Details

for the G3 and later series of a ShowTime Director/miniDirector

used with Light-O-Rama light controllers

including optional RGB based props:

singing faces and LOR pixel trees (16x25, 16x50)

Layout 3 (L3) configuration

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What are you getting?

Congratulations. You have purchased an exclusive product from Light-O-Rama that can be plugged into one of our ShowTime Directors/miniDirectors. Add controllers, some lights and take all the credit for dazzling the neighbors.

Figure 1: SD card. Yours will have the name of the show printed on the label.

If the RTG box in the lower left is checked then 'Ready To Go' sequences are included and cannot be changed. If the YCM box in the lower right is checked then 'You Can Modify' sequences are included and can be edited with the latest Light-O-Rama ShowTime Sequencing Suite.

You'll need a ShowTime Director/miniDirector *(G3 or later)*

Figure 2: Some ShowTime Directors (G3 and later) showing where to insert the SD card

The ShowTime Director/miniDirector plays the music and sends information to the light controllers. **Please note this SD card will only work in G3/Gen 3/Generation 3 or later ShowTime Directors/miniDirectors and light controllers.**

Basic setup

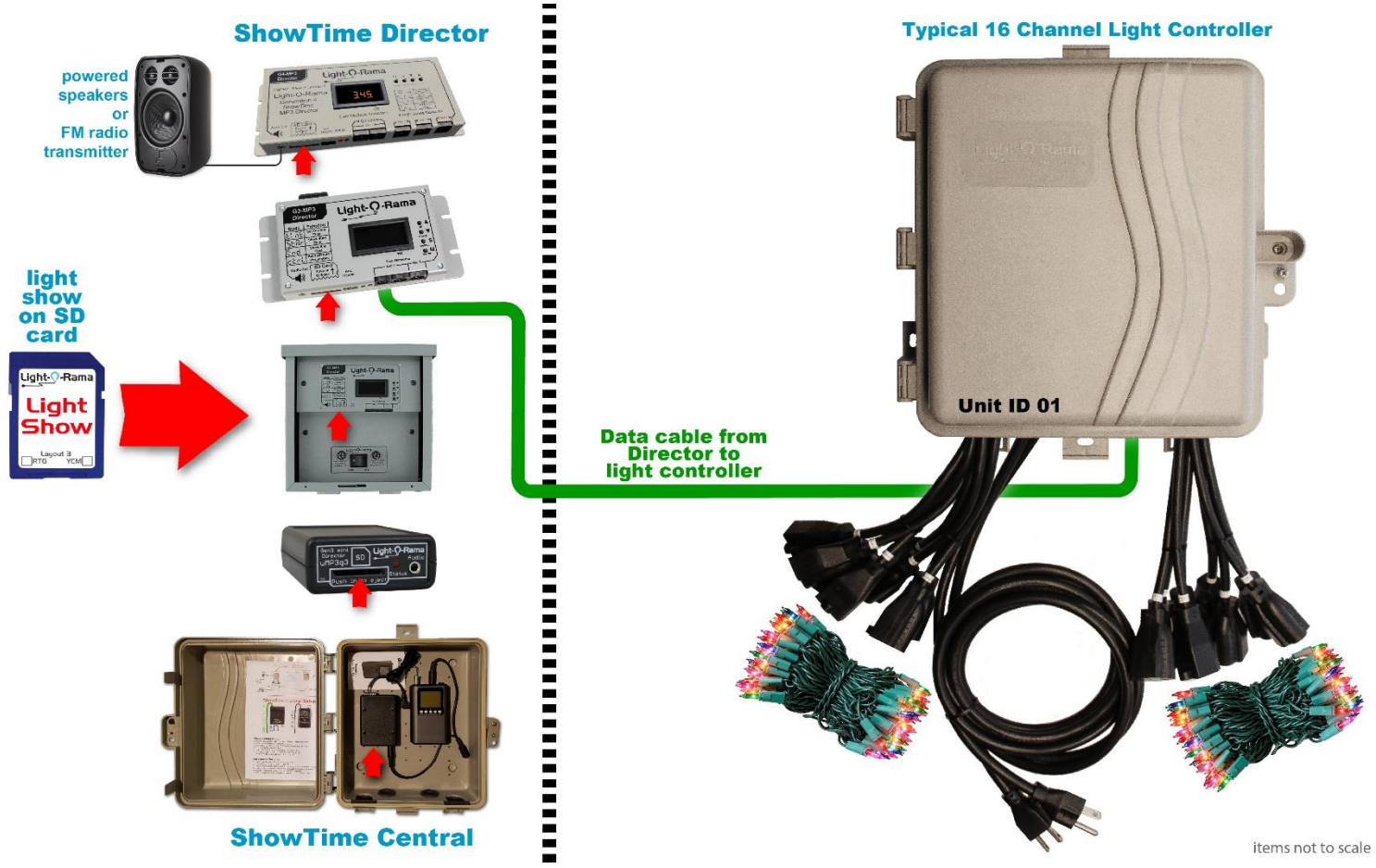

Figure 3: Basic setup

The SD card is inserted in a Light-O-Rama ShowTime Director/miniDirector as seen at the red arrows above. Although multiple Directors/miniDirectors are shown, you'll only have one. The Director/miniDirector is connected to at least one light controller.

The ShowTime Director/miniDirector and all controllers must be G3/Gen 3/Generation 3 or later

These Layout 3 (L3) based sequences require a communication speed of 500K running in an enhanced mode we call ELOR. If the assembled light controllers were purchased from Light-O-Rama after 2014 then they are likely G3/Gen 3/Generation 3 or later. See If your older controllers are compatible by going to this page on the Light-O-Rama website: http://www1.lightorama.com/network-speeds/

The SD card will not work with early versions of ShowTime Directors including the mDM-MP3 or DC-MP3.

Insert the SD card

Your show is on the SD card. See the red arrows in Figure 2 and Figure 3. The SD card is inserted into the ShowTime Director/miniDirector but can be awkward to see in some installations. Make sure the SD card label is facing you and the slanted corner is oriented to the top right. **You will feel a slight click when the SD card is inserted correctly**.

Figure 4: SD Card. Yours will have the name of the show printed on the label.

If you have a LOR1602Wg3-MP3 *(16 channel light controller with built-in ShowTime Director)*

Figure 5: The LOR1602Wg3-MP3 has the ShowTime Director built into it.

The LOR1602Wg3-MP3 is a 16 channel light controller with the ShowTime Director built in so you don't have to worry about connecting the Director to the first light controller. Make sure the light controller is set to unit ID 01.

Connect a powered speaker or FM transmitter to the audio output of the Director (see the instruction manual). It's a standard 3.5mm (1/8") stereo mini-plug. This is how the audience hears the music linked to the dancing lights.

There are two male power cords on the light controller. Plug them both into a wall outlet or appropriately sized extension cord (we suggest at least 14 gauge). If you have a lot of lights drawing a lot of power, plug each power cord into a different electrical circuit of the house. The power cord on the left of the controller is for light controller channels 1-8 and the power cord on the right is for channels 9-16.

Make sure the controller front panel power switch is turned on.

Assuming lights are connected to the light controller then wait 10-20 seconds for the ShowTime Director to come to life and you're done. Go watch the show. You can skip the next minor sections of these instructions.

