

Light-O-Rama

Building a Musical Sequence

Quick Start Guide

www.lightorama.com

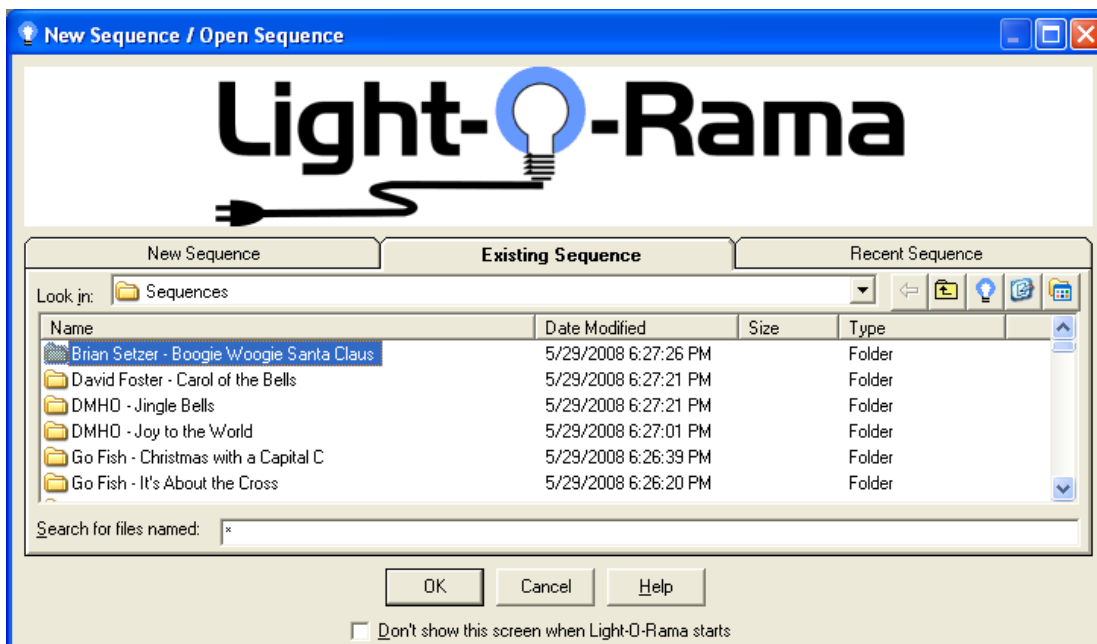
This document assumes you have already connected your controller to your PC and have run the Light-O-Rama (LOR) Hardware Utility to test it. See the *Quick Start Guide for Packages* if you haven't done that yet. Note the Comm port being used by Light-O-Rama in the Hardware Utility. **Stop the Hardware 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.

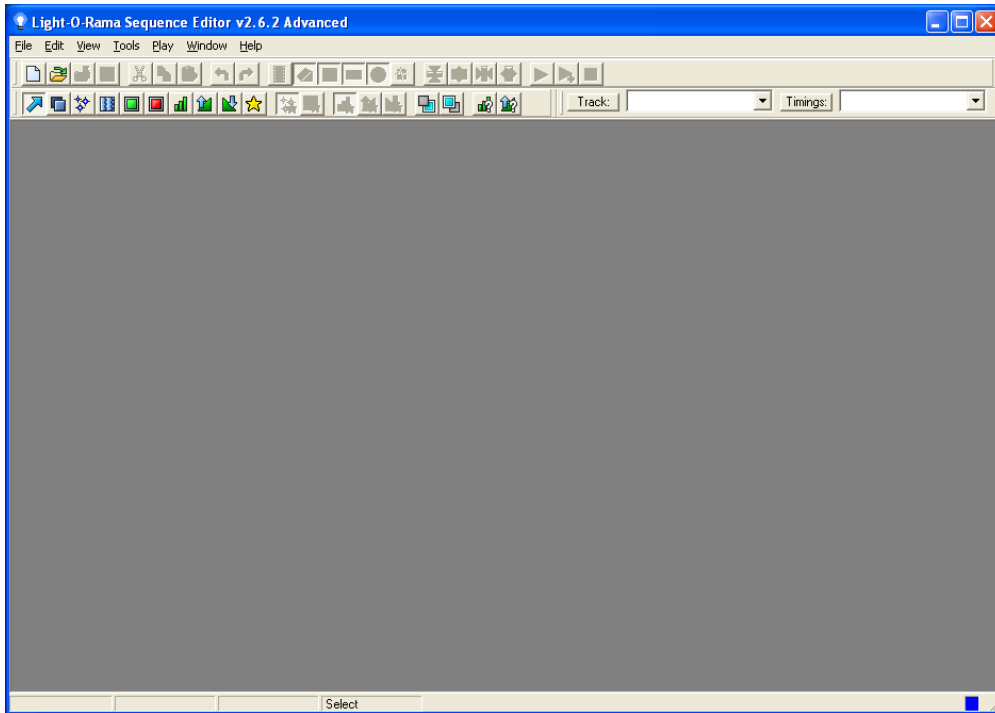
1) Start the LOR Control Panel: (note: bold italics mean click through these menus/buttons)

