

# Light-O-Rama

## Building and Scheduling a Show

## Quick Start Guide

[www.lightorama.com](http://www.lightorama.com)

You have created or bought and installed your sequences and want to use them to build a show and schedule that show to run at certain times. This guide shows you how to do these things when running the show from your PC. If you want to build and schedule a show using the DC-MP3 show player, see the User's Guide for that device.

See the Terms section at the end of this guide if you encounter unfamiliar terms.

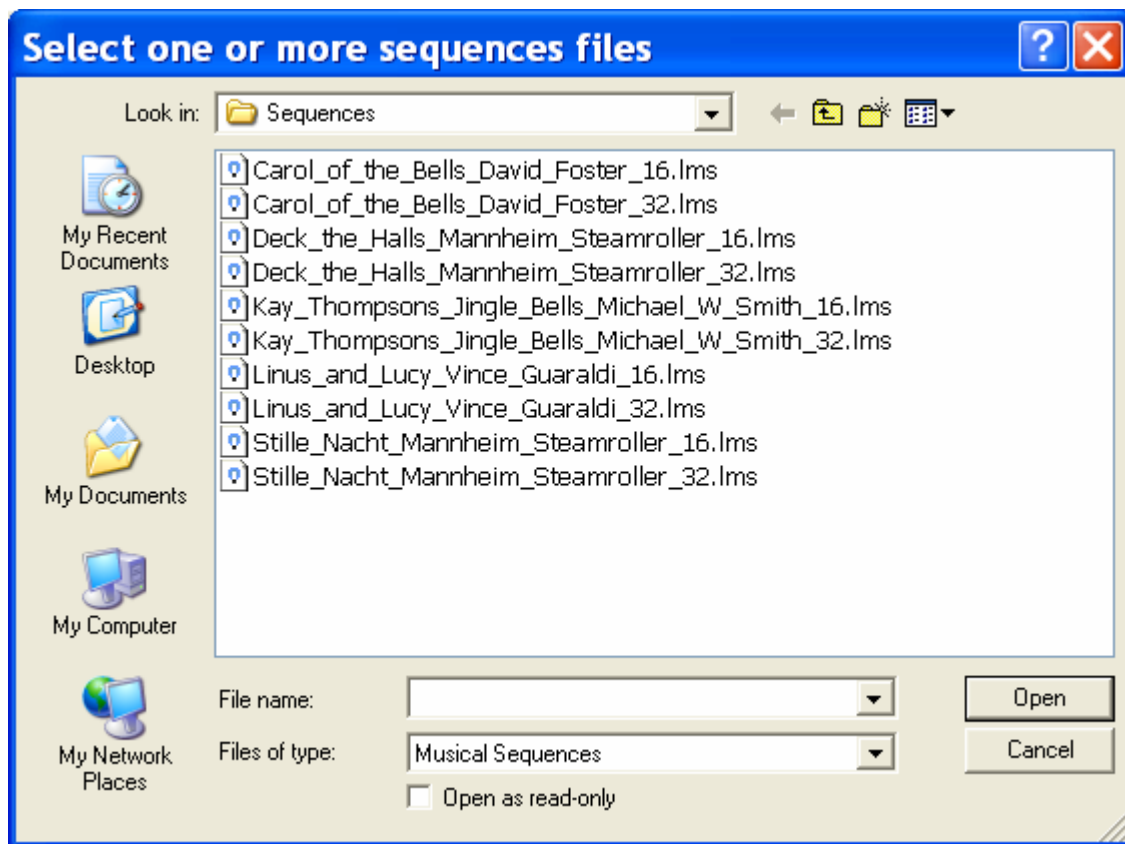
If you have the Light-O-Rama Control Panel running, there will be a light bulb icon on the lower right of your screen near the clock. If it is not there, start it from the Start menu: *Start* ► *All Programs* ► *LightORama* ► *Light-O-Rama Control Panel*.

