



Light--Rama

# Add Your First RGB Pixel Element

Originally presented at Christmas Expo 2017

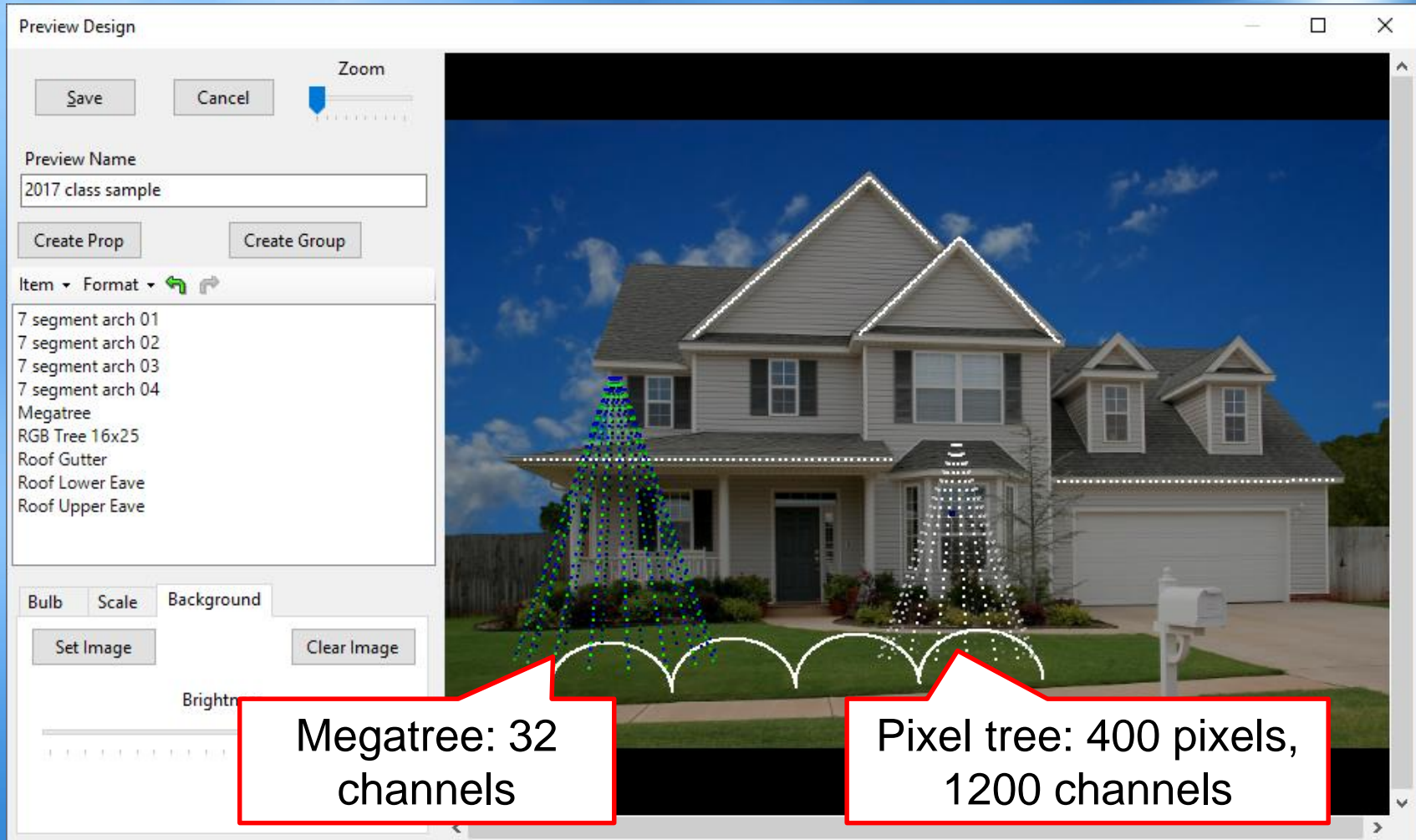
# ShowTime 5 Requirements

- ShowTime 5 Pro level license
  - Sequence your pixel element using motion effects in the LOR ShowTime 5 Sequencer
- A “good” computer, recommendations:
  - Windows 7 or 10
  - Intel Core i3/i5/i7, 3<sup>rd</sup> generation or newer
  - 8 GB RAM
  - High resolution display (1080p/FHD)
  - SSD drive is beneficial but not required

