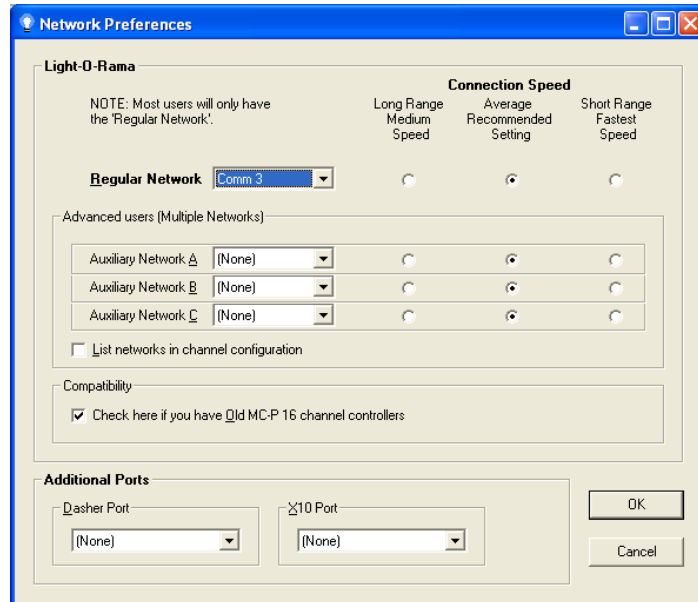


5) Adjust the size of your display. I like to go full screen on the Sequence Editor and full size on the sequence grid by clicking the maximize box in the upper right of the two windows. This gives you the maximum amount of viewing space and makes the screen look like this:



The Sequence Editor now knows how a channel in its grid corresponds to a physical channel on your lighting controller. In this case, the first channel in the grid corresponds to the first circuit on your controller, the second channel in the grid corresponds to the second circuit on your controller, etc. The Sequence Editor chose default names for your channels. You can change these to more informative names by clicking a channel button (the ones that say “Channel 1” or “Unit 01.n” and selecting **Change Name**.

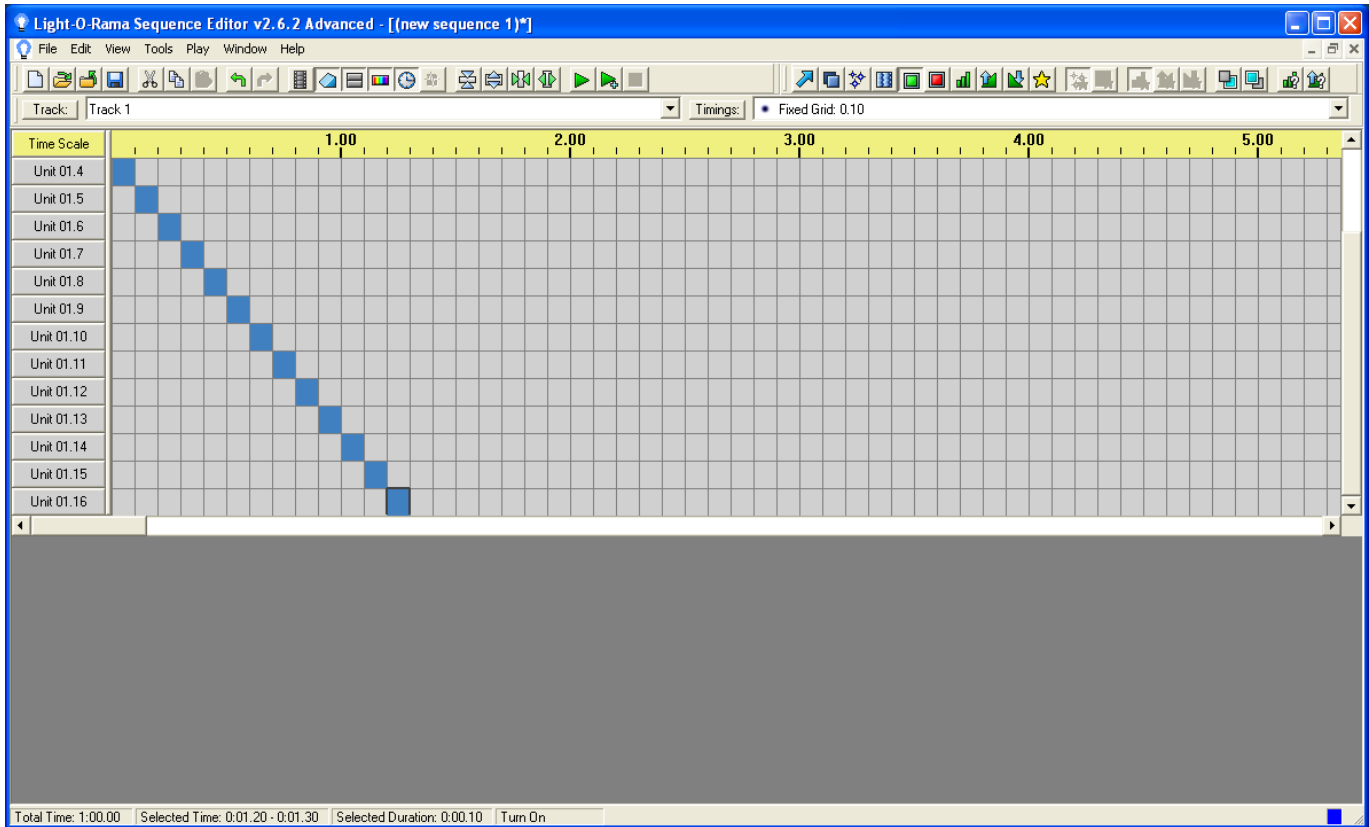
6) Click **Edit ► Preferences ► Network Preferences** and you will see this window:



Make sure the **Light-O-Rama Regular Network** is set to the correct comm port. It will be the same one you used when testing your controller in the Hardware Utility. If the comm port is greater than 16, you will have to move it to a lower comm port. See the Appendix for instructions.

Make sure the **Dasher** and **X10** ports are set to none and click **OK**.

7) As a simple test, click the outlined green square in the second toolbar. This is the **On** tool. Click in the grid cells to turn on lights at those points. Here's a simple example where I've turned on each circuit for one tenth of a second in sequence:



When you click play (the green triangle in the second tool bar), the lights on each circuit will quickly turn on then off in circuit order 1 to 16. This is just a simple test that everything is ready to go. Click the red stop block to stop playing your sequence.

8) Remember to save your sequence, you don't want a crash/power failure/booboo to result in you losing everything. Click **File ► Save**, pick a name for your sequence and click the **Save** button.

Appendix

How to move the Comm port to a lower number

Click **start** ► **My Computer** ► **View system information** ► **Hardware** ► **Device Manager** button ► expand + **Ports (COM & LPT)** ► Right click **USB Serial Port (COMxx)** ► **Properties** ► **Port Settings** ► **Advanced...** – Choose a COM port below 11 and click **OK**, if none below 11 is available, **move** one you aren't using above 10 and use it.