Start the Show Editor (right click the light bulb and select Show Editor) It will look like this:

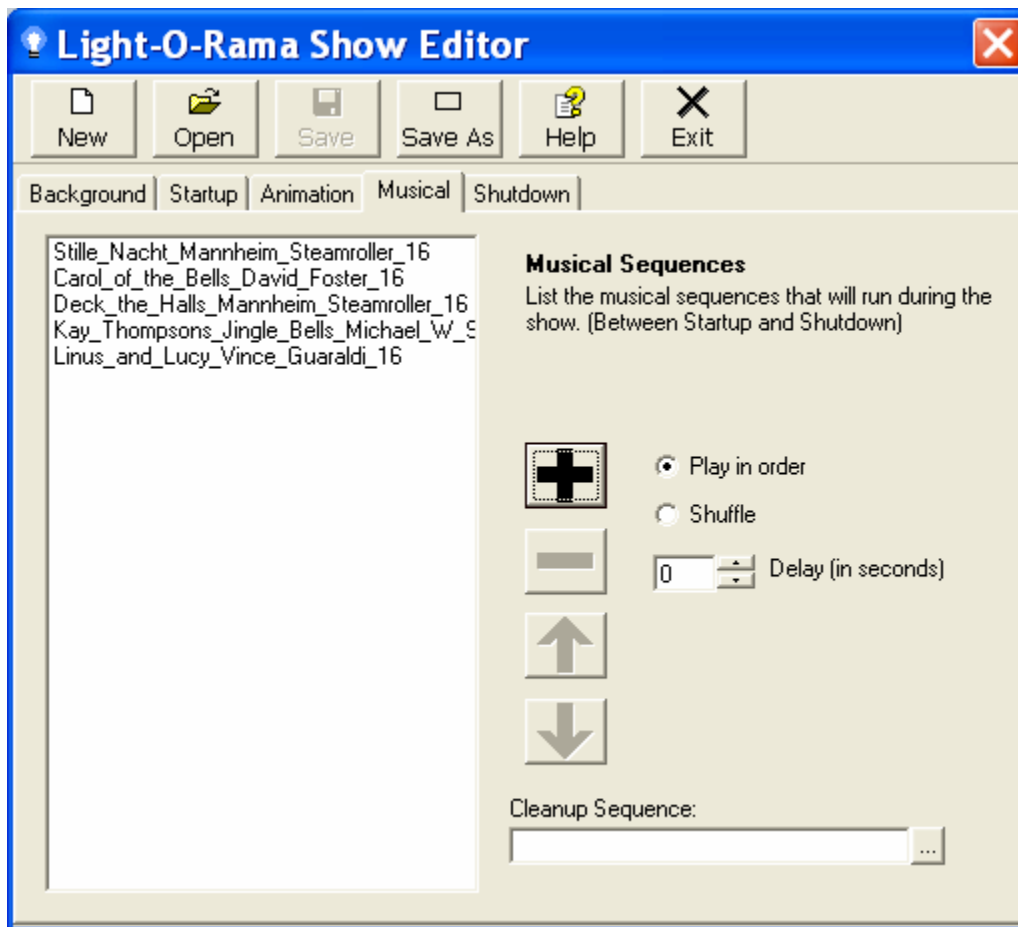


## Making a simple show with musical sequences followed by animation sequences

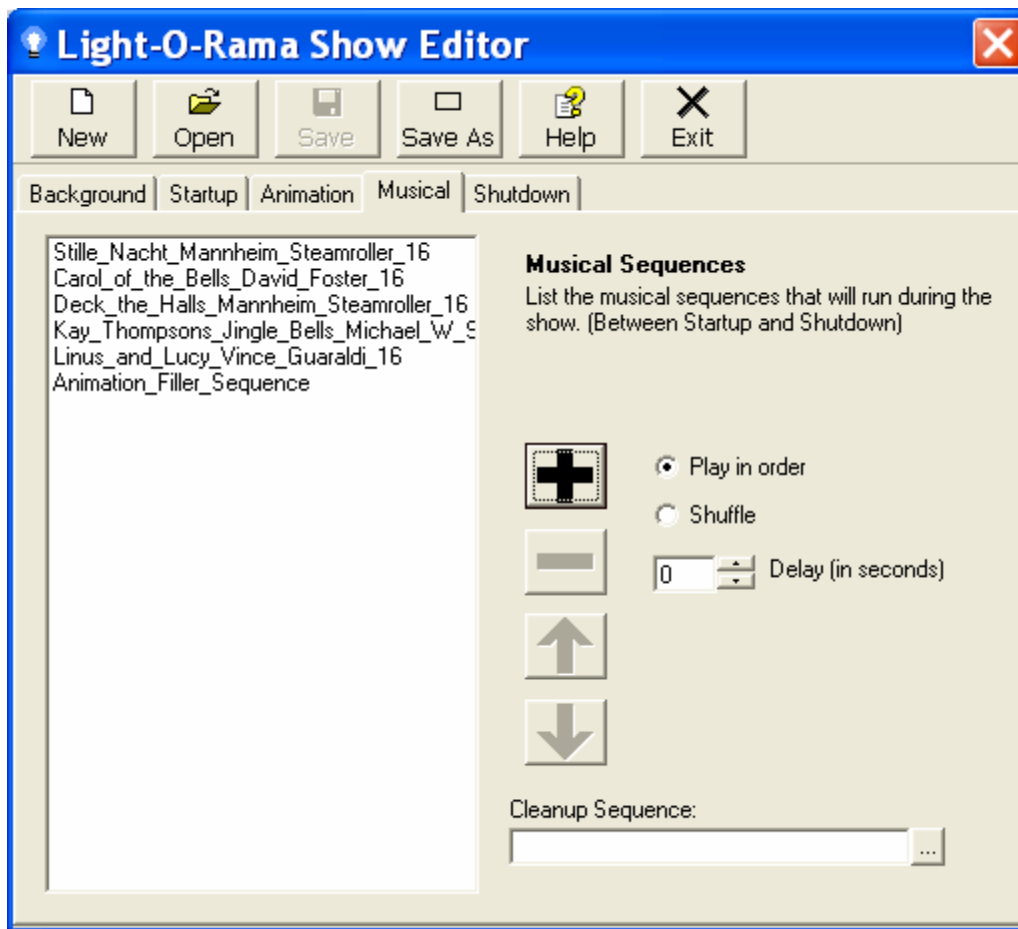
Select the *Musical* tab and click the big plus sign. You will see the following window on top of the Show Editor window:



Select one or more sequences to add to your show and click the *Open* button. I have selected all of the 16 channel sequences and clicked *Open*. The Show Editor now looks like this:



[Optional] Now add the animation filler sequence at the end of the musical sequences. Click the big plus sign and in the *Select one or more sequence files* window use the *Files of type* drop down to select Animation sequences. You will see the animation sequences, select your filler sequence. The Show Editor will look like this:

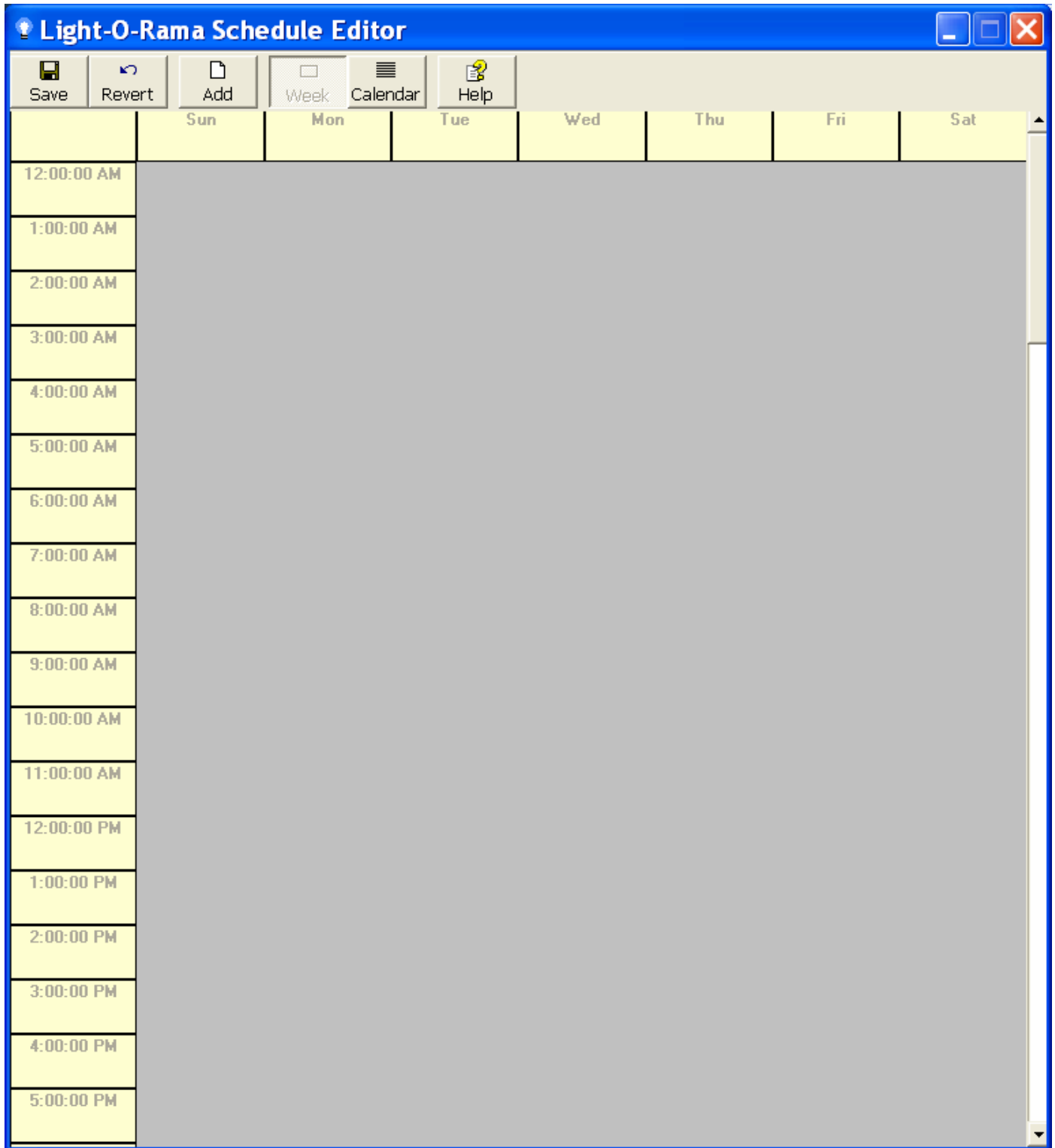


You can click(select) sequences and use the big minus, up and down arrows to remove or move the sequence around in your show.