Connecting the ShowTime Director/miniDirector to the first light controller

Connect the Cat5 data cable (it is typically green but can be any color) to the ShowTime Director/miniDirector data port as seen in figure 6 and figure 7. It might be labeled 'Net 1' if there are multiple jacks available. See the ShowTime Director manual if you are not sure.

Figure 6: On a miniDirector connect the data cable to the rear in the only jack available.

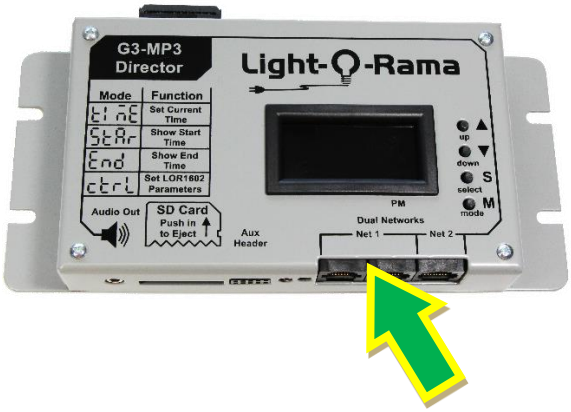

Figure 7: On a Director connect the data cable to either 'Net 1' jacks. Your Director might look different.

The other end of the Cat5 data cable goes to the light controller in your yard. Snake the end of the data cable through the access hole at the bottom of the light controller and connect it to either of the two larger (RJ45) data cable jacks inside. Shown below is the Cat5 data cable data jack location of the CTB16PCg3 16 channel light controller and the LOR1600Wg3/LOR1602Wg3 16 channel light controller.

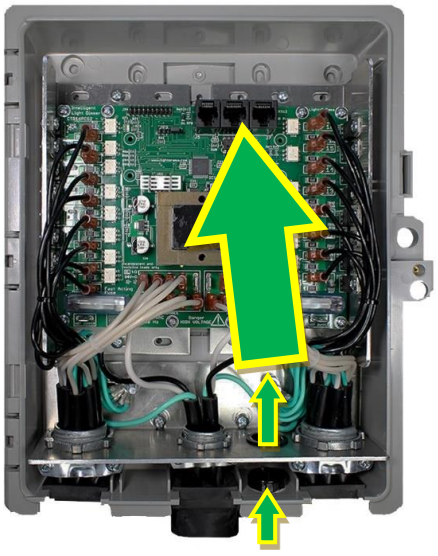

Figure 8: On a CTB16PCg3 light controller connect the other end of the Cat5 data cable to either of the two larger (RJ45) jacks

Figure 9: On a LOR1600Wg3 or LOR1602Wg3 light controller connect the other end of the Cat5 data cable to either jack labeled RJ45 In or Out

Make sure this first light controller is set to unit ID 01. See the light controller manual for how to do it.

Connect the audio, plug in the power and watch the show

Connect a powered speaker or FM transmitter to the audio output of the Director/miniDirector. It's a standard 3.5mm (1/8") stereo mini-plug. This is how the audience hears the music linked to the dancing lights.

There are one or two male power cords on the light controller. Plug them both into a wall outlet or appropriately sized extension cord (we suggest at least 14 gauge). If you have a lot of lights drawing a lot of power, plug each power cord into a different electrical circuit of the house. The power cord on the left of the controller is for light controller channels 1-8 and the power cord on the right is for channels 9-16. If there is just one power cord it is shared by all 16 channels.

If you have a LOR1600Wg3 or LOR1602Wg3 controller (it's in a heavy metal enclosure) make sure the front panel power switch is turned on.

Assuming you already have lights connected to the light controller then wait 10-20 seconds for the ShowTime Director/miniDirector to come to life and you're done. Go watch the show.

A quick refresher

Insert the SD card into the ShowTime Director/miniDirector. Connect the Director/miniDirector to the first 16 channel light controller (set to unit ID 01) with the Cat5 data cable. Make sure there is a powered speaker or FM transmitter connected to the audio output of the Director/miniDirector. Apply power and watch the show.