# ShowTime 5 Getting Started

- Leave plenty of time to learn the new technology
  - Start in January
  - You will need a new controller and new lights
  - Who are you going to buy from?
  - Read all you can and ask questions
- Start Small
  - One pixel element/controller the first year
  - Consider buying a packaged kit

# ShowTime 5 Demo Preview





# LOR Pixel Tree Kit (16x25)

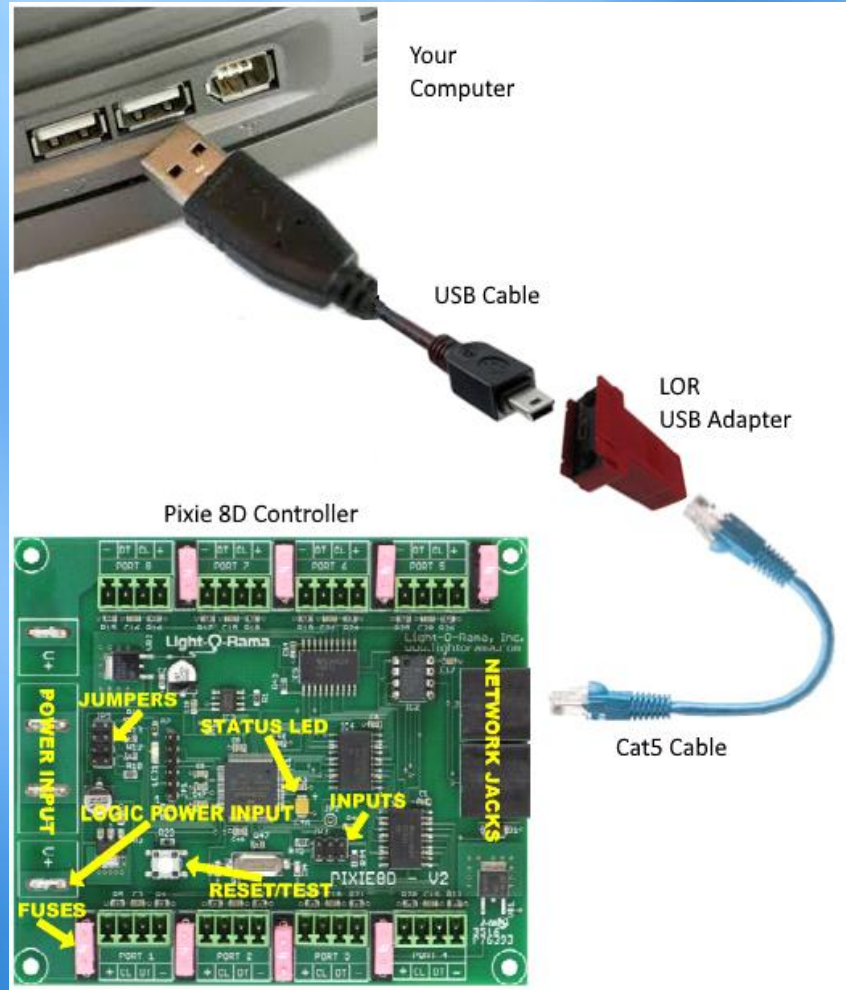
- You've decided to save time and purchase a kit from LOR.
- The LOR Pixel Tree Kit (16x25) connects to an LOR network.
- Consider purchasing an LOR high-speed USB adapter when you purchase the tree.