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

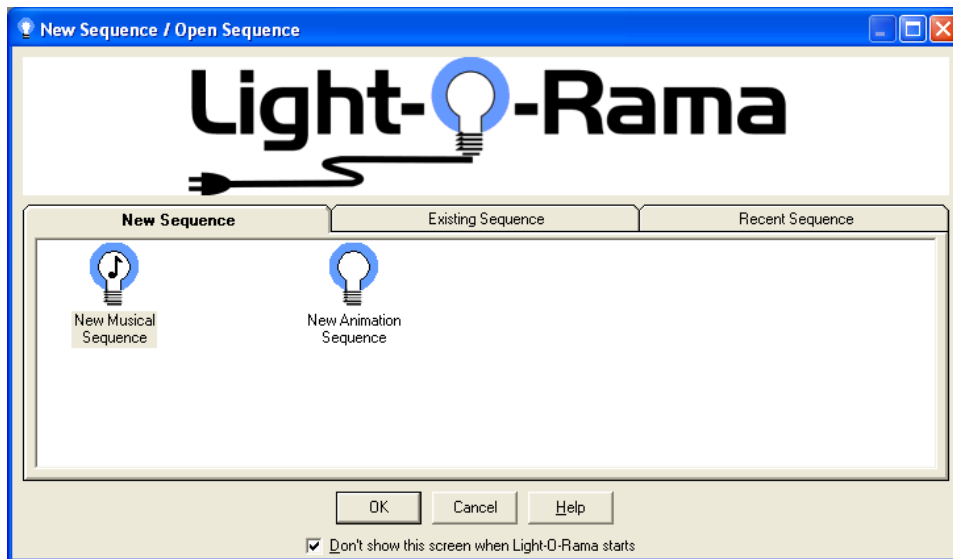
2) A small light bulb with a blue halo will appear in the system tray at the bottom right of your screen. This is the **LOR Control Panel**. Right-click the light bulb and select **Sequence Editor** from the menu that appears. You should see this window, if you do, click the **New Sequence** tab.



