Good Morning/Afternoon, my name is Michael DeMaria, and I am one of the principal software developers for the Light O Rama ShowTime Software Suite. You may know it by the shorthand S2, S3, or even S4. Today we are here to talk about ShowTime 5, the newest version of the software available.

There are a lot of exciting changes that have happened with ShowTime 5 and we will touch on many of them during this session, I'll try to get into as much detail as I can with the limited amount of time I have.

How many of you here were at Expo in 2015 and sat in on my 'What's new in S4' class? For those of you that did, these next few slides are going to be familiar…

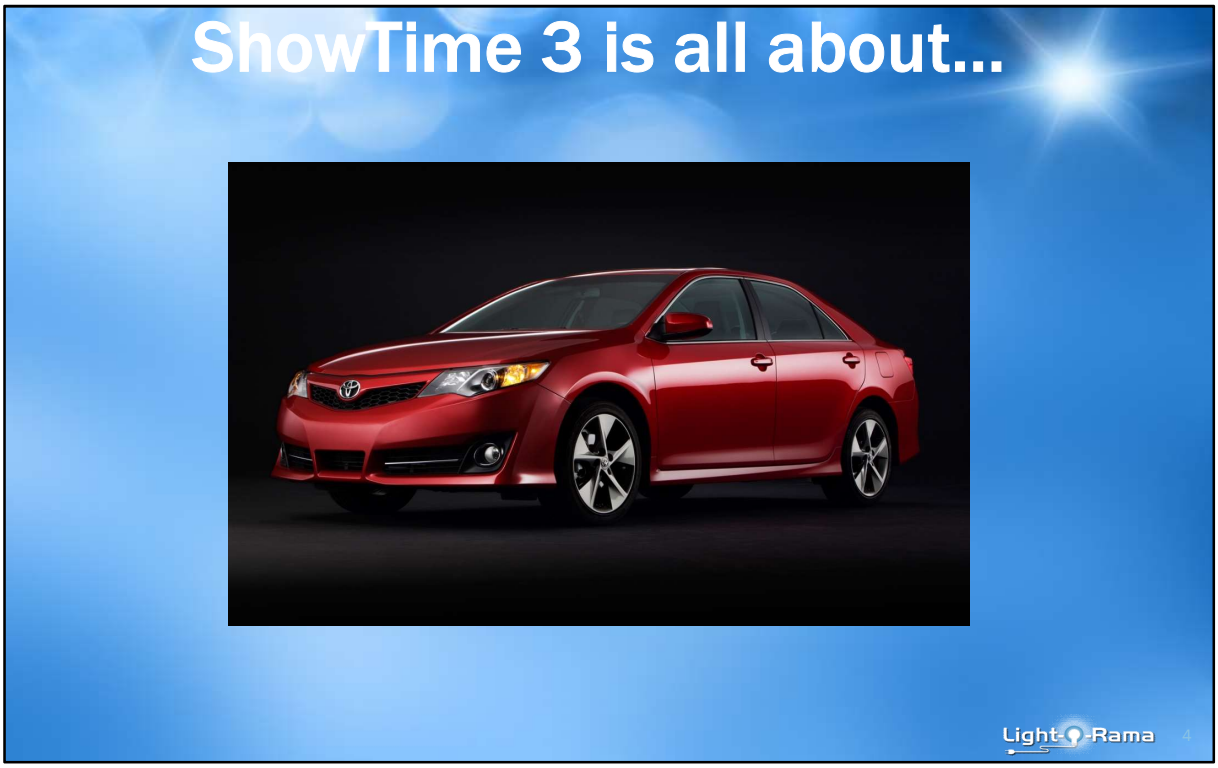
I'd like you to think back to your youth for a second. For some of you, that's not too long ago. For the rest of us, well lets see if I can jog your memory…..

There she is! Your first car. The stately 1984 Dodge Omni (that you acquired in 1998 with 198,000 miles on it)! Beautiful, isn't she?

Don't you DARE laugh! You gladly drove that car around town and YOU KNOW IT. Ok, so it featured an AM radio with realistic mono sound, genuine floor boards (plus rust), 13 inch wheels and could go 0 to 60 in 29.whatdoesitmatter seconds. The difference was, all your friends were still WALKING. You drove.

Ok, it got you around town, but that was about it. A few years later and some of your friends could drive too. You needed an upgrade.

2002 Honda Civic to the rescue! You even bought it new! New car smell and ALL! Take that friends…. FM Stereo! The Civic was a capable car. It was red (your favorite color), and had a go-fast spoiler on the back! Just call me speed racer! But then you realized a car needed to be something a little more. You needed to be comfortable on those long drives.



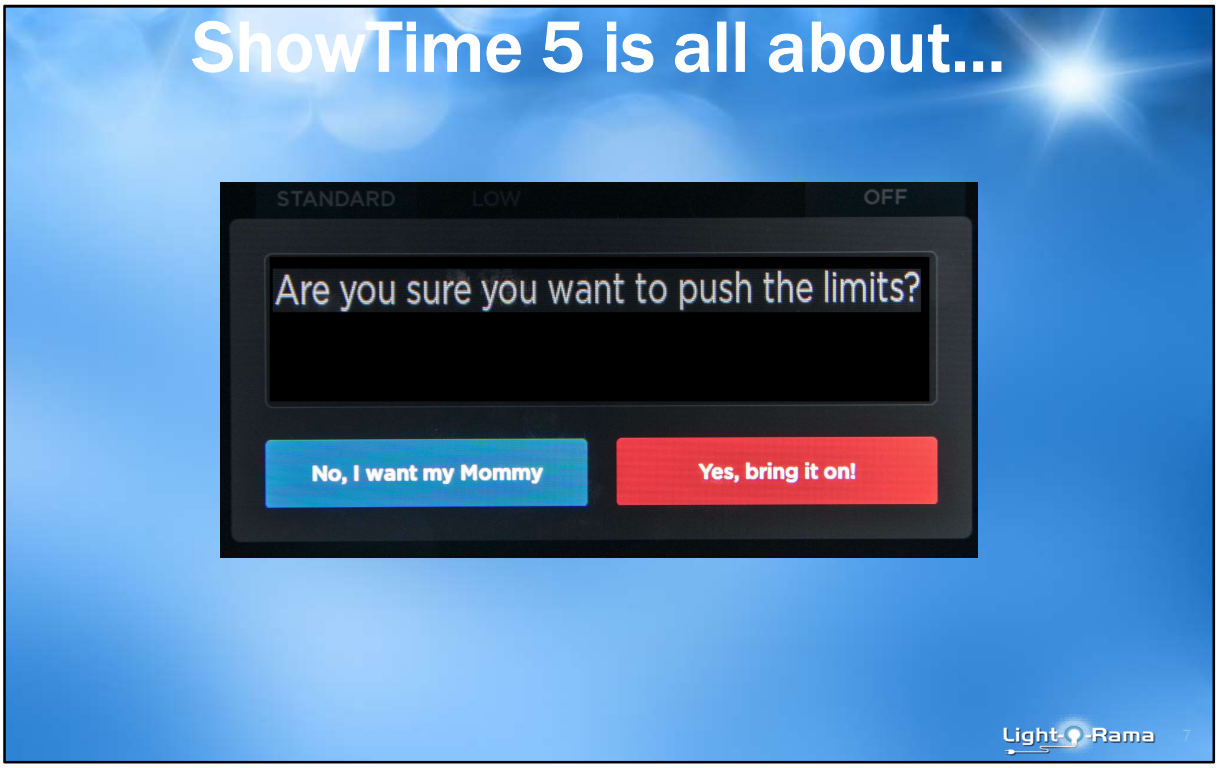
2012 Camry. Heated Leather seats. Remote start. Sure it was a sedan, but it was RED and comfortable. New features made driving less of a chore. Compared to your friends, this was LUXURY. Not only was it reliable, the dealer actually helped you if you had a question. All your friends were still back there with their Yugos and Trabants. unfortunately, You were still talking 0-60 in too-many-seconds-for-REAL-street-cred.