USB485-HS



# Connect The Controller



- Connect the controller to your computer
- Instructions can be found here:

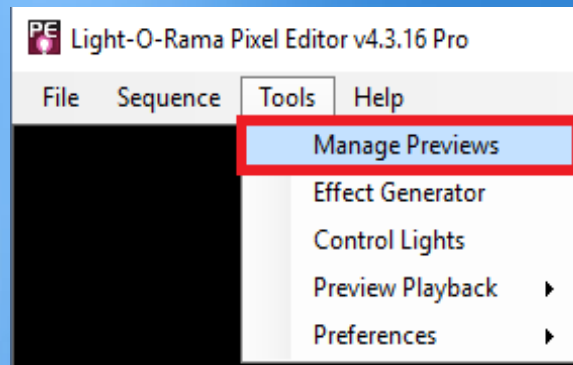
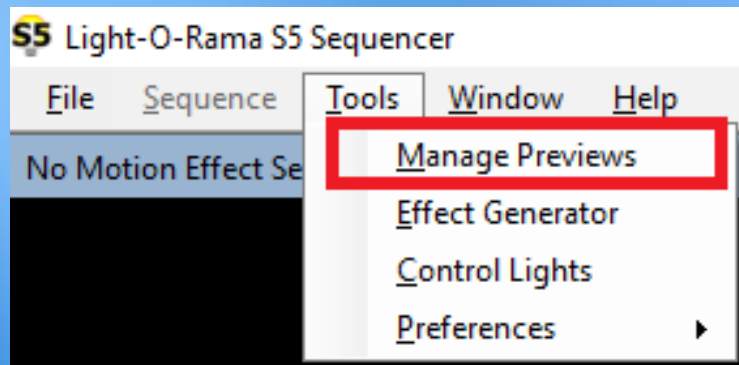
[www1.lightorama.com/PDF/PEwithPixelTree16x25-RevA.pdf](http://www1.lightorama.com/PDF/PEwithPixelTree16x25-RevA.pdf)

# Follow Setup Instructions

- Note the LOR Network (Regular, Aux A) and Unit ID used to configure the controller using:
  - Hardware Utility
  - Network Configuration

# Manage Previews

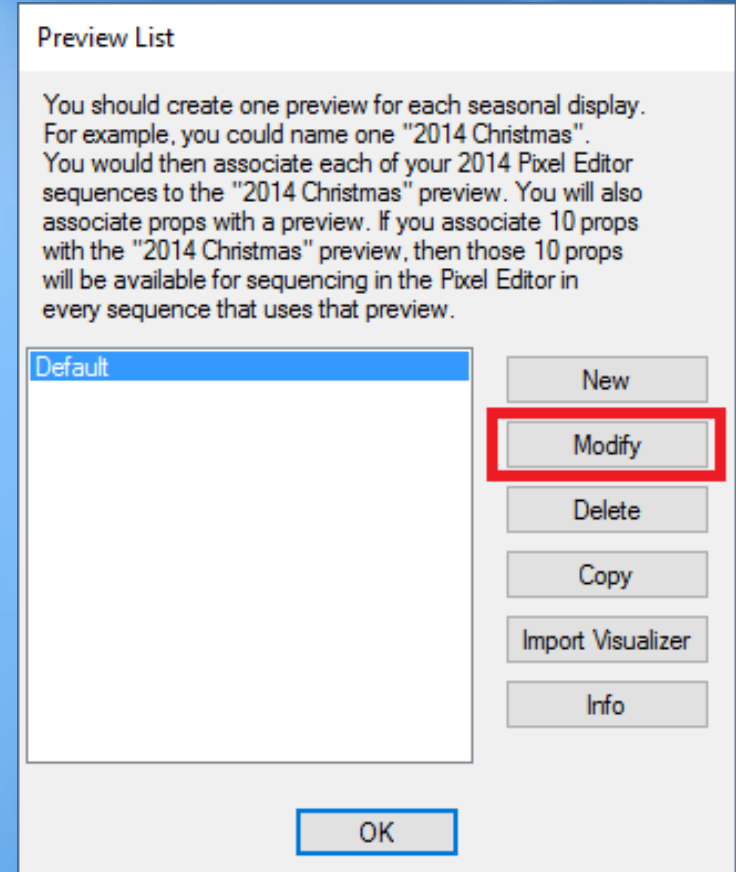
- Using ShowTime 5 Sequencer or the S4 Pixel Editor
  - Select Tools > Manage Previews from the main menu