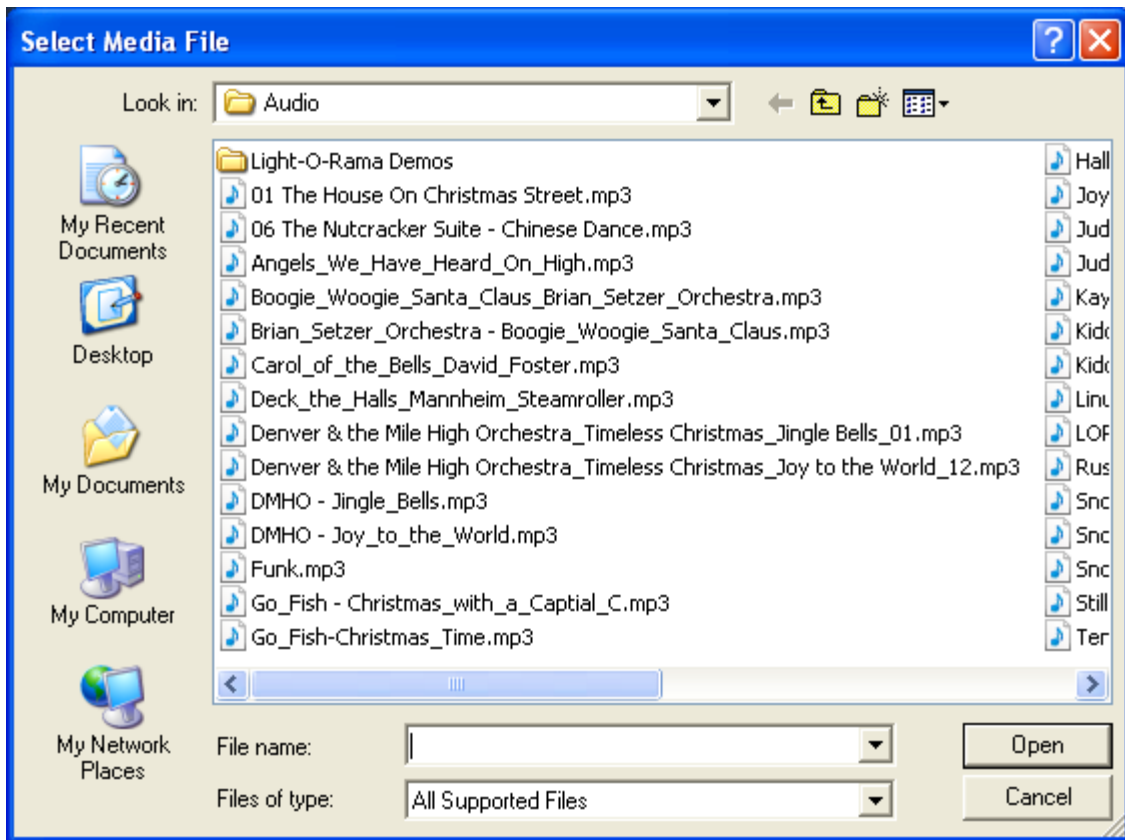
If you see the following window instead, Click **File ► New**:



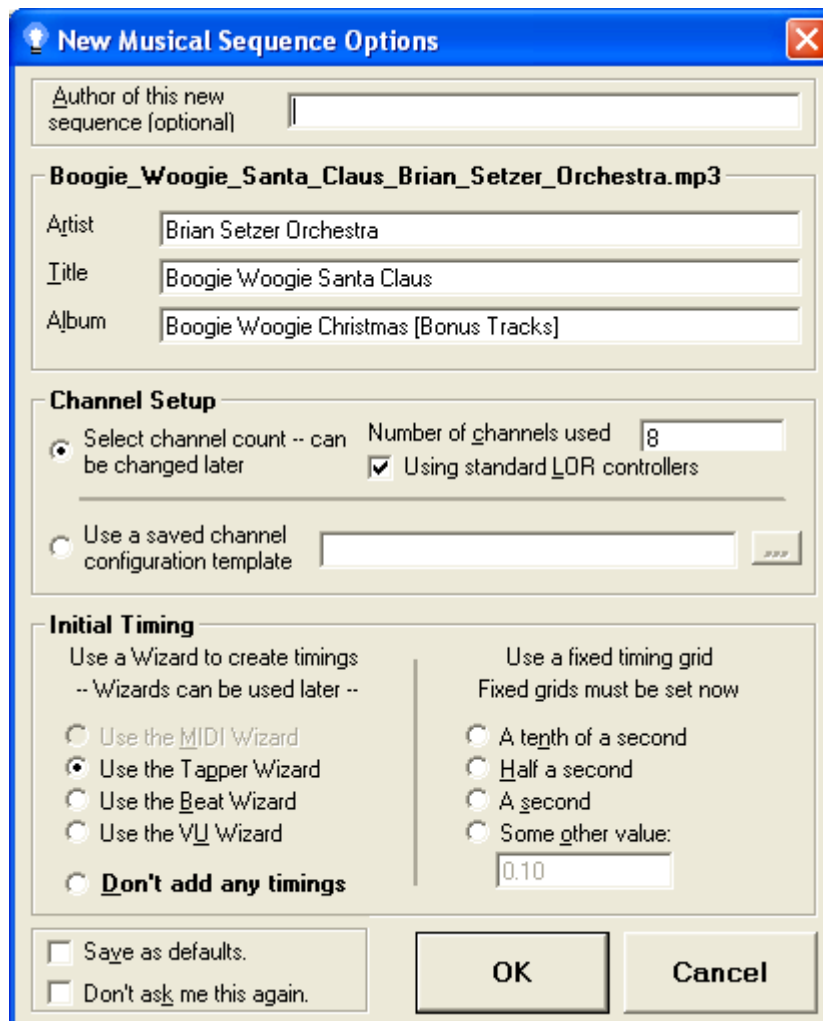
3) Either way, you will see the following **New Sequence / Open Sequence** window:



4) Select the **New Musical Sequence** icon and click the **OK** button. You will see the following **Select Media File** window:



Use this file box to browse to or simply select the audio file you want to use for your new musical sequence and click the **Open** button. You will then see the **New Musical Sequence Options** box shown on the next page.



5) In the **Channel Setup** section, change the **Number of channels used** from **8** to the number of channels you have, in this case **16**.

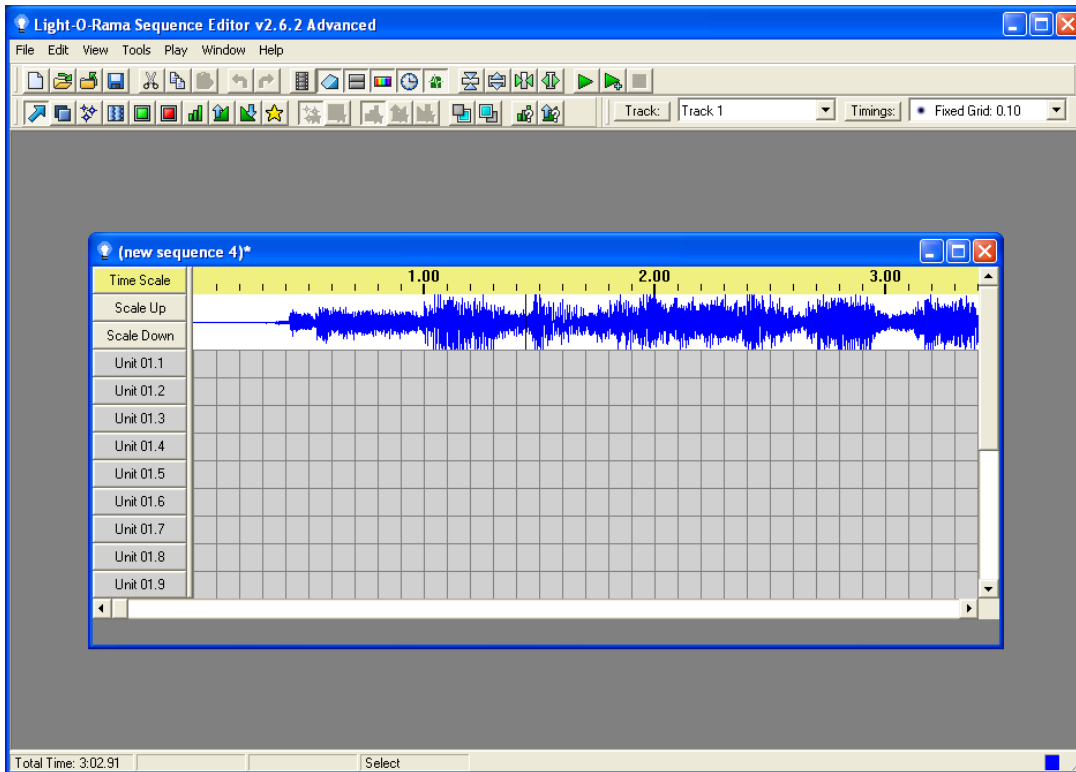
The **Initial Timing** section gives you several options for placing timing marks in the sequence grid. The sequence grid is where you will place events that will command your lights. Since this is a musical sequence, you will want to coordinate your commands with the music.