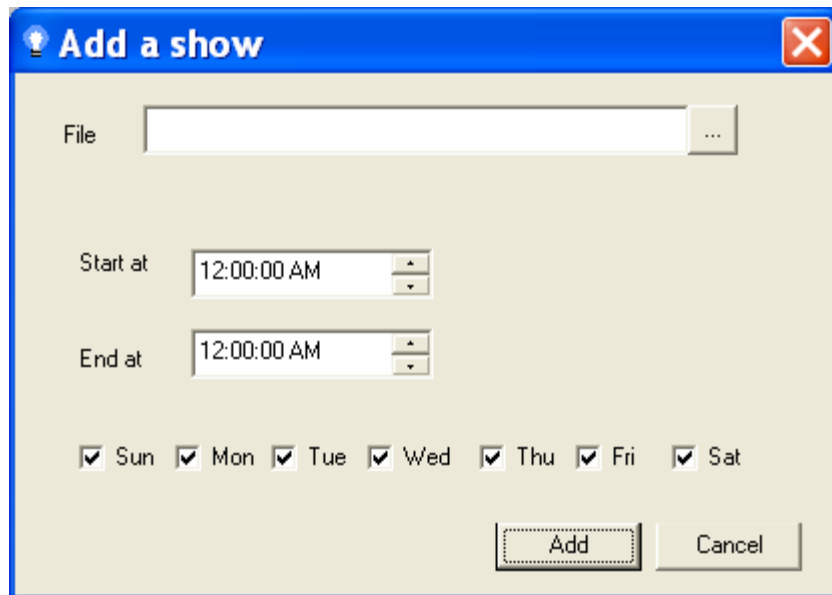
When your show looks the way you want it to, click the **Save As** button to name and save this show. The Show is now ready for scheduling. You can exit the Show Editor.

## Scheduling a Show

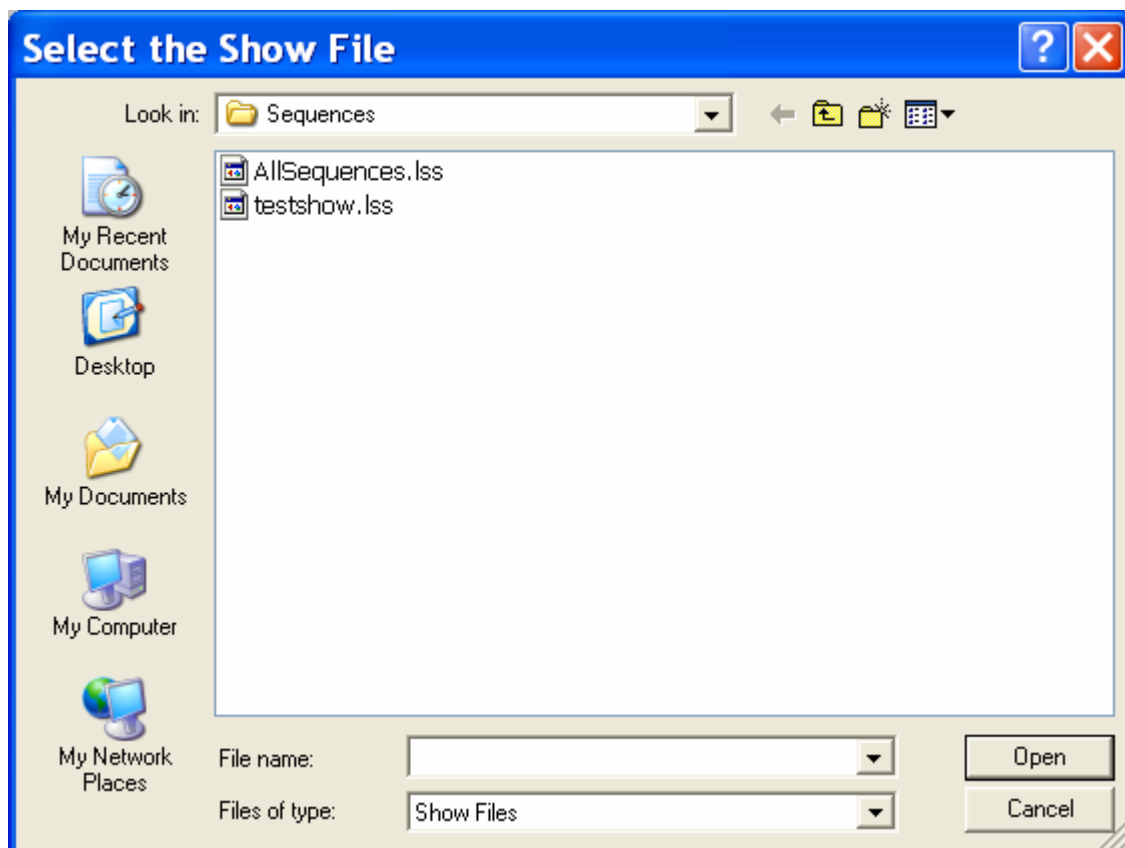
Start the Schedule Editor (right click the light bulb and select Schedule Editor.) It will look like this:



Click the *Add* button and you will see this window:



Click the ... button to the right of the *File* field. You will see this window:



Select the show you created in the Show Editor and click the Open button. The *File* field will fill in with this Show. Use the *Start at* and *End at* fields to set when this show should run. I have set my show to start at 5:00 PM and end at 10:00 PM. The *Add a show* window then looks like this:

**Add a show**

File: C:\Program Files\Light-O-Rama\Sequences\AllSequenc ...

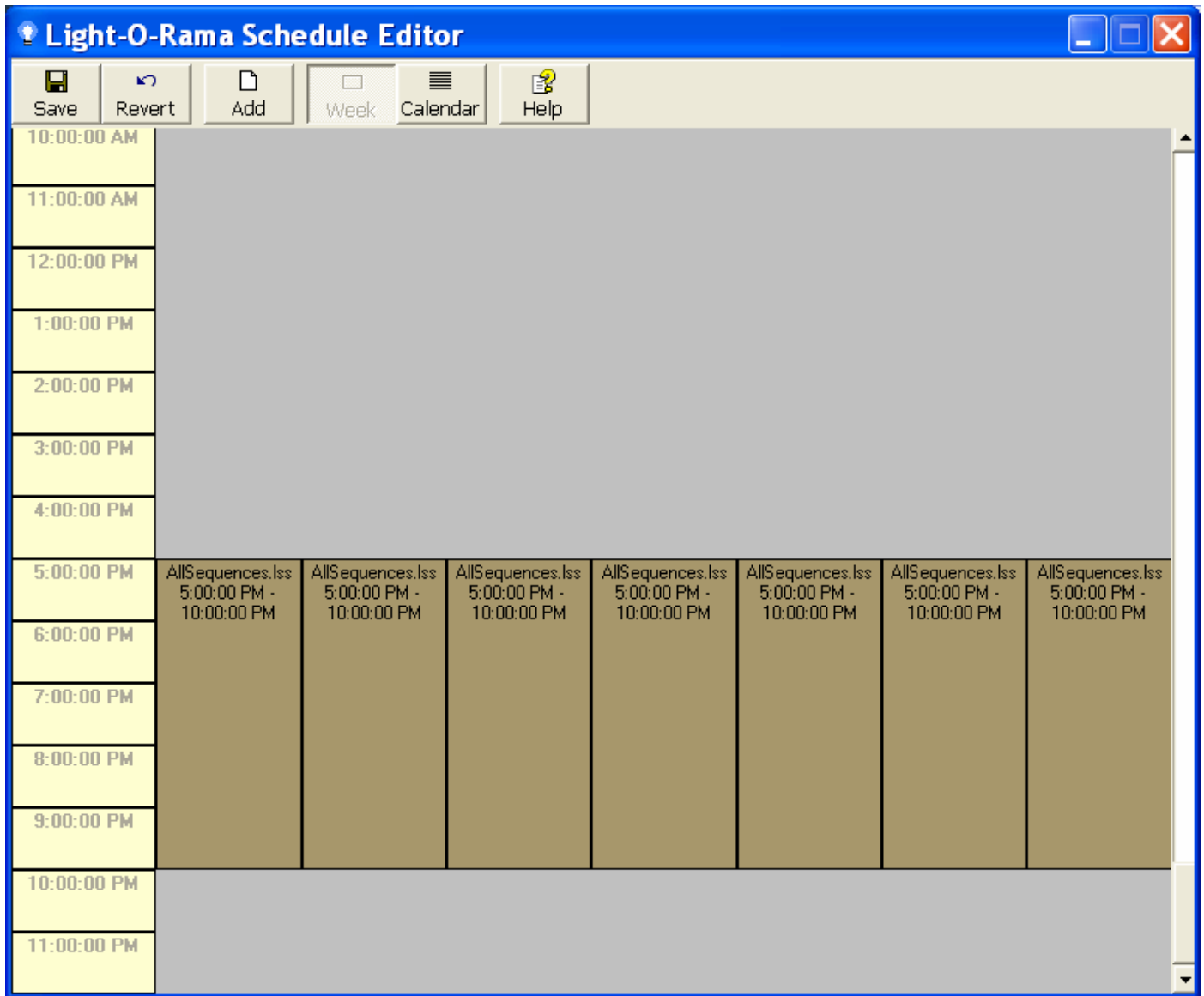
Start at: 5:00:00 PM

End at: 10:00:00 PM

Sun  Mon  Tue  Wed  Thu  Fri  Sat

Add Cancel

When you are happy with the times and days your show is to run, click the *Add* button. The show will appear in the Schedule Editor grid. You may have to scroll down to it if the time you scheduled is not on the visible screen. Here is what the screen looks like for my schedule:



If you are unhappy with this schedule, you can click an individual schedule for a day and edit it or delete it. If you are happy with this schedule, click the **Save** button and exit the Schedule Editor.

### Enabling your show(s):

The only remaining task is to Enable Shows. This is done by right clicking the light bulb on the lower right and selecting *Enable Shows*.

**Remember:** Only one program can use the COM port that is sending commands to your controller(s). This means you can be using the Hardware Utility to test your equipment OR the Sequence Editor with *Control Lights* checked in the *Play* menu (if *Control Lights* is not checked, you can use the Sequence Editor to adjust sequences) OR have Shows Enabled.



## Scheduling an Hourly (or some other period of time) Show

If you want to run a show that plays a series of musical sequences at the top of the hour and then either turns all the lights on or runs some non-musical animation for the rest of the hour, you can accomplish that by doing the following:

Build your musical show as described earlier in this guide. Then fill out the rest of the time period with one or more animation sequences:

1. To turn all lights on for the rest of the hour, create a one minute animation sequence that turns on all of your lights. Use a loop to extend this sequence to fill out more than the remaining time in the period. E.g. if your musical sequences at the top of the hour run for 15 minutes, make this *lights on* animation run for 50 minutes. Put this animation filler sequence after your other sequences in the musical section of the show.
2. To run the animation filler or some other animation sequence for the rest of the time period, either modify the sequence with an overall loop to cover more than the time period or simply add it enough times to fill more than the remaining time in the period. Make sure you put it after your musical sequences in the musical section.

Schedule the resulting show to run every hour (or half-hour...) as required. The Show Player will not cut off a musical sequence at the end of the scheduled period. It will finish that musical sequence and then shut down the show. The Show Player will cut off an animation sequence at the end of the scheduled period.

### Terms:

**Animation Sequence** – a set of lighting control commands not choreographed to music.

**Musical Sequence** – a set of lighting control commands choreographed to music.

### Show Editor tabs:

- **Background** tab – Animation sequences in this section of the show repeat continuously during the show. The difference between sequences in this section and all other sections is that the lights are not turned off at the end of each loop of the sequence. Use this section to turn on the static parts of your display. Do not reference LOR channels used in this section in sequences in any other section.
- **Startup** tab – Put sequences in this section that you want to run once at the start of your show.
- **Animation** tab – Put animation sequences in this section that you want to run continuously during your show. These will run simultaneously with sequences in the Musical section.
- **Musical** tab – Put musical sequences in this section that you want to run continuously during your show. These will run simultaneously with sequences in the Animation section. If you want to run a set of musical sequences followed by animation sequences, put the animation sequence in this section rather than the Animation section.
- **Shutdown** tab – Put sequences in this section that you want to end your show.