# Select a Preview

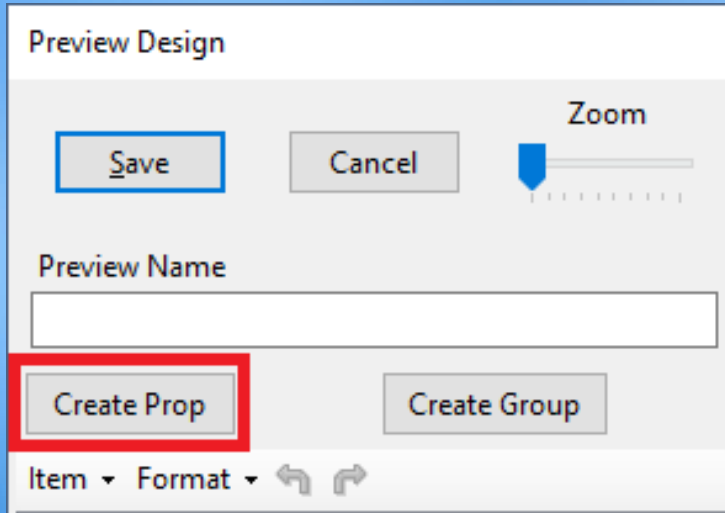
- Select a preview name to edit
  - If you are new to ShowTime 5 or the S4 Pixel Editor, click on "Default" to select it, or
  - If you have already created a preview, select it.
- Click the Modify button to make changes to the selected preview.



# Create a New Prop

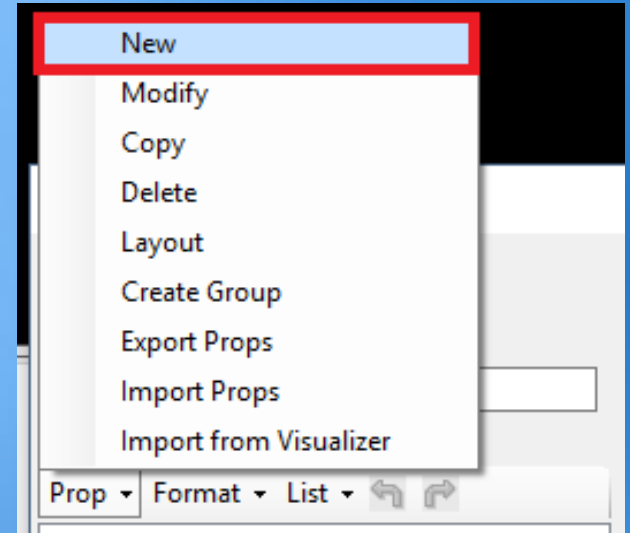
## ShowTime 5 Sequencer

click the “Create Prop” button



## S4 Pixel Editor

Select Prop > New



# Prop Definition

Configure the prop as follows:

**Prop Definition**

Name: **Pixel Tree 16x25** Sequence Method: **Pixel Editor** Comment: **LOR Kit**

**Lights**

Dimming Curve: **None**

Traditional: **RGB**

☒ **RGB Pixels**

☐ Dumb RGB (3 channel)