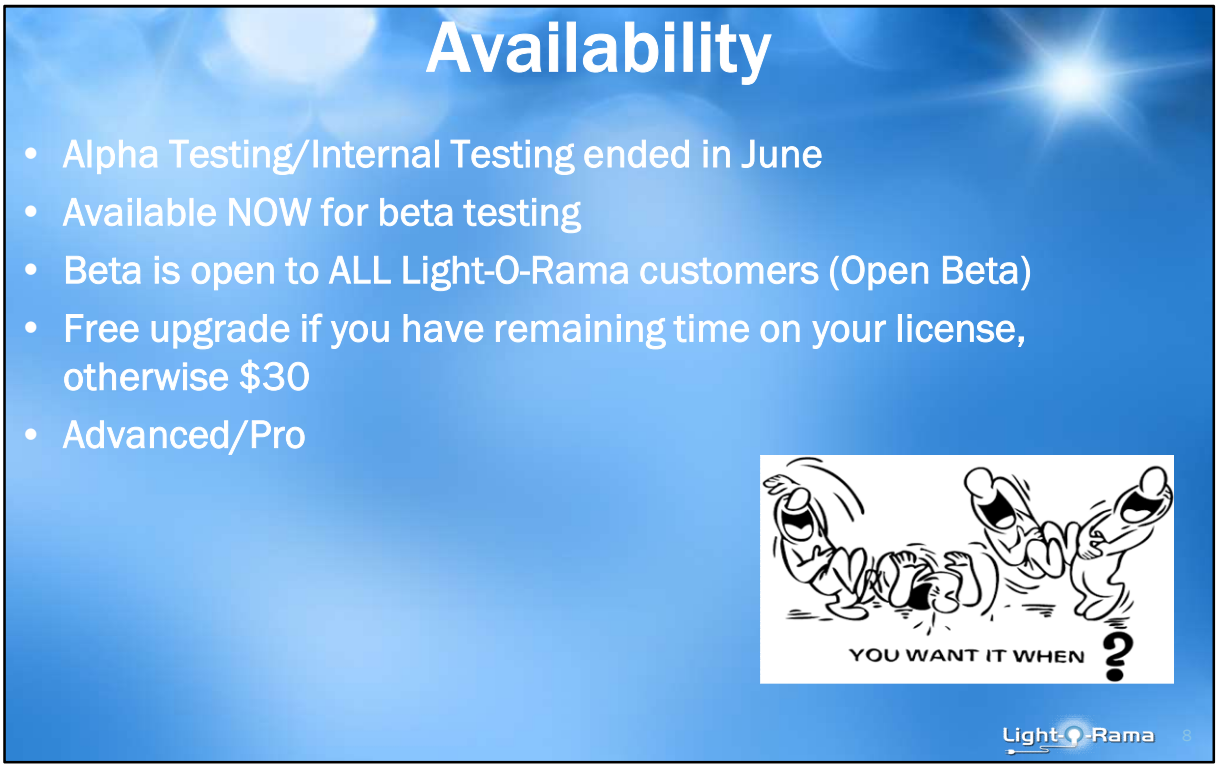
2015 Mercedes. A Finely crafted machine. Fast. Luxurious. Reliable. Yet, still something was still missing. You still needed something to get you from A to B, but you had to start thinking differently – that whole global warming thing. Sure, it will still have 4 wheels, and even controls that you are used to. But… How about something with automation...

2017 Model S P100D. It's a car all right, but only because it has 4 doors, 4 wheels, and goes from A to B. Everything else is different:

It can drive itself
It uses a different kind of propulsion
0-60 in 2.28 seconds

This is ShowTime 5


ShowTime 5 is all about...
STANDARD
LOW
OFF
Are you sure you want to push the limits?
No, I want my Mommy
Yes, bring it on!
Light-O-Rama



If you have been a LOR customer for a while, you will notice that we are pretty cagey when it comes to availability and release dates. We very much want to ensure we have a quality product to roll out before we commit to a date.

We are pretty confident that what we have now in Beta is Release Candidate ready. That means we have high confidence that there are no major bugs. If you have an existing license, any of you are free to download and install the beta.

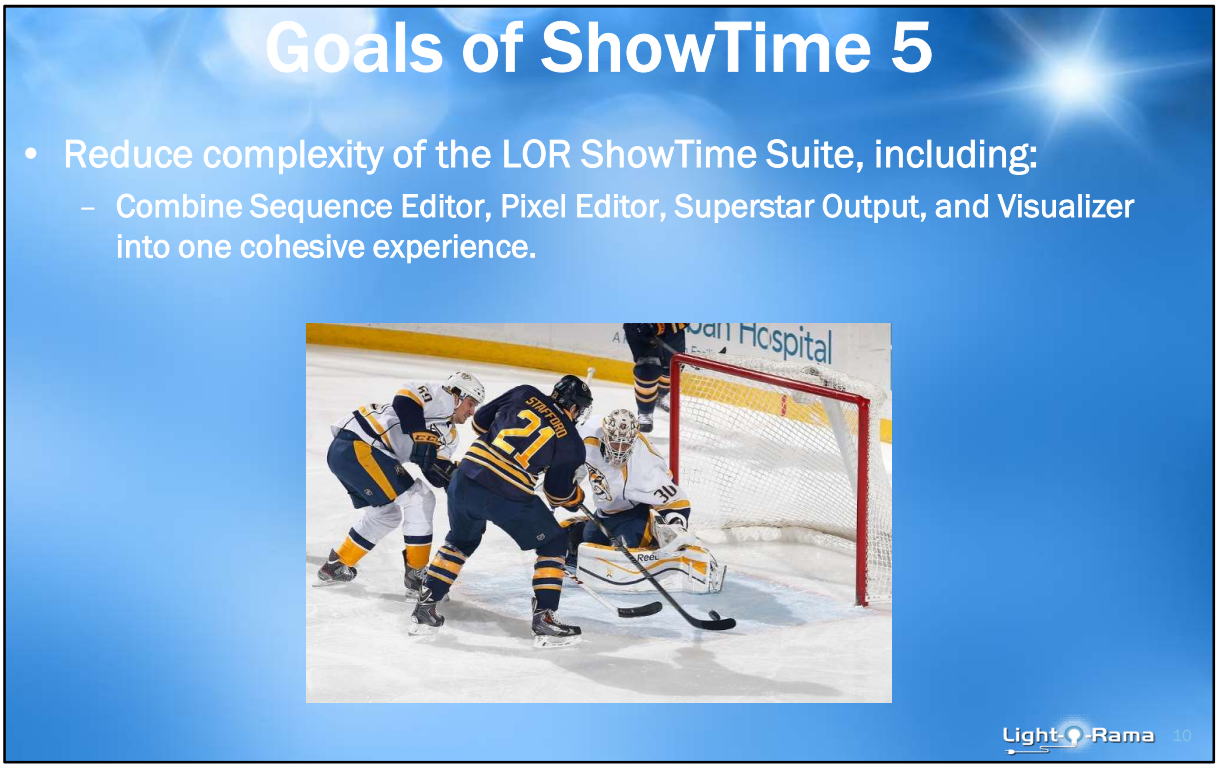
Our renewal policy has not changed for ShowTime 5. If you have remaining time on your S4 license, the upgrade to ShowTime 5 for you will be free. If your license has expired – meaning you no longer qualify for free upgrades – the cost is less than $30. That $30 will give you ShowTime 5 AND updates for the next year.