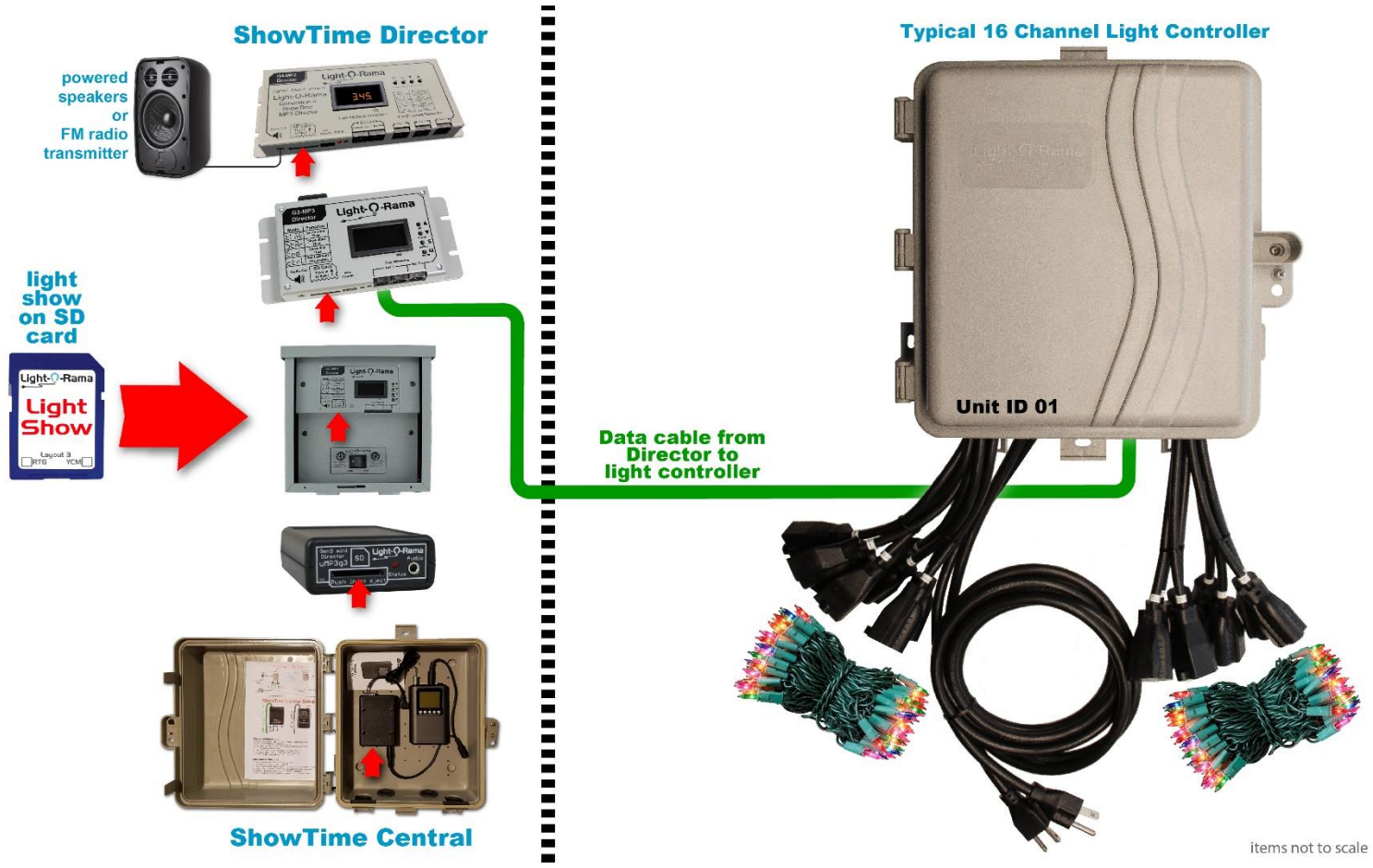

Figure 10: Basic setup

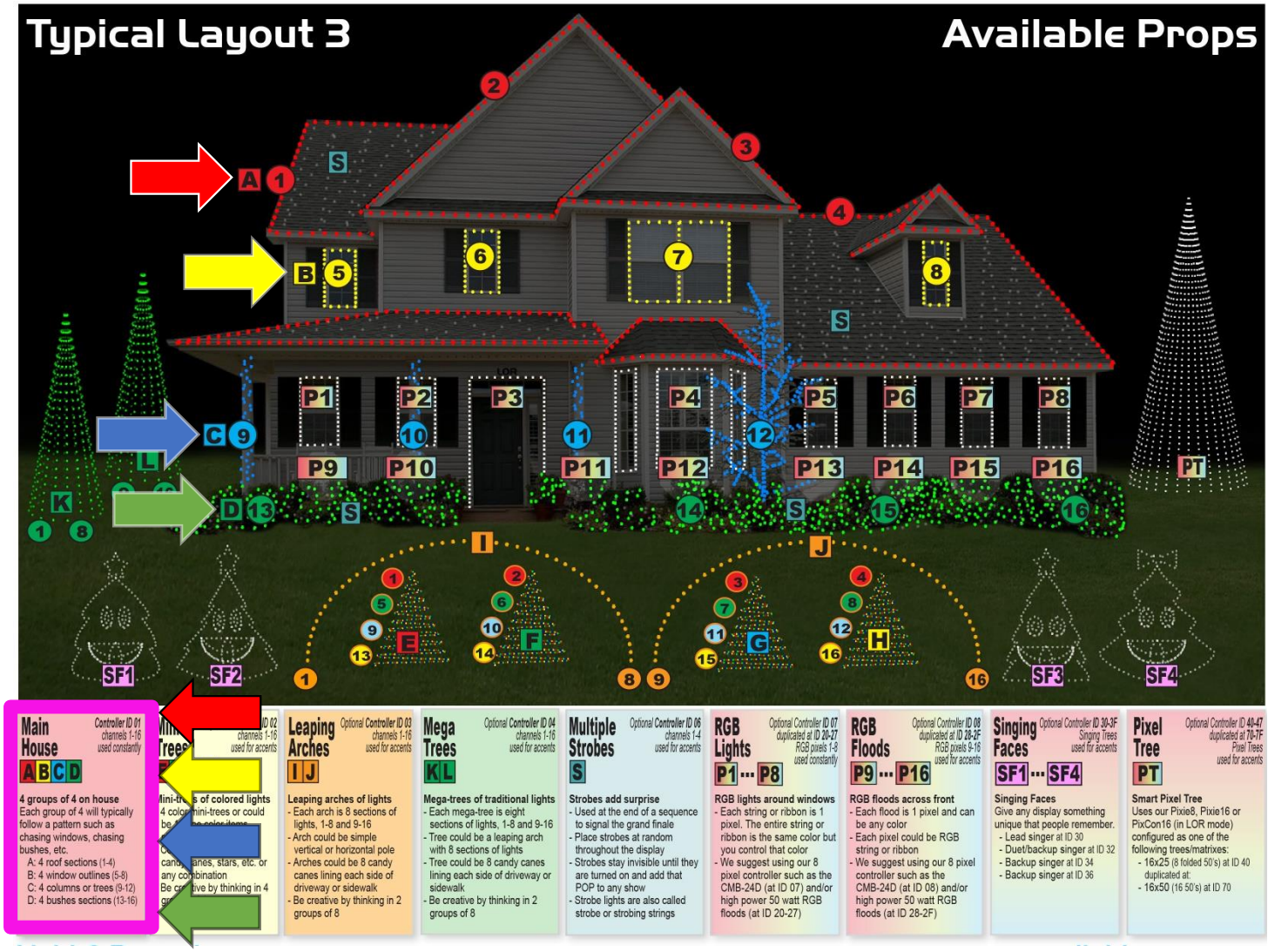

Figure 11: Typical layout. Controller unit ID 01, four groups of 4. Look at red, yellow, blue and green arrows.

If you have only one light controller, then this is the one that does the most work. It is set for unit ID 01.

The light channels are used constantly throughout the entire show. We suggest these light controller channels be deployed on your main structure.

The picture in Figure 11 above shows all the possible light circuits but focus on the first 16 channels where the large arrows are pointing. For our example, we've used four roof segments (red A 1-4), four windows (yellow B 5-8), four columns (blue C 9-12) and four sets of bushes (green D 13-16). Your venue might be a four-story building, each with four windows. Think four groups of four.

Break up your lights into sections:

4 groups (A, B, C, D) of 4 channels (1-4, 5-8, 9-12, 13-16)

(look closely at the Figure 11)

Example:

4 roof sections, 4 windows, 4 columns and 4 bushes

Ready to expand your show and add more controllers?

Your show can grow by simply adding more Light-O-Rama controllers.