Channel Order: **RGB order**

**Shape**

Predefined: **Tree 360 wedges**

Actual # of Strings: **8**

Exact # of RGB Nodes per String: **50**

# of Folds in each String: **1**

Starting Location: **Bottom Left**

**Channel**

**LOR** Max Circuit: **150**

☐ Individual Start Channels

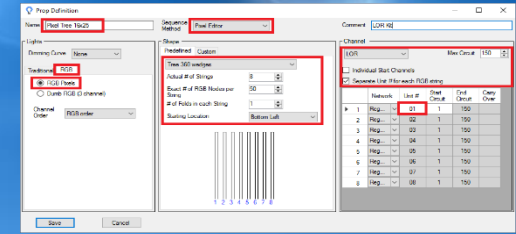
☒ Separate Unit # for each RGB string

	Network	Unit #	Start Circuit	End Circuit	Carry Over
▶ 1	Reg...	<b>01</b>	1	150	
2	Reg...	02	1	150	
3	Reg...	03	1	150	
4	Reg...	04	1	150	
5	Reg...	05	1	150	
6	Reg...	06	1	150	
7	Reg...	07	1	150	
8	Reg...	08	1	150	

**Diagram:** A diagram showing 8 vertical lines representing strings, numbered 1 through 8 at the bottom.

**Buttons:** Save, Cancel

# Left Section: Lights

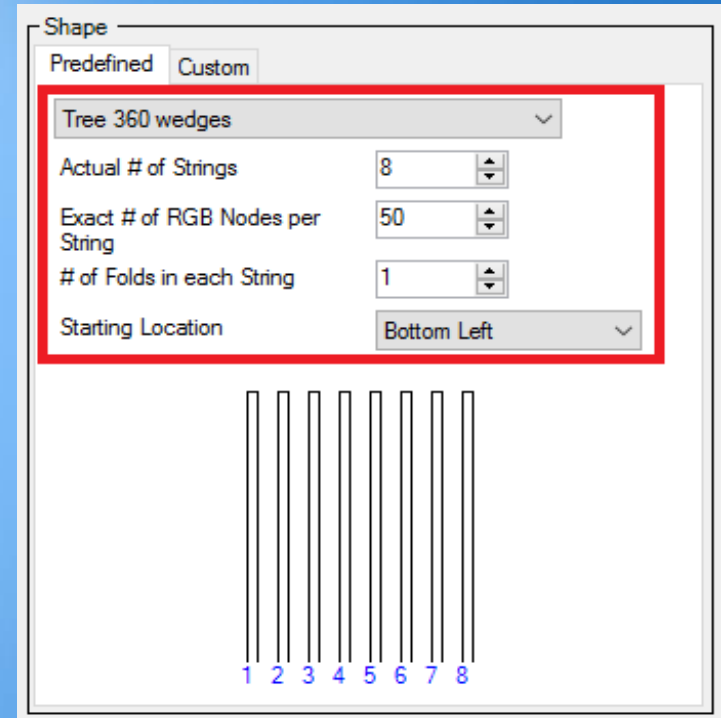
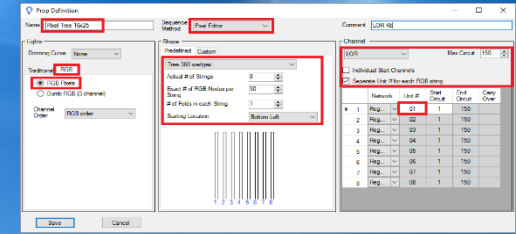


- The left section defines the type of lights used by the prop.
  - The Pixel Tree is composed of RGB Pixels. You might try setting the Dimming Curve to "PixelCurve" for more linear dimming.
  - The pixels should be in RGB order. However, if you start playing effects on your tree and selecting blue in the software makes the actual lights turn red or green, then you should probably revisit the Channel Order setting.