If you have an expired license AND only have the Advanced level of the software, the better value is to move to PRO for $50. Not only will you get ShowTime 5 and updates for a year, but you will also have access to the additional tools that Pro offers – like exciting Motion Effects.

If you were at expo in 2016 and came by the LOR Booth (which all of you should this Expo as I'm available for autographs) you may have been given a sneak peak at ShowTime 5 by Matt. If any of you can remember a year ago, which would be great since I can't even remember what I had for dinner YESTERDAY, the 3 pixel trees at the very front of our booth were running an ShowTime 5 generated sequence from our uMP3 mini director. Matt was also giving demos on the laptop behind the display.

In late 2016 we gave a limited Alpha version to some of our large commercial clients as well as some selected residential customers, including Matt's house ☺
The Video you see is from 'The Shops At Wiregrass' in Wesley Chapel FL, which was an installation done by one of our partners, 'Holiday Technologies'.

(What is the name of this iconic structure/company where you could also have things 'developed'? – Fotomat)



The main thrust of development for ShowTime 5 has been a commitment to simplify the suite of tools. This year marks ShowTimes 15th anniversary. Since 2002 the main driving force behind the software was to continuously add new features – both to support new hardware as well as new sequencing, show creation, and other tasks. Before we get immersed in ShowTime 5, I'd like to talk a little about how we arrived at this juncture.

Internally, we consider S2, specifically Version 2.1.2 as the first true ShowTime release. Yes, there is a showtime 1, but we were not completely happy with it – it lacked features that we knew customers wanted. When S2 (the second major release) debuted we gave all S1 customers a free S2 Advanced license. Since that time, we concentrated on making ShowTime BETTER, by building on top of what was a fantastic foundation. S3 continued that tradition by adding things like the Visualizer, Superstar, Native DMX, and a host of other new technologies. Call it 'The EVOLUTION of ShowTime software'.

Following this path works quite well as long as things at their core don't change – what I mean by that is that the underlying technology doesn't change radically. Had the Pixel Explosion not happened, we probably would not be here today. But we all know the pixel explosion DID occur. S3 started to embrace pixels, and in 2015 LOR released S4, our first major release that seriously dealt with Pixels.

So, now let's talk a little about S4 and why we made the decisions we made for that. S4 is the intersection between 2 very large customer bases: our existing entrenched customers who are used to our 16 channel controllers that are best programmed in a grid environment, and this new group of users who were embracing pixels. When you are the 400lb gorilla of computer controlled lighting, you simply can not pivot on a dime. To do so would be to alienate your entire existing customer base – the people who made you successful in the first place. A company known for its excellent customer service, like LOR, needs to find a way to satisfy both.

For S4, we made the decision to keep things nearly 100% separate between grid and pixel. If you notice when sequencing there is a very distinct line between Grid programming and Pixel Programming. Pixels require a different way of thinking. That rule was enforced by not allowing channels controlled by Pixel Editor or Superstar to also be controlled by the Grid (the 'Sequence Editor'). You may have noticed that we did some 'strange' (to you) things. For example, why even display in the sequence editor that there was programming created in PE or SS? What the heck is ELOR, and why does Sequence Editor sort of support it, pixel editor require it, and SS allow you to export to grid or ELOR?

Again – Fundamentally speaking, programming a display full of pixels requires a completely DIFFERENT way of thinking.

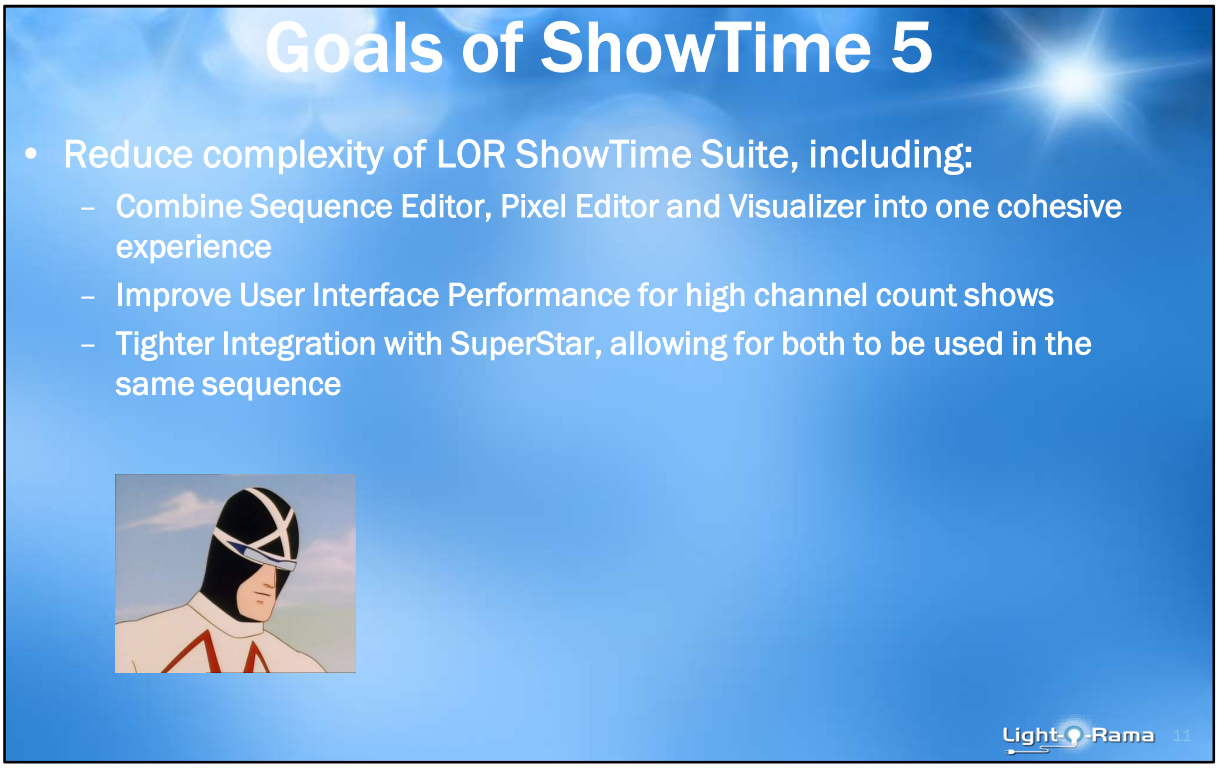
Some of our customers complained that what we had in S4 was disjointed and hard to use. It was and is, but it was necessary.

The reason for this is because we were preparing all of our customers, as well as our internal back-end systems for 'the merge'. We needed to begin to introduce these concepts to the customer base in a bite size chunk. Should they decide, they could completely ignore ALL the new stuff, or they could jump in with both feet.

Sequence Editor, Pixel Editor and optionally SuperStar's output all become a single integrated product, driven by a graphical representation of your stage – the visualizer:

This is the ShowTime 5 Sequencer, and the advent of what we call 'Visual Sequencing'. We will talk more about that in detail a little later.

(Nashville Preditors & Buffalo Sabres)



We also wanted to address what were the next 2 biggest complaints about sequencing. That being the performance in the Sequence Editor for high channel count shows, along with better SuperStar integration.