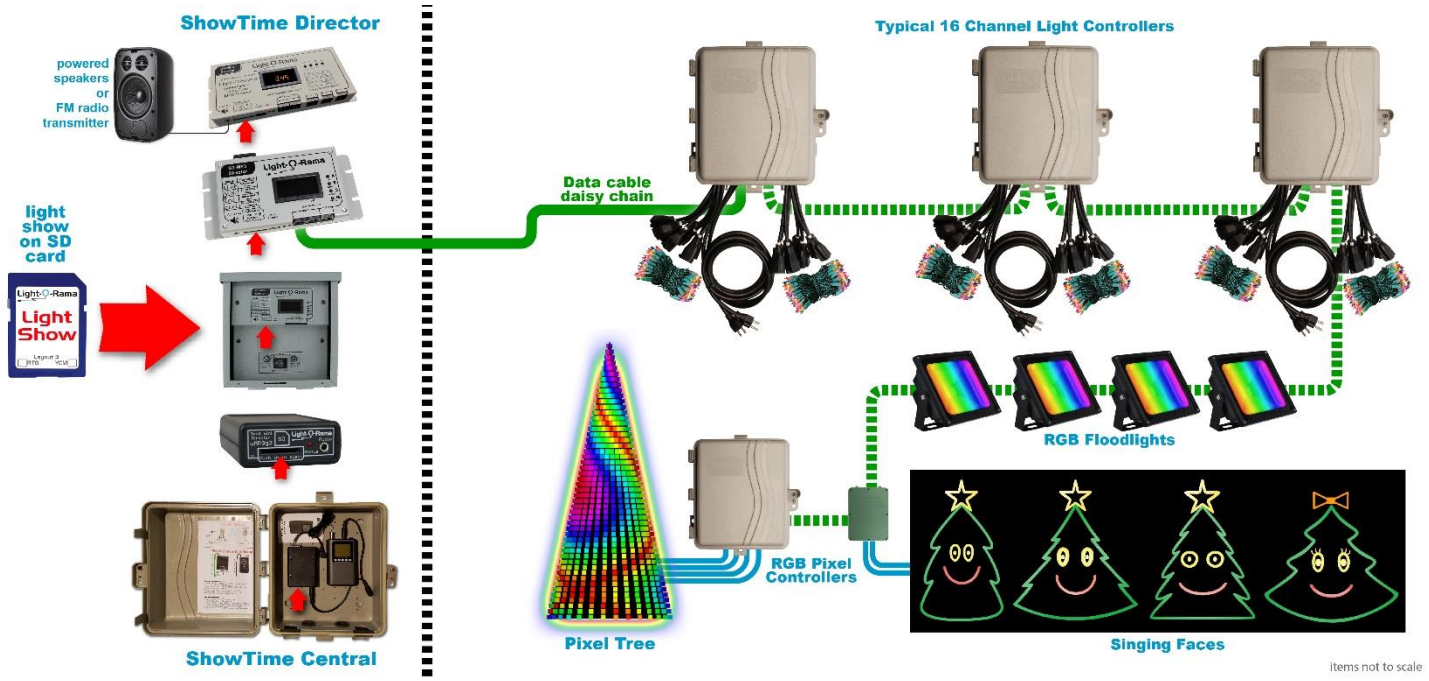

Figure 12: Expanding to more light controllers

Connect more controllers using more Cat5 data cables. We call this the data cable daisy chain because a Cat5 data cable goes from the ShowTime Director/miniDirector to the first controller, then another Cat5 data cable goes to the second controller, third, etc. There are at least two Cat5 data jacks on each controller allowing this data cable daisy chaining to be completed. In our example we have shown only a few controllers in the daisy chain but up to 32 can be connected.

The trick is each light controller has a unique unit ID and function in the show and that light controller can be anywhere in the yard.

The light controllers can be connected in any order along the data cable daisy chain. Take the shortest path between controllers for an easier setup.

On the following pages are details of a typical layout as more controllers are added and suggestions how the controllers can be deployed. Use it as a guide to grow in the future.

Typical layout for a full venue

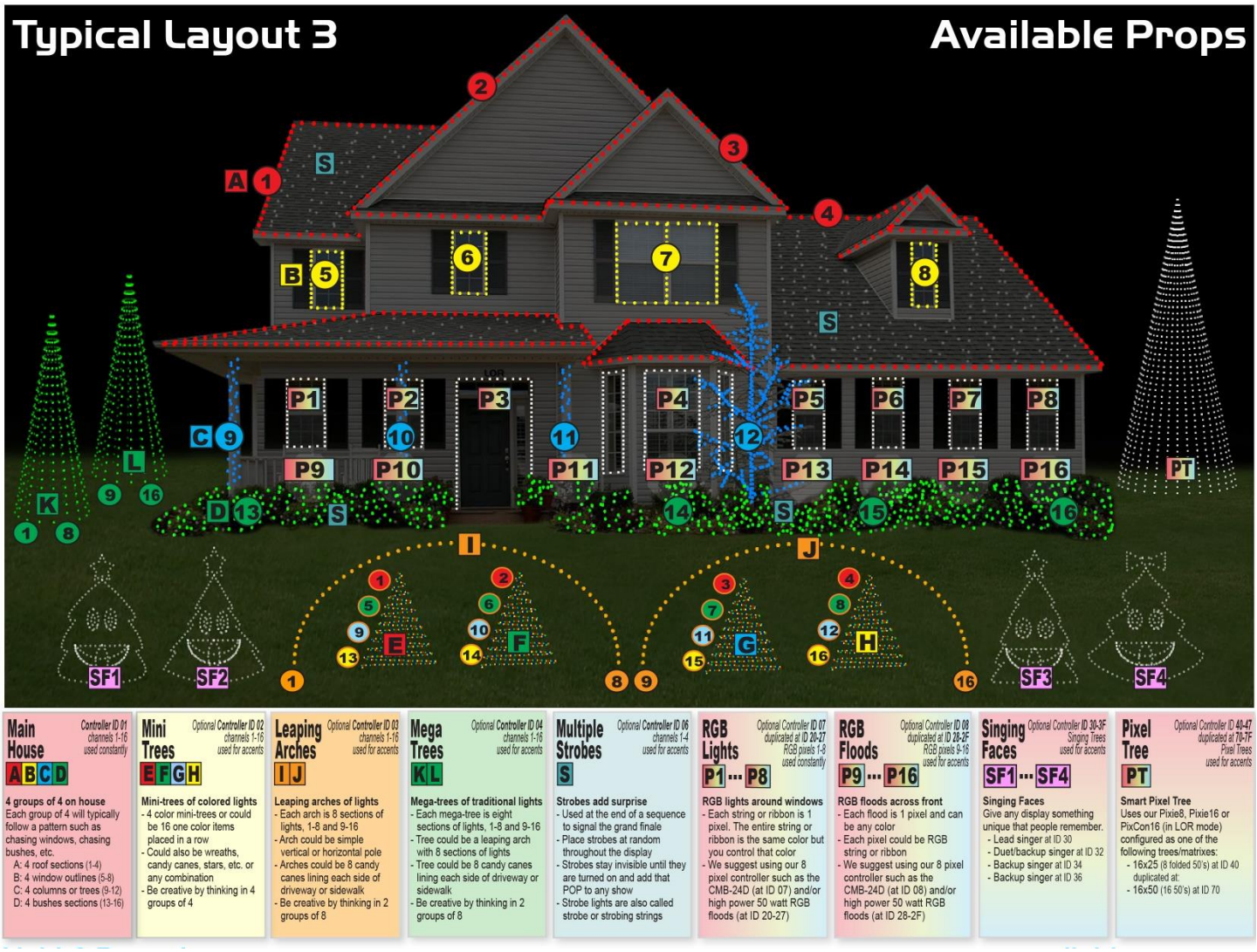

Figure 13: Typical layout showing all the different channels that can be used and suggested groupings

This can be quite intimidating if you are new to light shows. **See the Appendix for a larger version of the Typical Layout drawing**. It shows how 68 channels, 32 RGB lights/pixels, singing faces and a pixel tree(s) can be deployed around your venue. Print it out and use it as an easy reference.

Think in small groups

Light patterns typically work best in small groups of four or eight. Look carefully at Figure 13 and find the groups. Watch sequence sample videos and you'll be able to easily pick out the groups of four and eight.

What's a group of four or eight? Think four windows on the second level of the house or eight windows on the first level. It could be four sections of bushes or eight segments on a leaping arch. Let your imagination run wild and be creative.

Even though the sequences use 68 regular channels and 32 RGB lights/pixels, it works with fewer controllers (channels and pixels) attached. Start with just one controller (unit ID 01) and add more controllers later.

Details: channel layout suggestions

All sequences take advantage of multiple Light-O-Rama controllers. Controller unit ID 01 and unit ID 02 use four groups of four light circuits. Controller unit ID 03 and unit ID 04 use two groups of eight light circuits. See below for other controllers. We break things up into colors or segment numbers just to make it a little easier to understand but connect the lights as you desire.