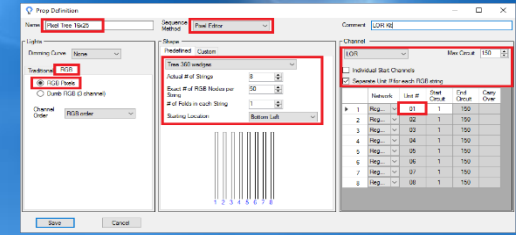


# Center Section: Shape

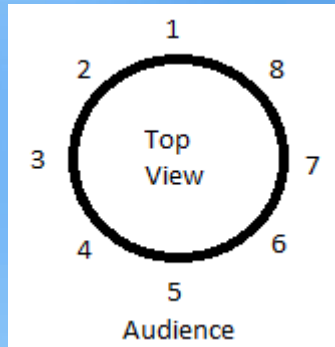
- The center section defines the prop's shape. In this case, the Pixel Tree is a 360 degree tree.
- String 1 will be behind the tree, away from the audience.



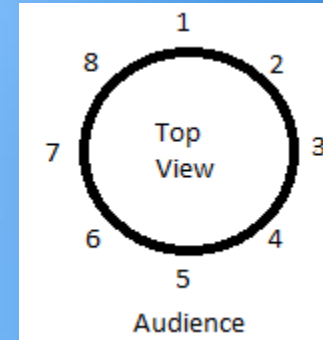
# Center Section: Starting Location



- The “Starting Location” setting must match the way you have physically wired the tree.



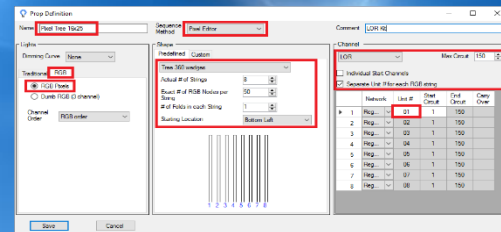
Specifying a starting location of "Bottom Left", tells the program that the string numbers will go around the tree counter-clockwise



If the starting location is set to "Bottom Right", then the string numbers proceed in a clockwise direction

# Right Section: Channel Settings

- Ensure "Individual Start Channels" is unchecked.
- Ensure "Separate Unit # for each RGB string" is checked.
- Ensure "Max Circuit" is set to 150.
- Enter settings on the first row of the table. All of the subsequent rows will be calculated automatically.
- Set the network in the first column (Regular, Aux A, etc.). The value you set must match the enhanced network that you set up in LOR Network Configuration.
- Enter the unit id in the first row of the table. The unit id you enter here must match the value you set in the Hardware Utility.
- Leave the "Start Circuit" value as 1.