If you are not familiar with it, SuperStar is an add-on to the LOR ShowTime suite that allows for programming of pixels in a different visual manor than ShowTime 5. To learn more about Superstar, attend one of Brian's classes this expo. Superstar is our premium pixel programming suite, and is an additional cost.

The Sequencer in ShowTime 5 is a completely new program, and is built from the ground up to handle large pixel displays. We have addressed all the complaints about loading speed, copy/paste speed, undo speed, etc in the new ShowTime 5 sequencer.

(Speed Racer's nemesis and brother Racer X: Rex Racer)

Goals of ShowTime 5

- Reduce complexity of LOR ShowTime Suite, including:
  - Combine Sequence Editor, Pixel Editor and Visualizer into one cohesive experience
  - Improve User Interface Performance for high channel count shows
  - Tighter Integration with SuperStar, allowing for both to be used in the same sequence
- Ease of Use & Customer Experience improvements
- Remove old, unused options, code, etc.

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Along with the new sequencer, we are also making improvements in other areas of the software, which includes removing a lot of options and internal code that is no longer used.

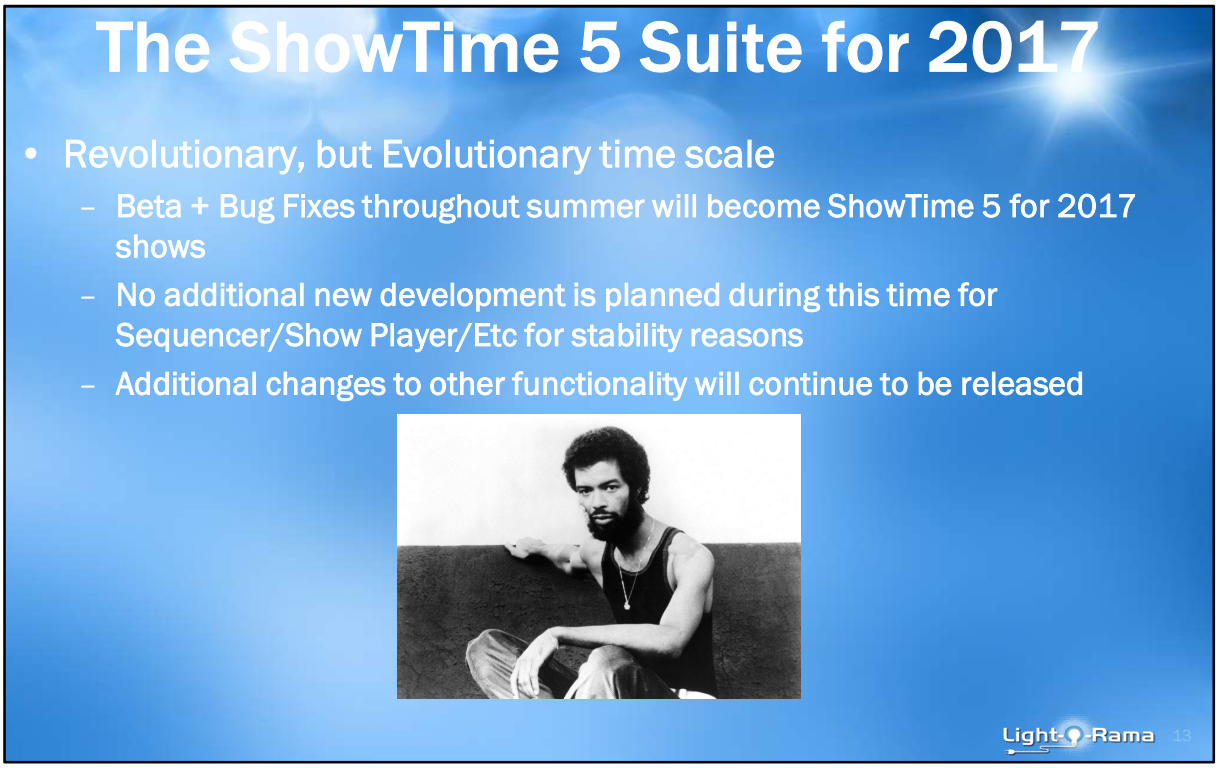
For our less technically inclined customers, we have a new program called 'LORStore' that is going to simplify how you purchase sequences and integrate them into your show. Because of our new focus on 'modular' programming, we will also debut later this year, our new 'MotionPak' technology – MotionPaks will allow you to add programming to your purchased LOR sequences for things like Pixel Trees, Singing Faces, and a host of other props.

We're also trying to simplify, as much as possible, the rest of the suite of tools. This is going to be an on-going process throughout the lifespan of ShowTime 5 and into future versions. Take for example the current LOR Hardware Utility. HWU performs many different tasks, some of which are only remotely connected to 'hardware'. Instead, HWU will be broken apart and those tools combined with other tools that more closely match the task. For example, one of the first things that will change is how SD cards are created for MP3 directors, as well as the 'Simple Show Builder'. Currently there are many different ways to create an SD card or modify a show – either through the Simple Show Builder, the MP3 Tab of the Hardware Utility, or with the Show and Schedule editors. We plan to bring all of those together in a single place.

Basically we are trying to take the best of S1-S4, and eliminate some of the biggest headaches that came with decisions we made back then.

We are also committed to removing support for a lot of old and no longer used technology. This includes Dasher, X10, DIO, and backwards compatibility for LOR devices that have not been upgraded by firmware.

Now if all of this is scary, please remember that we fully intend on supporting S4 as it exists in it's current form. While we will not be enhancing S4 with new functionality, we do intend to allow customers to continue using it for the forseeable future. So if you are one of the people that has one of the 30 or so remaining LOR MCP 16 channel controllers, the first controller we ever offered, you can still use S4.



There is a learning curve associated with moving from older versions of ShowTime to ShowTime 5. ShowTime 5 introduces a new sequencing model, which will require a new way of thinking. That's why we call it 'Revolutionary'. It's a jump from one to another. However we also know that most people are resistant to change – and the fear that problems will happen during the season. So we want to take things as SLOW as possible.

What we have released in beta is the extent of the changes for the sequencer and the back-end code for actually running a sequence. Unless we have missed some major functionality (which sometimes does happen), we will not be adding new functionality through the end of the year. We intend on focusing all of our time on bug fixes during the beta and gathering feedback.

Other changes however will continue to happen ShowTime 5. As I talked about before we intend on replacing Simple Show Builder and the MP3 SD card building in the Hardware utility with the new LORStore application sometime this year.

So in other words – we have put in place a plan to minimize your anxiety while also allowing us to release this new product. We fully intend on ShowTime 5 being a production worthy product. Since we are LOR, you can also rest assured that if a show stopper should occur during season, we will work non-stop until it is fixed – one of the benefits of commercial software ☺

(The Revolution Will Not Be Televised – Gil Scott-Heron, 1970/1971)

What's Going Away?

- Hardware and Software support for:
  - Holiday Lights Designer
  - X10
  - Dasher
  - Digital I/O boards (including BSoft)
- ShowTime Software
  - Animator
  - Visualizer and Pixel Editor – as separate entries (Now part of Sequencer)

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So as the ShowTime 5 Revolution takes hold, there are some things that are going away. Finito. Sayonara. You know…… gone baby gone. I'm here all week folks, be sure to tip your waiter!

External to LOR hardware/software:

Holiday Lights Designer – Not a big loss here as Visualizer was the go to replacement since S3.

X10, Dasher, and Digital IO boards – Personally I'm a little sad to see X10 go, but it's time.