This table shows the standard 16 channel controllers for unit IDs 01 through 06 (see the Typical Layout drawing):

channel	16 channel controller unit ID 01	16 channel controller unit ID 02	16 channel controller unit ID 03	16 channel controller unit ID 04	16 channel controller unit ID 05	16 channel controller unit ID 06
1	Group A section 1	Mini Tree E circuit 1 (red)	Arch I segment 1	Mega Tree K segment 1	Not used	Strobes
2	Group A section 2	Mini Tree F circuit 1 (red)	Arch I segment 2	Mega Tree K segment 2	Not used	Strobes
3	Group A section 3	Mini Tree G circuit 1 (red)	Arch I segment 3	Mega Tree K segment 3	Not used	Strobes
4	Group A section 4	Mini Tree H circuit 1 (red)	Arch I segment 4	Mega Tree K segment 4	Not used	Strobes
5	Group B section 1	Mini Tree E circuit 2 (green)	Arch I segment 5	Mega Tree K segment 5	Not used	Not used
6	Group B section 2	Mini Tree F circuit 2 (green)	Arch I segment 6	Mega Tree K segment 6	Not used	Not used
7	Group B section 3	Mini Tree G circuit 2 (green)	Arch I segment 7	Mega Tree K segment 7	Not used	Not used
8	Group B section 4	Mini Tree H circuit 2 (green)	Arch I segment 8	Mega Tree K segment 8	Not used	Not used
9	Group C section 1	Mini Tree E circuit 3 (blue)	Arch J segment 1	Mega Tree L segment 1	Not used	Not used
10	Group C section 2	Mini Tree F circuit 3 (blue)	Arch J segment 2	Mega Tree L segment 2	Not used	Not used
11	Group C section 3	Mini Tree G circuit 3 (blue)	Arch J segment 3	Mega Tree L segment 3	Not used	Not used
12	Group C section 4	Mini Tree H circuit 3 (blue)	Arch J segment 4	Mega Tree L segment 4	Not used	Not used
13	Group D section 1	Mini Tree E circuit 4 (yellow)	Arch J segment 5	Mega Tree L segment 5	Not used	Not used
14	Group D section 2	Mini Tree F circuit 4 (yellow)	Arch J segment 6	Mega Tree L segment 6	Not used	Not used
15	Group D section 3	Mini Tree G circuit 4 (yellow)	Arch J segment 7	Mega Tree L segment 7	Not used	Not used
16	Group D section 4	Mini Tree H circuit 4 (yellow)	Arch J segment 8	Mega Tree L segment 8	Not used	Not used

This table shows the standard RGB based controllers (such as the CMB24D) for unit IDs 07 and 08 (see the Typical Layout drawing later for this to make more sense)

RGB Port	CMB24D Controller unit ID 07	CMB24D RGB Channels	Group	Alternate for single pixel controllers
1	Dumb RGB pixel P1	1, 2, 3	Group 1	Duplicated at controller unit ID 20 on channels 1, 2, 3
2	Dumb RGB pixel P2	4, 5, 6	Group 1	Duplicated at controller unit ID 21 on channels 1, 2, 3
3	Dumb RGB pixel P3	7, 8, 9	Group 1	Duplicated at controller unit ID 22 on channels 1, 2, 3
4	Dumb RGB pixel P4	10, 11, 12	Group 1	Duplicated at controller unit ID 23 on channels 1, 2, 3
5	Dumb RGB pixel P5	13, 14, 15	Group 1	Duplicated at controller unit ID 24 on channels 1, 2, 3
6	Dumb RGB pixel P6	16, 17, 18	Group 1	Duplicated at controller unit ID 25 on channels 1, 2, 3
7	Dumb RGB pixel P7	19, 20, 21	Group 1	Duplicated at controller unit ID 26 on channels 1, 2, 3
8	Dumb RGB pixel P8	22, 23, 24	Group 1	Duplicated at controller unit ID 27 on channels 1, 2, 3

RGB Port	CMB24D Controller unit ID 08	CMB24D RGB Channels	Group	Alternate for single pixel controllers
1	Dumb RGB pixel P9	1, 2, 3	Group 2	Duplicated at controller unit ID 28 on channels 1, 2, 3
2	Dumb RGB pixel P10	4, 5, 6	Group 2	Duplicated at controller unit ID 29 on channels 1, 2, 3
3	Dumb RGB pixel P11	7, 8, 9	Group 2	Duplicated at controller unit ID 2A on channels 1, 2, 3
4	Dumb RGB pixel P12	10, 11, 12	Group 2	Duplicated at controller unit ID 2B on channels 1, 2, 3
5	Dumb RGB pixel P13	13, 14, 15	Group 2	Duplicated at controller unit ID 2C on channels 1, 2, 3
6	Dumb RGB pixel P14	16, 17, 18	Group 2	Duplicated at controller unit ID 2D on channels 1, 2, 3
7	Dumb RGB pixel P15	19, 20, 21	Group 2	Duplicated at controller unit ID 2E on channels 1, 2, 3
8	Dumb RGB pixel P16	22, 23, 24	Group 2	Duplicated at controller unit ID 2F on channels 1, 2, 3

Each CMB24D controller board dumb RGB pixel port (P1 through P8 and P9 through P16) is duplicated at an individual controller unit ID (unit ID 20 through unit ID 2F). Use these individual controller IDs with RGB single pixel high power floods that have a built-in controller such as Light-O-Rama's CF50D 50-watt RGB floods.

Main House: 16 channel standard light controller at unit ID 01 *(Used constantly)*

If you have only one light controller, then this is the one that does the most work because it is always in use.

Controller unit ID 01 is used constantly during each song. We suggest these light channels be deployed on the main structure or prominent location in the display.

For our example we've used four roof segments, four windows, four bushes and four columns. Your venue might be a four-story building, each with four windows. Think four groups of four.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Mini Trees: 16 channel standard light controller at unit ID 02 *(Optional)*

We suggest **controller unit ID 02** be used for accent pieces. The light channels are used to enhance the first 16 channels used with controller unit ID 01. They are not required for a good-looking show, but you can expand into them in the future. Think four groups of four. We use four separate design elements (fixtures or props), and each is wired with four different colors. See the mini-trees in figure 13. You can certainly use your own configuration such as 16 small objects (like candy canes or snowflakes) grouped in sections of four.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Leaping Arches: 16 channel standard light controller at unit ID 03 *(Optional)*

We suggest **controller unit ID 03** be used with other accent pieces. The light channels are used to enhance the first 16 channels used with controller unit ID 01. They are not required but you can expand into them in the future. Think two groups of eight. We use two leaping arches as design elements (fixtures or props), where each is wired with eight different light segments. You can certainly use your own configuration such as 16 small objects (like snowflakes) grouped in two different sections of eight.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Mega Trees: 16 channel standard light controller at unit ID 04 *(Optional)*

We suggest **controller unit ID 04** be used with other accent pieces. The light channels are used to enhance the first 16 channels used with controller unit ID 01. They are not required but you can expand into them in the future. Think two groups of eight. We use two mega-trees of lights as design elements (fixtures or props), where each is wired with eight different light segments. You can certainly use your own configuration such as 16 small objects grouped in two different sections of eight.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Not currently used: 16 channel standard light controller at unit ID 05 *(Optional)*

Controller unit ID 05 is not used in the sequences. If you have 'You Can Modify' versions of the sequences, feel free to add your own lights, fixtures and/or props.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Multiple Strobes: 4 channel (or more) standard light controller at unit ID 06 *(Optional)*

If available, we suggest the first four channels of **controller unit ID 06** be used for strobe lights. Each sequence typically turns on these four channels near the end of the song to provide more drama and mark the finale. These channels are simply turned on for several seconds and then turned off, with no dimming. Connect your random firing strobes or strobe strings. Channels 5-16 are not used. If you have 'You Can Modify' versions of the sequences, feel free to add your own lights fixtures and/or props.

