Modeling Your Display in S5
Control the Show
4 Steps To Creating Your Show

1. Set the stage
2. Synchronize the lights to music
3. Create a playlist
4. Schedule the playlist

In S5, it is very important to set the stage BEFORE you start sequencing!
Setting the Stage

• What kind of lights do you have?
• How many?
• How are they controlled?
• Where are they placed?
Set The Stage 1 Time, In 1 Tool

• In S4:
  – Visualizer, Pixel Editor, and Sequencer Editor all required information about your display elements and none of it was shared between tools.

• In S5:
  – Enter all of the information about your display elements once, and maintain it in one place.
Set Up Channels Once

• Creating a preview only has to be done once, then it can be shared across all of your sequences.
Your Stage: The S5 Preview

A ‘Preview’ is a representation of your light display. It defines:

- the lighting elements (props)
- how they are arranged
- what channels they use

Creating a preview is required before you can create a sequence.

For more information, see the Help File.
Step 1

• In the S5 Sequencer, every sequence is associated with a “preview”.
• You cannot create a sequence without first having a preview to go with it.
• Thus, creating a preview is always the first step in the S5 sequencing process.
Reuse Your Existing Work

The good news is S5 can import your existing display definition from:

- A visualizer file
- A block-style animation defined in a legacy sequence
- An S4 Pixel Editor preview
- An S5 sequence sent to you from someone else
- Any old sequence – the preview can be generated automatically – it won’t look like your house, but it will allow you to get started with your sequencing.

For more information, see the Help File
Sequence Upgrade

• Screen that appears when opening a legacy sequence (LMS or LAS file)
Managing Previews

1. Click here to open the Preview Management Window
2. Click the pin to keep the window open
3. Double-click a preview name to modify it
Preview Design

Sorted list of props and groups. Double-click an item to edit it.

Your stage
Preview Design - Tabs

- **Design** - this is where you will do most of your work, creating props and arranging them so that they match your display.
- **Channel Conflicts & Bulk Changes** - allows you to quickly identify channel assignment issues and resolve them. It can also be used to make changes that affect multiple props, such as when you change a controller's unit id or network.
- **Other Warnings** - shows a green check mark if everything is OK, and a warning sign if there are problems with prop definitions (e.g. a sub-prop is not assigned the same channels as its master prop).
- **String Summary** - displays a table of all strings defined by every prop in the preview. If you want a print-out of your props and channel assignments to carry with you as you wire up your display, you can use this table, copy it to the clipboard, and paste it into any spreadsheet program.
- **Statistics** - displays statistics about the preview: number of props, groups, pixels, channels, etc.

For more information, see the Help File
Clicking the “Add Item” button opens a dialog that gives you a variety of ways to add new props and groups to your preview.
Preview Design – Key Features

• Zoom out/in

• Item menu

• Format menu

• Preferences menu

• Undo/Redo

For more information, see the Help File
Preview Design – Bulb Settings

- Bulb shape
  - Strobe
  - Flood
  - Snowfall tube
- Bulb size
- Transparency

For more information, see the Help File
Preview Design – Scale Tab

- Can be used to scale any prop or group
- Only way to scale:
  - Bulb shape
  - Line-*** shapes
  - Matrix-Horizontal-Quad
  - Matrix-Vertical-Quad

Hold down a button and it will auto-repeat

For more information, see the Help File
Preview Design – Background Tab

- Set or clear the background image
- Change the image brightness

For more information, see the Help File
Exercise

• Create a new preview
• Give it a name
• Set a background image
Preview Design: Add Prop

This will open the Prop Definition screen.
Create Prop

Prop Definition

Lights
- Dimming Curve: None
- Traditional: RGB
  - Type: Channel per color
- Select Color(s)
  - White
  - Red
  - Green
  - Blue
  - Purple
  - Orange
  - Yellow
  - Warm White
- Custom

Order:
- White

Shape
- Arch: 7-segment arch 01
- # of Sections: 7
- Preview # of lights per Section: 50

Starting Location: Left

Channels
- Uses the same channels as: <none>
- LOR: Max Circuit 16

- Enter channel on first row, auto-number the rest
- Enter a channel on every row
- Separate Unit ID for each RGB string