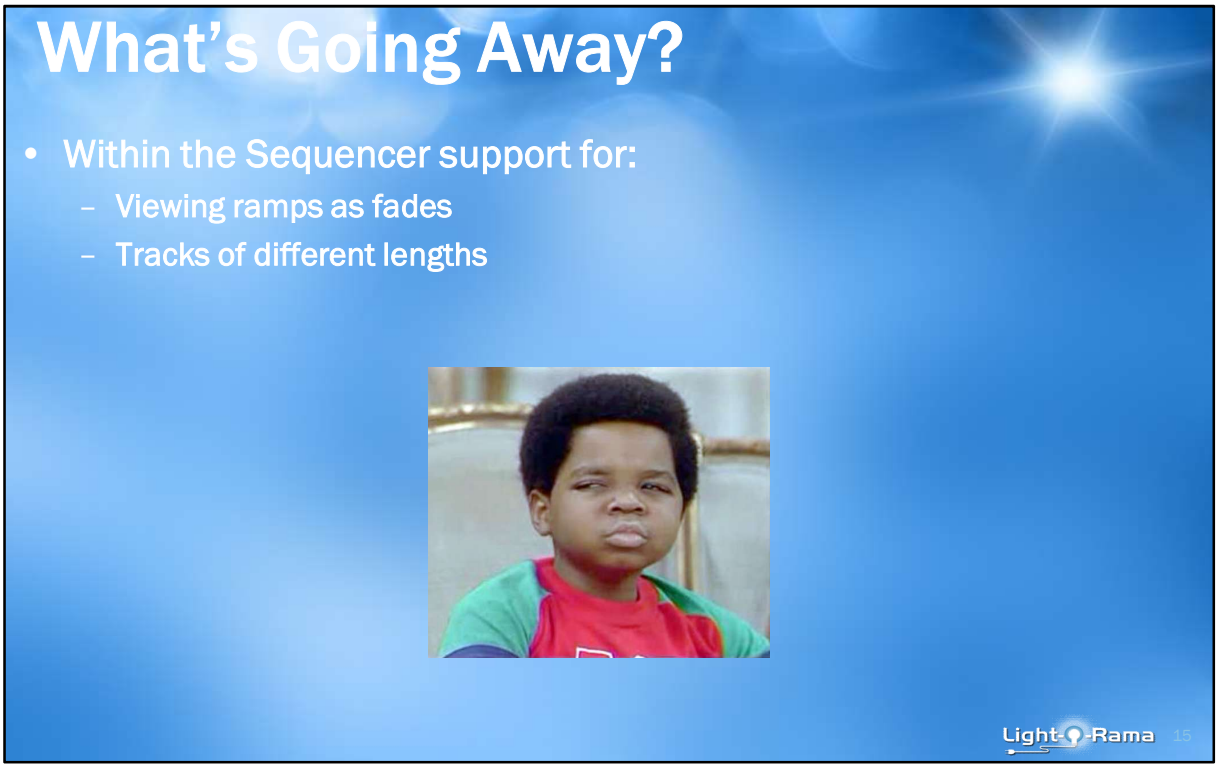
When you get a chance, come down to the floor and extend your condolences to Drew Hickman over the removal of Dasher Protocol. He really is one of the pioneers.

So within our software some things are also changing, and some of these may affect you:

Viewing Ramps as Fades – We've found that it is better to stick to a single style when dealing with 'visual' sequencing.

Animator – We've been telling you since S3's release that the Animator was going away. Now it's official. The good news is that if you like you can use your old animator file to create a preview when upgrading a sequence. Visualizer imports of course are also supported.

In Sequencer – Tracks of differing lengths in a single sequence. I know in S4 tracks were confusing to a lot of people, and when you let them use different track lengths in a single sequence, their heads exploded. In ShowTime 5, all tracks in a sequence are the same length, no exceptions.



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Arnold Jackson had this to say about tracks of differing lengths: 'What you talkin bout Willis?'

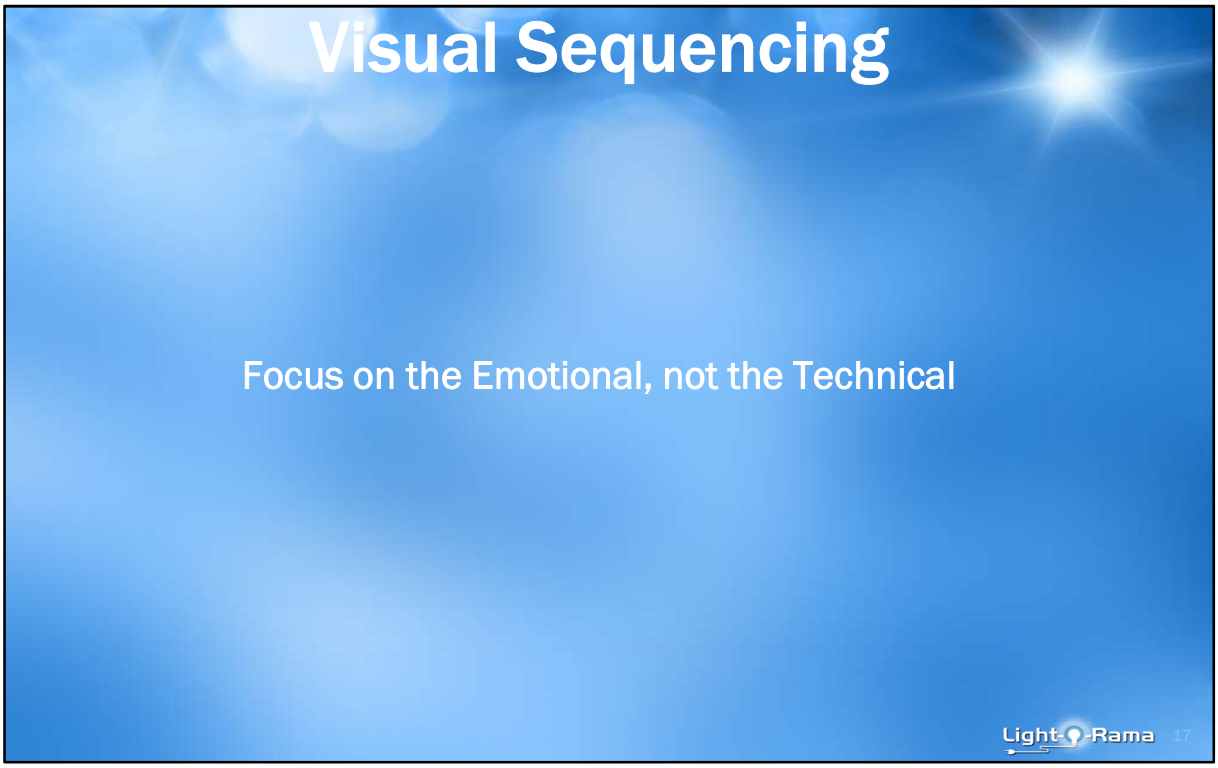
I dropped this word a little earlier, but it needs to be repeated here.

Sequencing in ShowTime 5 is REVOLTIONARY compared to older methods of sequencing – what we call grid sequencing.

Grid sequencing is great when you are only dealing with a limited number of channels. Even up to hundreds of channels. ShowTime 5 still allows you to get 'down on the metal' when you need to and grid program. In fact, the main editing area of ShowTime 5 is still that familiar grid.

But, why should you have to worry about every nuance and detail about your stage? Aren't you more interested in having a beautiful, awe-inspring performance?