Although the sequence has 16 channels allocated for controller ID 06, only the first four channels are needed so a four-channel light controller will work. An 8 or 16 channel light controller will be fine but only the first four channels are used with the other channels available for your customization.

Here's the CTB04-PC four channel light controller setting for controller unit ID 06 (switches 7 and 8 are ON):

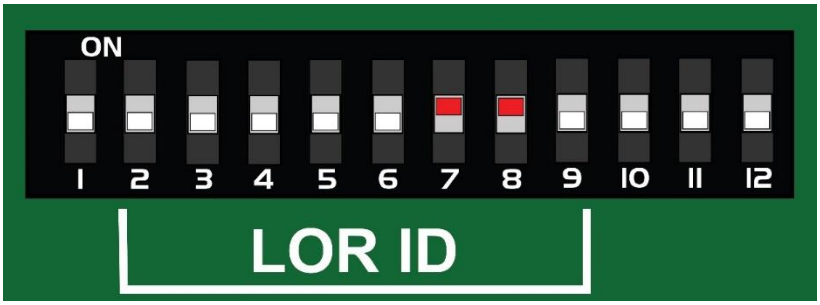

Figure 14: the picture shows switches set for unit ID 06 on a CTB04-PC controller. White switches are down (OFF). Red switches are up (ON).

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

RGB Lights: RGB controller at unit ID 07 and/or 50-watt RGB floods at unit IDs 20-27 *(Optional)*

Controller unit ID 07 is designed for eight dumb RGB pixels and is used constantly during a sequence. We suggest using our CMB24D controller with eight dumb pixel ports. Connect dumb RGB ribbons, strings or floods to each port. Since these are dumb RGB pixels, all the lights on the ribbon or string will be the same color but the sequence can make it any color at any time.

Here's the CMB24D controller setting for unit ID 07 (switches 7, 8 and 9 are ON)

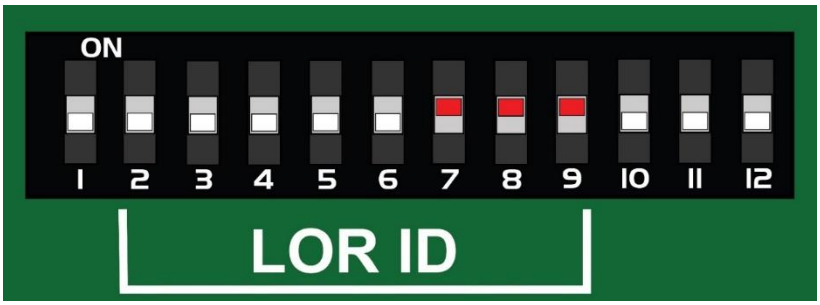

Figure 15: the picture shows switches set for unit ID 07 on a CMB24D controller. White switches are down (OFF). Red switches are up (ON).

These eight pixels are also duplicated at controller unit IDs 20-27 and are especially useful with our high-power 50-watt, RGB floods. Use the Light-O-Rama Hardware Utility to set the unit IDs for these floodlight controllers.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

RGB Floods: RGB controller at unit ID 08 and/or 50-watt RGB floods at unit IDs 28-2F *(Optional)*

Controller unit ID 08 is designed for eight dumb RGB pixels and is used as accents during a sequence. We suggest using our CMB24D controller with eight dumb pixel ports. Connect dumb RGB ribbons, strings or floods to each port. Since these are dumb RGB pixels, all the lights on the ribbon or string will be the same color but the sequence can make it any color at any time.

Here's the CMB24D controller setting for unit ID 08 (switch 6 is ON)

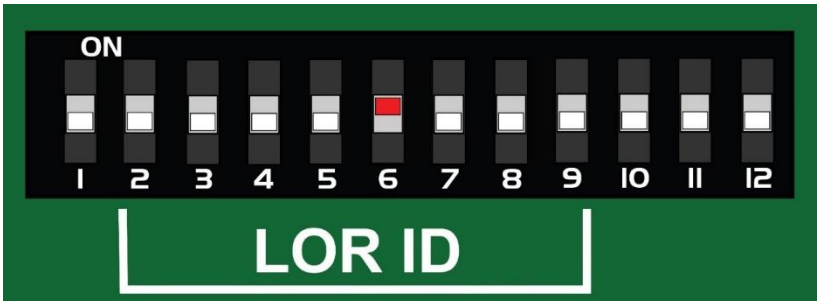

Figure 16: the picture shows switches set for unit ID 08 on a CMB24D controller. White switches are down (OFF). Red switches are up (ON).

These eight pixels are also duplicated at controller unit IDs 28-2F and are especially useful with our high-power 50-watt, RGB floods. Use the Light-O-Rama Hardware Utility to set the unit IDs for these floodlight controllers.

Technical note: this controller must be able to handle a data network speed of 500K using the ELOR protocol and have the latest available firmware installed.

Details: singing faces setup

Figure 17: Light-O-Rama Singing Trees

Light-O-Rama singing faces are identified as SF1 through SF4 in the Typical Layout diagram. Look for the big arrows.