Channel

LOR Max Circuit 150

☐ Individual Start Channels

☒ Separate Unit # for each RGB string

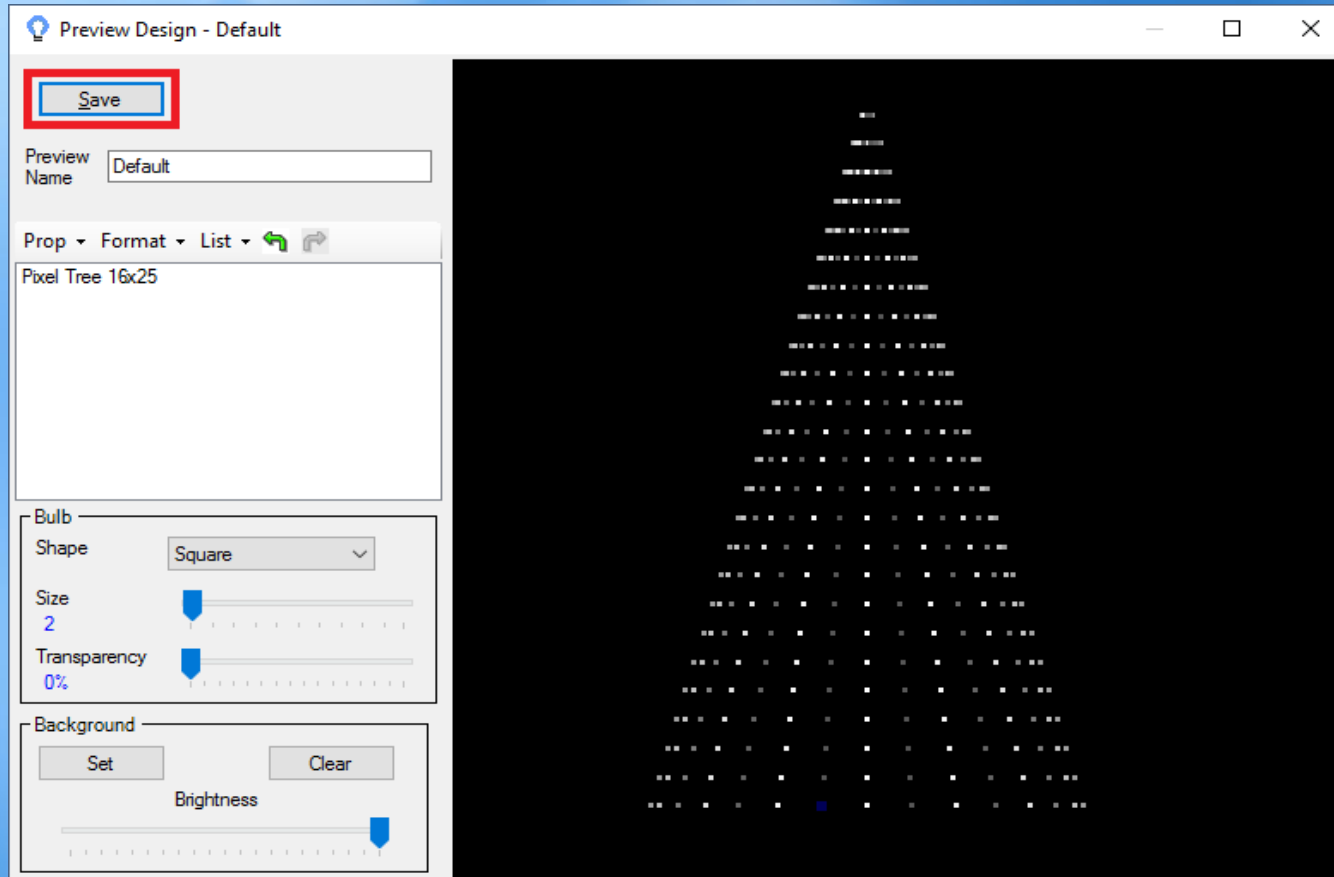
	Network	Unit #	Start Circuit	End Circuit	Carry Over
▶ 1	Reg...	01	1	150	
2	Reg...	02	1	150	
3	Reg...	03	1	150	
4	Reg...	04	1	150	
5	Reg...	05	1	150	
6	Reg...	06	1	150	
7	Reg...	07	1	150	
8	Reg...	08	1	150	

# Finish The Preview

- Once all values for the prop have been entered, click the Save button.
- You can now move the prop by clicking anywhere inside the prop and dragging the mouse. You can resize the prop by clicking on any of the four red corners and dragging with the mouse.
- You may want to increase the bulb size to make the pixels on the tree easier to see on your computer screen.
- If you have other props in your display, you can add them now.
- After you are finished, click the Save button to save your preview.