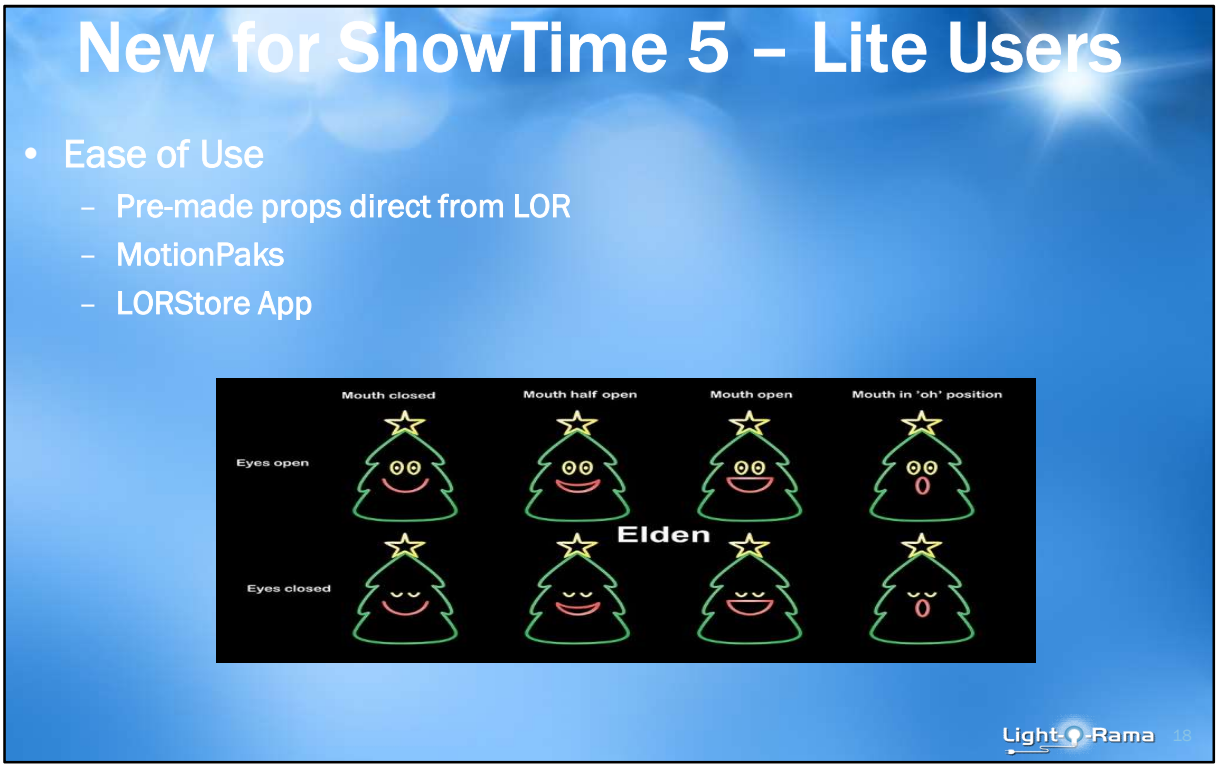
That's the main thrust of the ShowTime 5 Sequencer. We call it 'Visual Sequencing'. Visual Sequencing allows you to be artistic while eliminating the need to remember hardware details. Basically, we are forcing you away from the channel to focus on the prop.



They say a picture is worth a thousand words. And they are. No one thing can evoke a feeling like a well crafted scene or picture. Which is why in ShowTime 5 everything, let me repeat that, EVERYTHING starts with a visual – we call it a 'Preview Image'. When working in ShowTime 5, remember that everything is going to require a preview. Even if you are creating a sequence for 16 channels, you must have a working preview model.

That is not to say that you can not program 'channels', you still can. But the way you define those channels is now done graphically – with the preview. To get a handle on exactly how to create the ShowTime 5 preview, please be sure to attend our class called (coincidentally 'Creating an ShowTime 5 Preview').

And while this may be a different sequencing paradigm, you are also going to find that many of your favorite tools are still available. Things like the Beat Wizard, music Wave Forms, all of those things are still part of the suite – just reimagined to work with Visual Sequencing.



So let's talk a little about what is new in ShowTime 5 that is different than S4. A few of these things are suite-wide, while most are S4 PE to ShowTime 5 Sequencer changes.

If you have visited our forums, or talked to others here, you quickly find out that we have 2 distinct categories of user: Those that will sequence, and those that never will. ShowTime 5 aims to improve the experience for BOTH.

S1-S4 are very powerful pieces of software to drive very powerful pieces of hardware. I'll bet that most of the people here at Expo are heavy hitters – the ones who love technical things and delve deep into the LOR software/hardware and concepts. But we also have a very large (and the fastest growing) segment of users who just want a great show without a lot of technical mumbo jumbo.

If you are one of those people, we are working on streamlining the entire process of getting a CUSTOMIZED show up and running with a minimal amount of effort. Again, let me stress that point – we don't just want you to have a 'standard' off the shelf display. We want you to be able to make it YOURS.

Later this year LOR will introduce pre-made physical props and prop kits. Ok, I realize that is hardware and not software, but bear with me for a moment. We will be offering things like Singing Faces, Pixel Trees, and many other pre-configured items you can quickly add to your display.

From there, you can either sequence the prop on your own using ShowTime 5, and the channel layout we will provide, OR if you purchase/purchased the base sequence from us, you can also purchase one or more MotionPaks. MotionPaks are pre-programmed sequence 'chunks' that can be merged into our existing sequences that drive your prop.

Or maybe you like to build your physical props, but don't like to sequence. If you see a MotionPak you like for a sequence, you can build the prop yourself, and just purchase the MP to drive it.

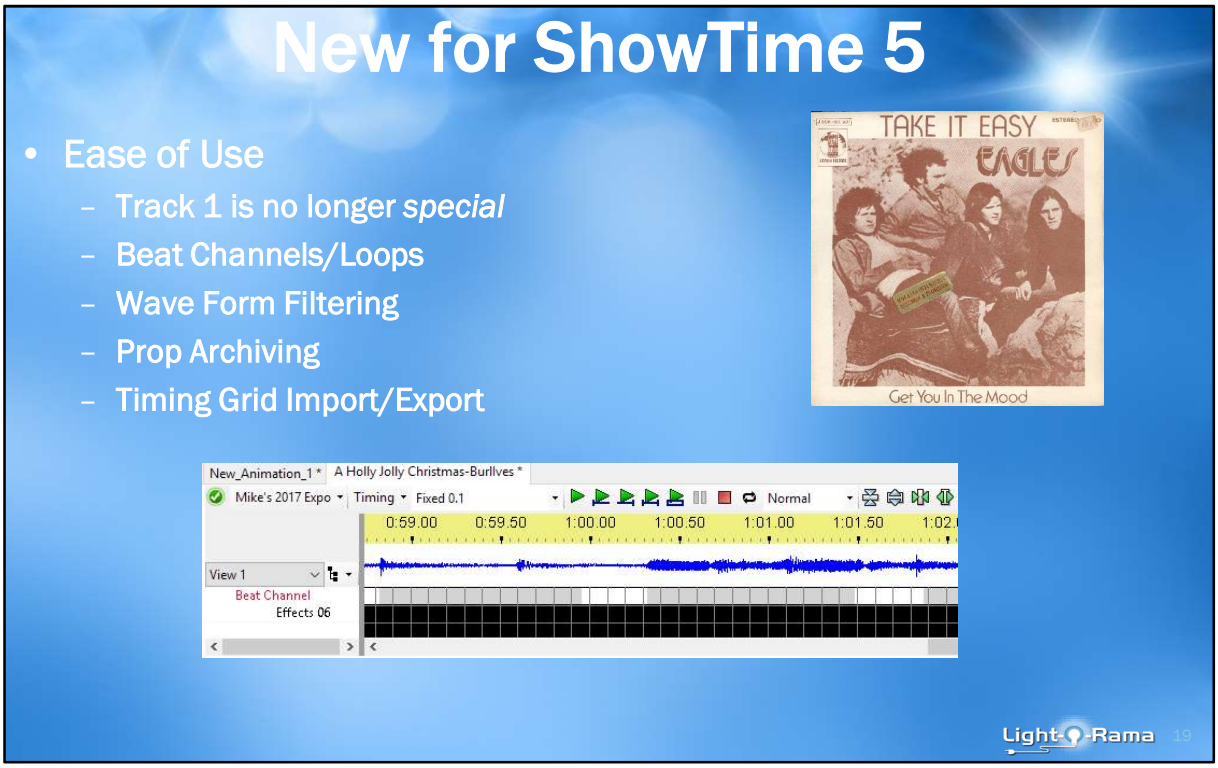
Let me simplify that a bit for everyone.
You can purchase just the prop from us, and do your own programming.
You can purchase the programming from us, and do your own physical building
OR
You can purchase BOTH from us.