<table>
<thead>
<tr>
<th>Network</th>
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<th>Start Circuit</th>
<th>End Circuit</th>
<th>Color</th>
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<td>1</td>
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<td>12</td>
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</tr>
<tr>
<td>7</td>
<td>Reg...</td>
<td>12</td>
<td>7</td>
<td>White</td>
</tr>
</tbody>
</table>

For more information, see the Help File
Types of Lights - Traditional

• Use the traditional tab to define props that use:
  – A single string of lights
  – A wire frame
  – Strobe lights
  – A multicolor string
  – Rope lights
  – Net lights
  – Single color flood lights
  – A “bundle”, often used in a megatree

For more information, see the Help File
Types of Lights - RGB

- Use the RGB tab to define props that use:
  - RGB Pixels
    - CCR's and other cosmic devices
    - Strings attached to a Pixcon or Pixie controller
    - Any other pixel controller
  - “Dumb RGB” lights (3 channel)
    - RGB flood lights
    - LOR “RGB Ribbon”
Shapes

• Predefined shapes cover a wide variety of commonly used props: trees, wreaths, arches, matrices, candy canes, stars, rooflines, and window/garage outlines

• The “Custom” shape allows you to define anything else.

For more information, see the Help File
Make Copies of the Arch

1. Automatically detected

2. Just enter the number of copies

3. Copies will have the channels set automatically, but should be reviewed

For more information, see the Help File
Right-click on the Design Canvas and select “Draw new string”

Click the left mouse button at points 1 and 2, then double-click at point 3
Prop Definition – LOR Pixel Tree

1. Click the check box next to the item to be imported.

2. Click the check box next to the item to be imported.

3. Click the check box next to the item to be imported.

For more information, see the Help File.
Demo Preview

For more information, see the Help File
View Pixel Numbers
Select a prop to fix

Correct the channel assignment

For more information, see the Help File
Groups

• You can also group props together.

• You might do this so that the props appear together in the sequence grid.

• You might also create a group so that you can apply an effect to the group instead of individual props. This enables things like sweeping a color across your entire display (with a Pro license).
Group Example

- Here are 8 pixel arches
- In Pro, group them together, then sequence them as a single element
  - You can still sequence each arch individually if you want to – your choice
Groups In The Sequence Grid

- Apply motion effects to the group
- Apply motion effects to each individual arch
- Motion effects are only available with a Pro license.

For more information, see the Help File
Creating A Group

1. Create a new GROUP from existing props and groups.
2. Add a Light-O-Rama device (PLC controller), Laser, Panic, Pixcon, Flood, etc.
3. Check the props that will be members of the group.
4. Preview Group Definition:
   - Ind:
     - 7 segment arch 01
     - 7 segment arch 02
     - 7 segment arch 03
     - 7 segment arch 04
     - Top
     - Base
   - Member Name: normal
   - Orientation:
     - Normal

5. Save or Cancel.
Group: Horizontal Stack

- Props are stacked horizontally end-to-end
- Group looks like this internally:
Group: Vertical Stack

• Props are stacked vertically end-to-end

Create a horizontal stack of the branches, then a vertical stack of the branch group with the trunk

Group looks like this internally
Group: Nested

- When nesting 5-pointed stars, use the “Stars Nested” shape

Group looks like this internally

3 nested star props
Group: Use Preview

- Pixels mapped according to their location in the preview.
- Good for “whole house” group, so effects can be applied to the entire display.
- What happens when you put the 3 star props in a group with the preview arrangement?
“Auto Number” puts a number in every cell you click with your mouse.

With traditional lights, the numbers you enter in the grid are the string numbers.
“Auto Number” puts a number in every cell you click with your mouse.

With RGB pixels, the numbers you enter in the grid are the pixel numbers.
### Custom Shapes – RGB Multi-string

<table>
<thead>
<tr>
<th></th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
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<td>2</td>
</tr>
<tr>
<td>10</td>
<td>3001</td>
<td>2001</td>
<td>1001</td>
<td>1</td>
</tr>
</tbody>
</table>

String 1: starts at 1
String 2: starts at 1001
String 3: starts at 2001
String 4: starts at 3001
Resources


• LOR “Important Announcements” forum
Questions and Answers
Control the Show!

Model Your Display in S5

Control the Show!