The Wizards give you options to place timing marks or lighting commands in the sequence grid. If you are placing timing marks, you will go back later and put lighting commands at these marks for the channels (various lighting elements in your display.)

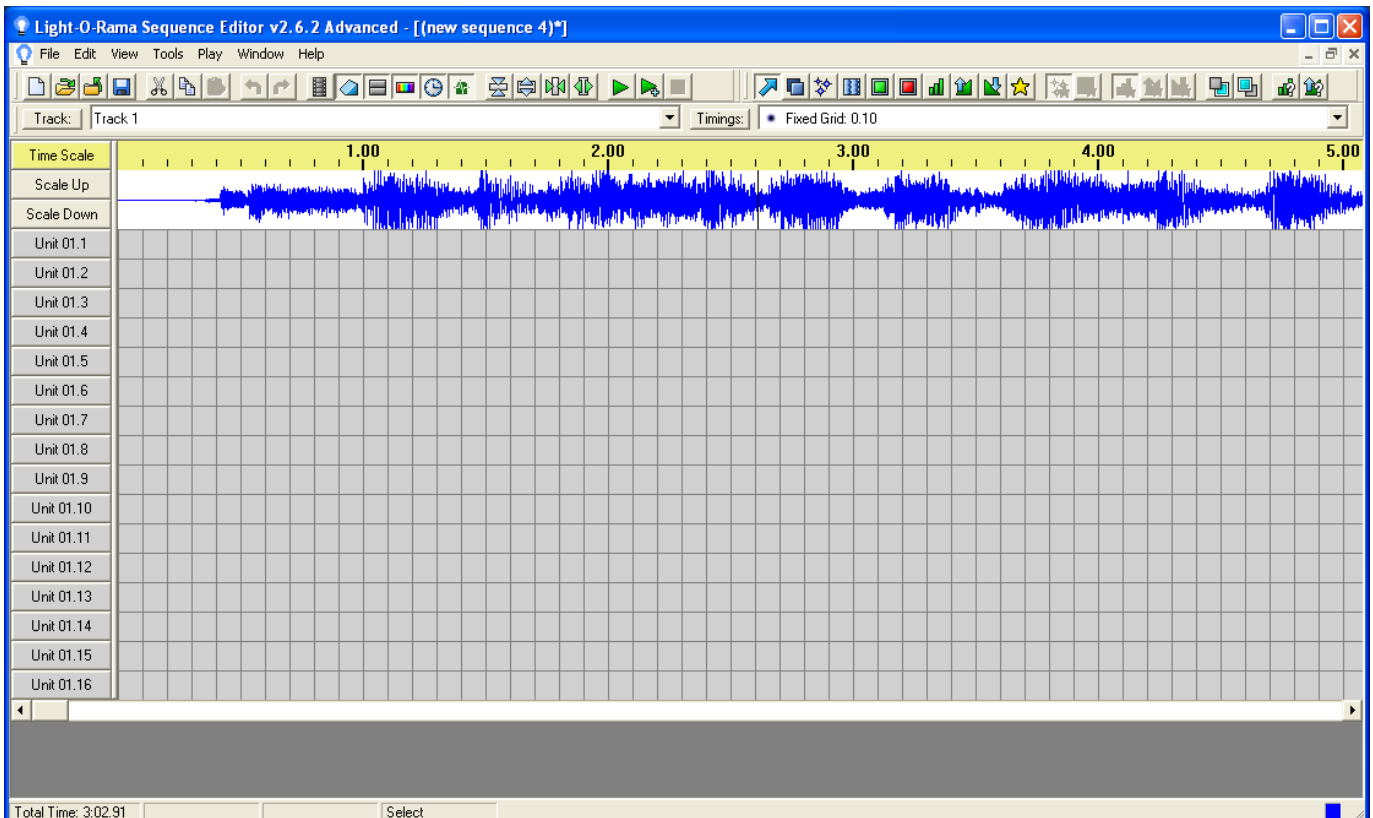
The Tapper Wizard plays your song and you tap the keyboard or mouse with the beat of the song. Each tap places a timing mark or lighting command in the sequence grid.