If you purchase BOTH from use, something magical happens: It just works

The reason it just works is something called the LORStore app.

Now that is the current internal code name, and I'm sure it's going to be called something different when it releases (which is not with the current ShowTime 5 beta but later this summer). That is because this new program will take your existing sequence (we call it the 'Base' sequence), add the MotionPak programming to it, and then offer to build/rebuild your show to include the newly updated sequence. All with a minimum of fuss.

This is very exciting since it really puts the end user in control of their show, regardless of their experience or technical knowledge. Want a singing face? Add it. Want a pixel tree? Add it. Want to build your own tree but don't want to learn the sequencer? Do it.



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If you have been using S4's PE for motion effects, then using ShowTime 5 should come very easy to you. Just as a side note: Even if you have not used PE previously, you will be happy to hear that the rest of the suite, that being things OUTSIDE of the sequencer, really hasn't changed too much. We still have concepts like Network Configuration, Hardware Testing, etc. Some of the locations of those things will change in the coming months, but what they do and how they work won't.

The BIG new thing to learn will be how ShowTime 5 sequencing works.

Again, remember that this is a revolution -- ShowTime 5 Sequencer is not just an EXTENSION of S4's PE, nor is ShowTime 5 just the SE PE and Vis slammed together into some weird hybrid.

For most of these points, I will only be touching on them briefly. And frankly, I am not the expert when it comes to a lot of this. For more information, PLEASE be sure to attend Matt's and Brian's classes on the inner workings. I'm just the dancing bear to get you excited! ☺

Ease of Use:
◦ Track 1 is no longer "special" - add, delete, and rename props at will
This is probably the one thing that I am most excited for, but then again I'm a programmer. This is also an example of us going back and re-thinking what is a powerful feature that was 'glomped' onto ShowTime early on, but not in the best way. In S4 and below, Track 1 (or internally track 0) is considered 'special' by the SE when it came to channel definitions. If you have ever exported and then imported a channel configuration file and experienced a jumbled mess, this 'track 1 specialness' bit you squarely on the backside. As long as you left track 1 alone and identical between sequences, you were OK.

In ShowTime 5 however that is changed – track 1 is just like any other track.

◦ beat channels and animation loops are now frozen at the top of the grid.
When you scroll the grid, they stay at the top for reference.

◦ filtering the wave form – Allows you remove different frequency bands (low, medium, high) to get a clearer view of what your audio is doing

◦ archived props – Saves your sequencing when deleting a prop from a preview

◦ Timing Grid Import/Export with multiple options – The LOR community has proven time again that it loves to share, and we try to accommodate that as much as we can. When it comes to sequences, sharing can be tricky since no one persons channel layout is the same as another. In S4 you were forced to share a sequence with your channels, or take the time to delete the channels. ShowTime 5 allows you to export just the timings of a grid to share with others. They can then bring in their preview, and this timing grid and voila – easy to use sequence sharing.

◦ support in preview for drip/snowfall tubes

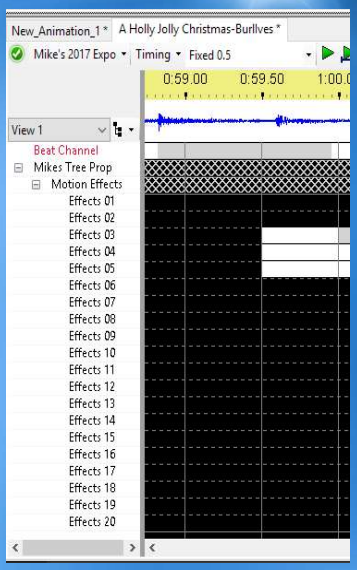
Editing:
◦ chase tool can be applied to motion effects
◦ effect favorites can be selected without opening the effect generator
◦ Subdivide pixel props into regions
◦ Up to 20 motion effect rows on a prop or group

Motion Effects:
◦ new options for controlling motion effect sliders, including music loudness
◦ new motion effects
◦ support for 3rd party motion effects

(Eagles Take it Easy May 1, 1972)

New for ShowTime 5

- Sequencer Editing Functions
  - Chase Motion Effects (Use Chase tool)
  - Effect Favorites
  - Pixel Props can be divided into 'Regions'
  - Up to 20 motion effect rows per prop or group



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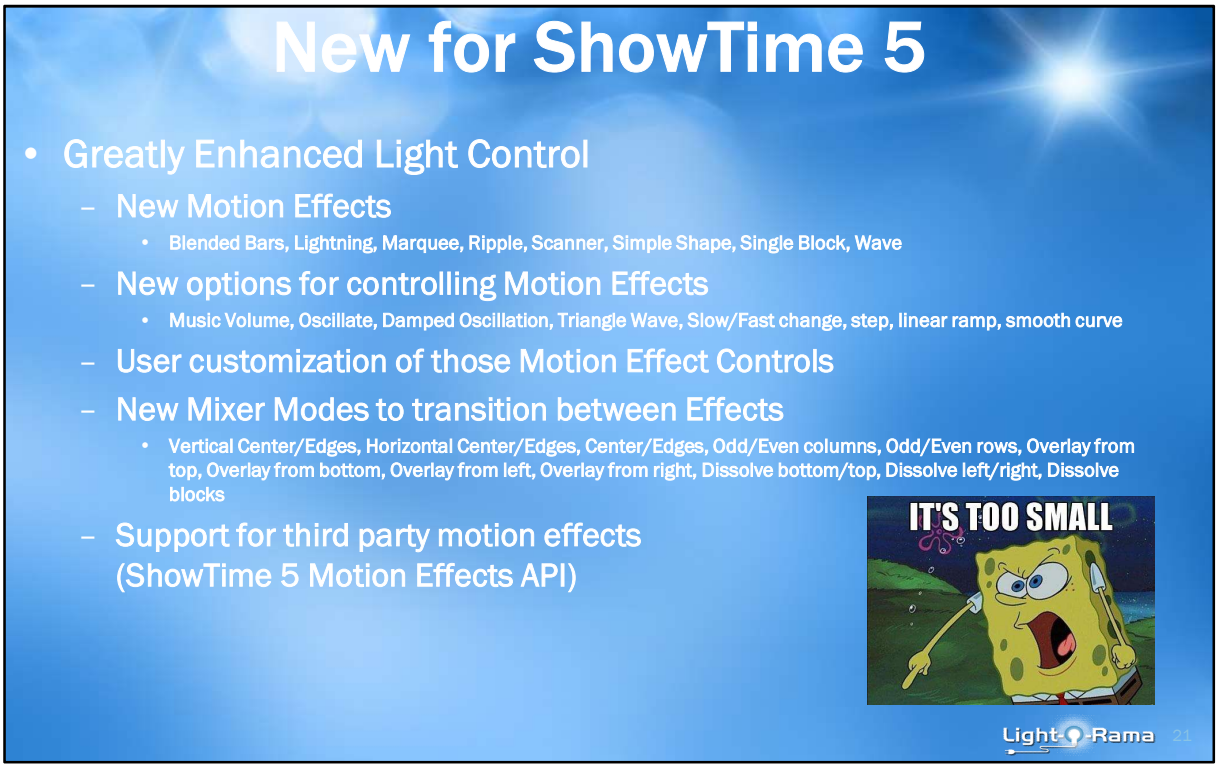
Editing:
◦ chase tool can be applied to motion effects
◦ effect favorites can be selected without opening the effect generator
◦ Subdivide pixel props into regions
◦ Up to 20 motion effect rows on a prop or group!