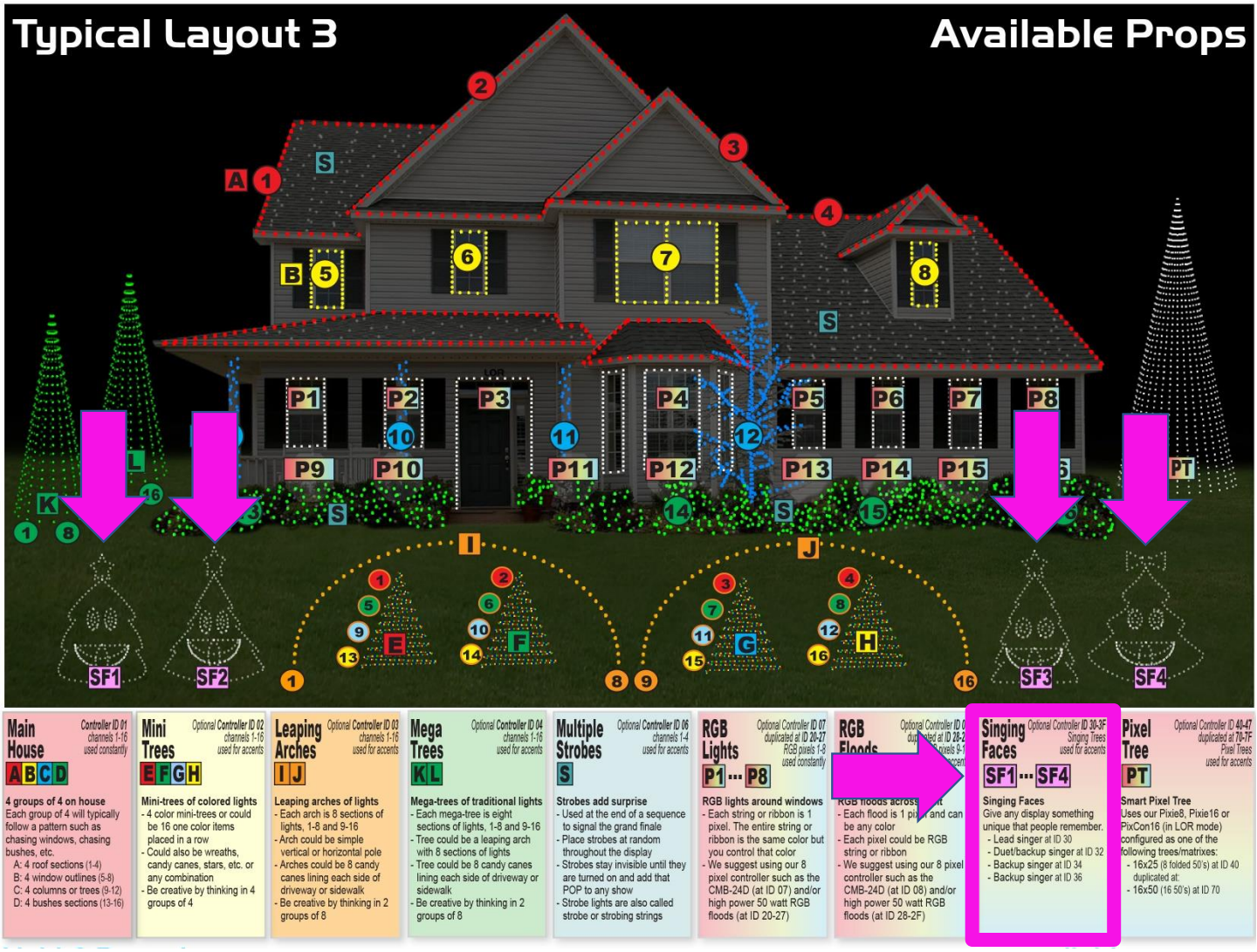

Figure 18: Typical layout showing all the different channels that can be used and suggested groupings

If you purchased the singing trees separately then there will be a controller for each face and the controllers will be daisy chained together. Each controller must have the base unit ID set correctly. Be sure to read the instructions.

Singing face 1 (aka: Eldon) at unit ID 30 *(Optional)*

The **Elden** lead singer controller should be set for unit ID 30. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches inside the controller. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID by opening the controller and looking for the bank of eight itty-bitty switches.

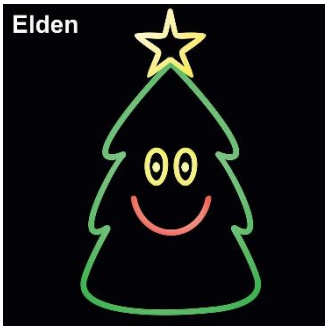

Figure 19: Elden the singing tree

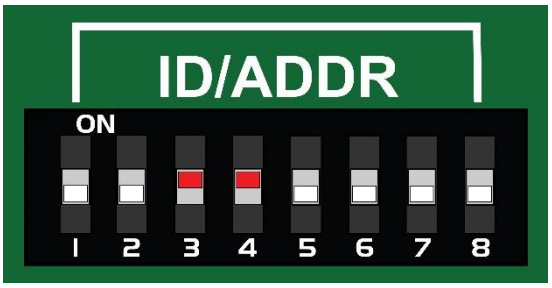

Figure 20: Elden controller unit ID 30 switch setting.
White switches are down (OFF).
Red switches are up (ON).

Singing face 2 (aka: Felix) at unit ID 32 *(Optional)*

The **Felix** backup singer controller should be set for unit ID 32. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches inside the controller. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID by opening the controller and looking for the bank of eight itty-bitty switches.

Figure 21: Felix the singing tree

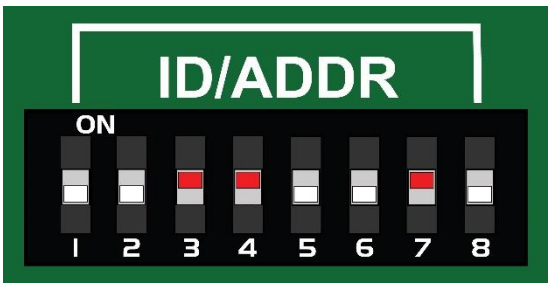

Figure 22: Felix controller unit ID 32 switch setting.
White switches are down (OFF).
Red switches are up (ON).

Singing face 3 (aka: Ralphie) at unit ID 34 *(Optional)*

The **Ralphie** backup singer controller should be set for unit ID 34. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches inside the controller. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID by opening the controller and looking for the bank of eight itty-bitty switches.

Figure 23: Ralphie the singing tree

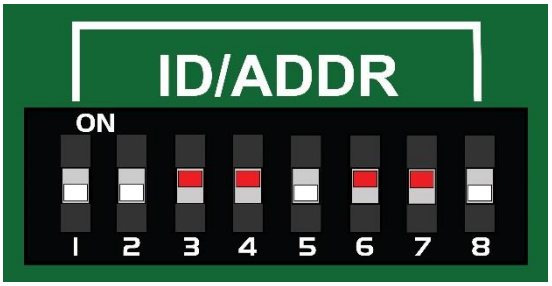

Figure 24: Ralphie controller unit ID 34 switch setting.
White switches are down (OFF).
Red switches are up (ON).

Singing face 4 (aka: Zuzu) at unit ID 36 *(Optional)*

The **Zuzu** backup singer controller should be set for unit ID 36. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches inside the controller. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID by opening the controller and looking for the bank of eight itty-bitty switches.

Figure 25: Zuzu the singing tree

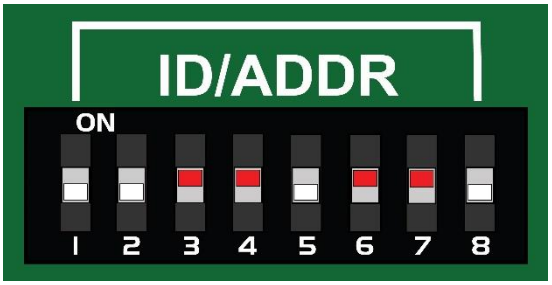

Figure 26: Zuzu controller unit ID 36 switch setting.
White switches are down (OFF).
Red switches are up (ON).

Details: pixel tree setup

See the setup details in your pixel tree package. The show sequences use two different pixel trees but both pixel trees have the same effects. Most installations will only have one-pixel tree in their display. See the big rainbow arrow below.