The Beat Wizard is a more sophisticated tool that analyzes the song to determine the beat. It gives you options for putting timing marks or lighting commands in the sequence grid.

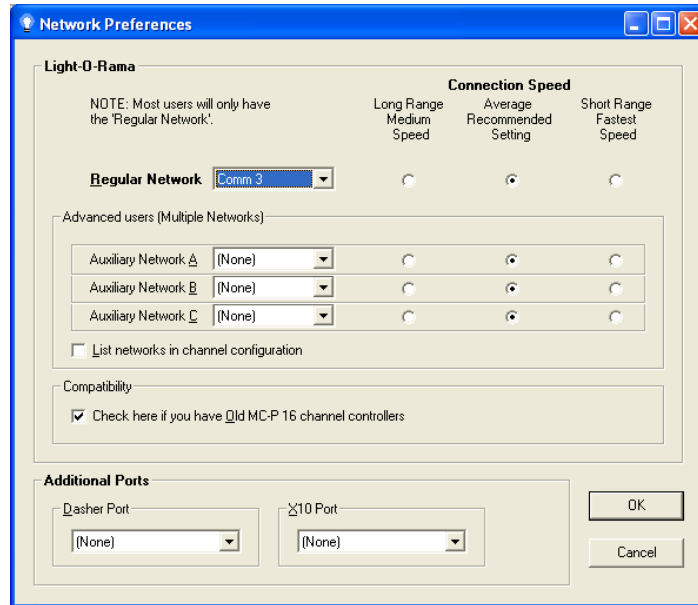
You can also use a fixed timing grid. This means that there will be regular timing marks in your sequence grid and you place lighting commands at these fixed timings. This is commonly used and will be the method we employ for this tutorial. Click the radio button for "**A tenth of a second**" and click the **OK** button, you will see this window:



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:



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

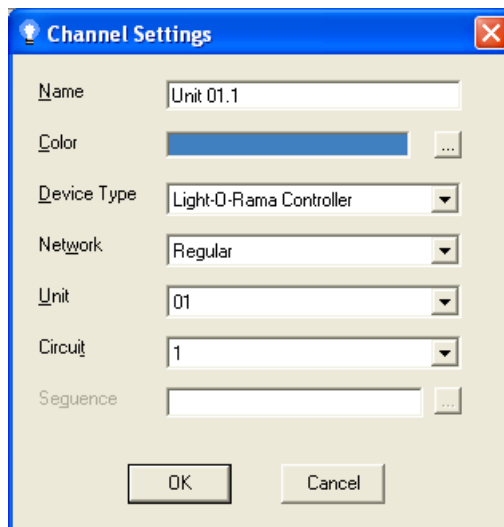


Make sure the **Light-O-Rama Regular Network** is set to the correct comm port. It will be the same one you used when testing your controller in the Hardware Utility. If the comm port is greater than 16, you will have to move it to a lower comm port. See the Appendix for instructions.

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

7) Now you can click the green Play arrow in the second tool bar. Your song will play and the cursor will move across the grid. The Sequence Editor has automatically assigned the channel buttons (left column Unit 01.1, Unit 01.2, ...) to controller Unit 01. Since there are no events in the grid nothing will happen with your lights. Click the red Stop block to stop your song from playing. If the cursor moved to the right enough to take you off the first screen of the grid (Time Scale does not start at second 0), move the scroll bar at the bottom of the screen back to the extreme left.