(Famous Editor: J Jonah Jameson from Spiderman)

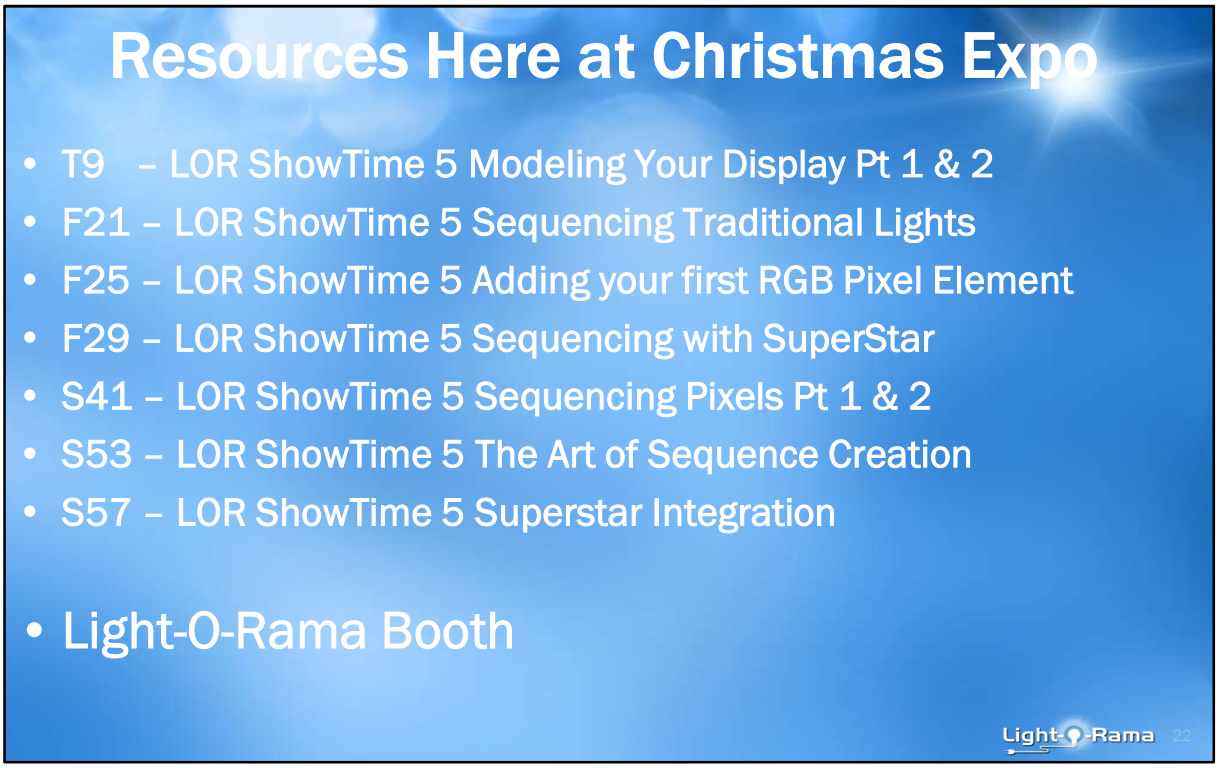


Wow. When I am down to 12 point font, you know there is a LOT of stuff to talk about! As I said before the thrust of ShowTime 5 was to Simplify how the suite was used, and to a great extent that is what is happening. But we did not limit ourselves to just that task, since after all – who would pay for an upgrade to make things simple if they already know how to work the hard stuff!

So we added more, more, more! New motion effects like lightning and ripple, new options for controlling all those motion effects including by music volume, and various curves, new user customization of those effect controls and curves, and last but not least new mixer modes to transition your motion effects from one to another! All together there are now literally thousands of new combinations that stock ShowTime 5 motion effects have, and an infinite number when you factor in that you as the user can customize those controls!

But that's not all! We're practically giving away ShowTime 5 by supporting third party motion effects! I find this to be the most exciting part of the new sequencer. We will continue to of course release new motion effects as ShowTime 5 matures. However if you don't see what you like in our existing 20+ effects we will give you the ability to write your own motion effect generators that will hook into ShowTime 5 Sequencer.

Frankly we could spend at least another 6 hours talking just about these new effects and controls. And we will!



Matt and Brian have MULTIPLE classes this expo on how ShowTime 5 works. If you are looking for more in-depth information on how ShowTime 5 sequencing will work please attend these classes.

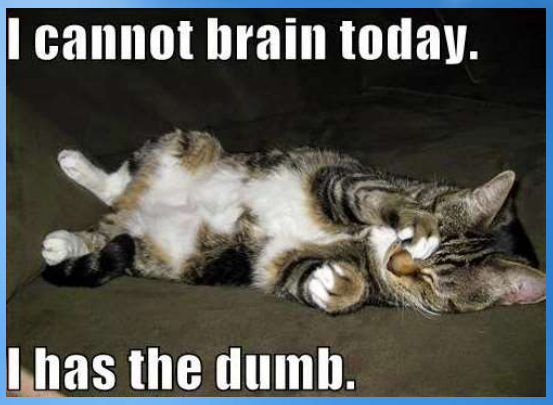
Unfortunately due to limited classroom space, most of these will NOT repeat during this show. For those of you who want the full experience, please attend all these classes. If you are not going to use SuperStar, now or in the future, you may want to consider skipping F29 ShowTime 53 and ShowTime 57. If you are not sure you are going to use Superstar or not, if you like you can skip F29 and ShowTime 53, but you should attend ShowTime 57.

If you are not going to the Pro version of the software (that is, you won't be using Motion Effects or any of the other pro features), you should at least attend F21. F21 is going to teach you how to use regular lights in the new ShowTime 5 sequencer.

When we are not in a classroom all of us are available in the LOR booth for questions and answers. Please note that we are usually swamped when there are no classes scheduled like between classes and especially during lunch.

Resources

- www.LightORama.com
  - Video Tutorials
  - Help Documentation
- Helpdesk.LightORama.com
- www.SuperstarLights.com



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And of course our on-line resources

Again, I'm not the expert when it comes to Sequencer, however I am thankful that Matt is here should you have a question I can't answer. We may also direct you to take one of the classes I just talked about to answer your question since there is so much new to be had.

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ShowTime 5
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