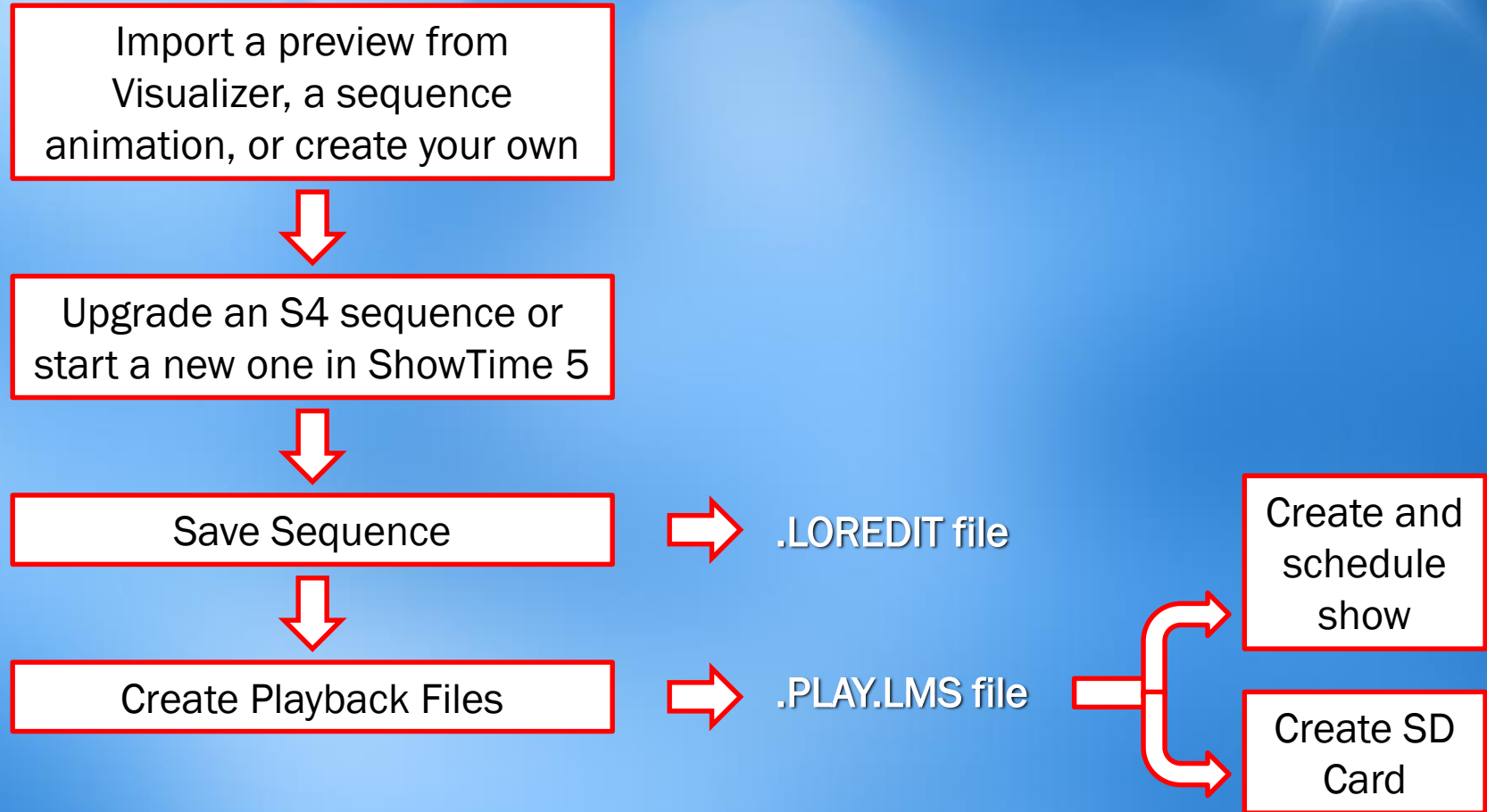
# Finished Preview



# Demo

- Add LOR Pixel Tree to an existing sequence
- Add some effects

# ShowTime 5 Sequence Process



# ShowTime 5: Sequence Files

- The ShowTime 5 Sequencer uses a new file format with a “.loredit” file extension
- S4 sequences and ShowTime 5 sequences can be stored in the same directory
- In ShowTime 5, you can open an LMS or LAS file from S4 (or any prior version) and it will automatically be upgraded to the new ShowTime 5 format



# ShowTime 5: Playback Files

- When you are finished with a sequence, select File > Create Playback Files from the menu and this will create a “mysequence.play.lms” (example name) in your sequence directory
- Use this file when creating a show schedule or writing an SD card for an LOR ShowTime Director
- If you have a Pro license, a “mysequence.play.lms.pe.lid” intensity data file will be created at the same time



- Light-Rama 22



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