If you need to change the unit IDs or channel numbers, click the button and you will see this window:

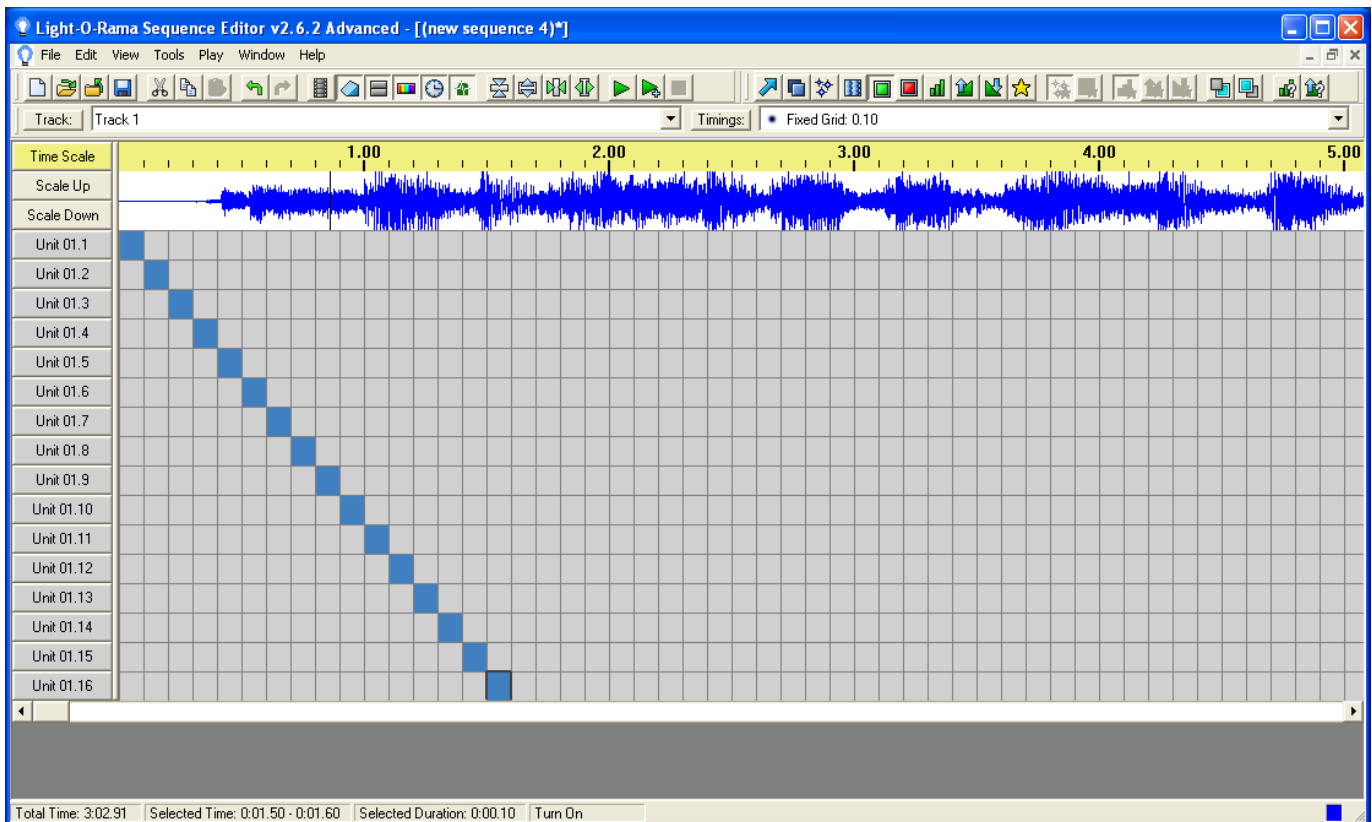


Change the Unit ID and channel (circuit) as appropriate for your configuration.

The Sequence Editor now knows how a channel in its grid corresponds to a physical circuit 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 and selecting **Change Name**.

7) In the top toolbar, click the **Play** menu and make sure **Control Lights** is checked. This tells the Sequence Editor that it is to send lighting commands to any attached controllers. At this point you should be all set up to start designing your musical sequence.

8) 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 lights on each circuit will quickly turn on then off. This is not coordinated with the music; it is just a test that everything is ready to go.

9) The audio waveform display shows you the energy in the music. If you don't see the waveform (as shown above to the right of the Scale Up/Scale Down buttons, click the waveform button in the second tool bar. It is a small blue box with a yellow waveform one top of it.

10) 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.