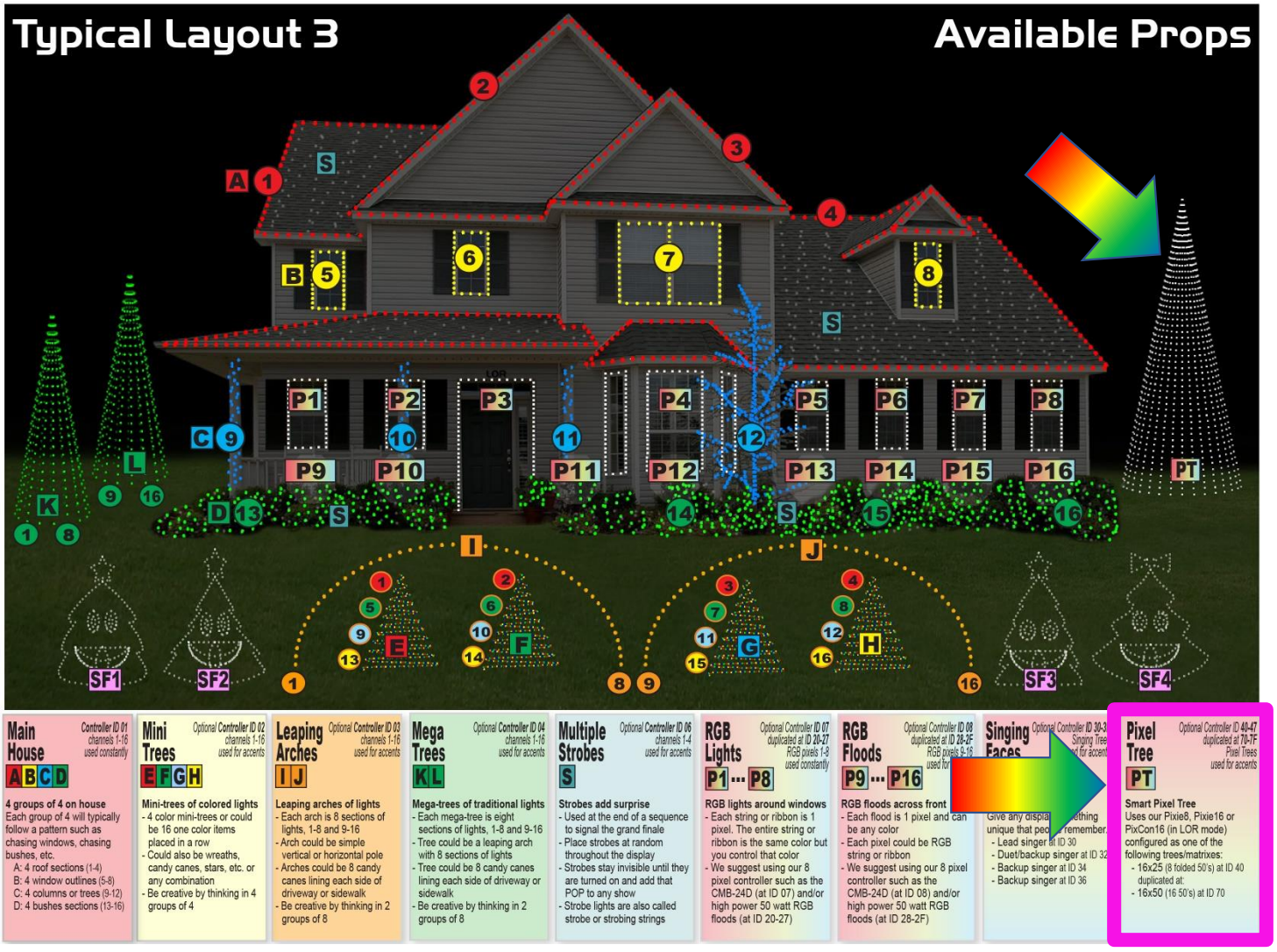

Figure 27: Typical layout showing all the different channels that can be used and suggested groupings

Pixel tree 16x25 at unit ID 40 *(Optional)*

This pixel tree using **8 strings of 50 pixels folded in half** giving the appearance of 16 vertical strips of 25 pixels (16x25). Typically, a Light-O-Rama Pixie8 smart pixel controller is used. Place the tree in a prominent location because it will be major eye candy for the display. The pixel tree is labeled PT in the Typical Layout diagram figure 27.

The controller for a 16x25 pixel tree should be set to base unit ID 40. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches on the controller board. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID by opening the Pixie8 controller and looking for the bank of eight itty-bitty switches.

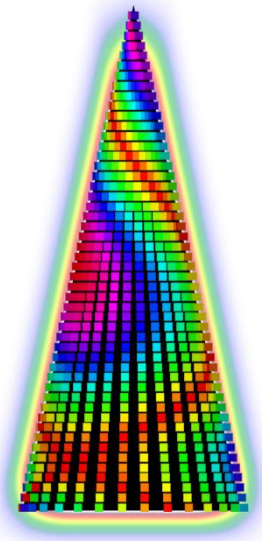

Figure 28: 16x25 pixel tree

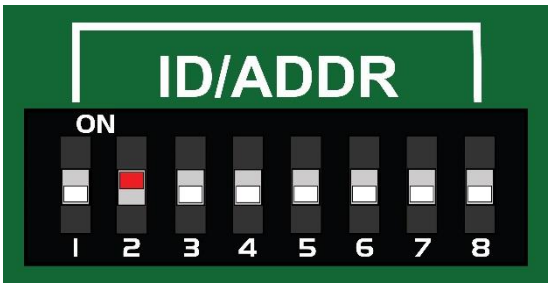

Figure 29: 16x25 Pixel Tree base unit ID 40

Pixel tree 16x50 at unit ID 70 *(Optional)*

This pixel tree using **16 strings or ribbons of 50 pixels** giving the appearance of 16 vertical strips of 50 pixels (16x50). Typically, a Light-O-Rama Pixie16 or PixCon16 smart pixel controller is used. Place the tree in a prominent location because it will be major eye candy for the display. The pixel tree is labeled PT in the Typical Layout diagram figure 27.

The controller for a 16x50 pixel tree should be set to base unit ID 70. The unit ID can be set through the Light-O-Rama Hardware Utility or through the switches inside the controller if it's a Pixie16. If you don't have access to the Light-O-Rama ShowTime Sequencing Suite software, then set the base unit ID of the Pixie16 by opening the controller and looking for the bank of eight itty-bitty switches. If you have a PixCon16, consult the manual.

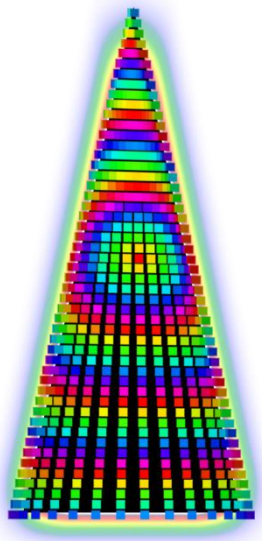

Figure 30: 16x50 pixel tree

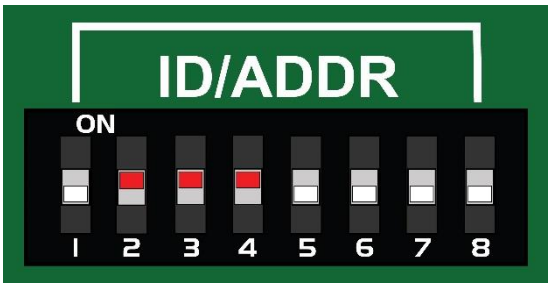

Figure 31: 16x50 Pixel Tree base unit ID 70

Technical information about data communication between devices

This SD card is designed to work on a single Light-O-Rama data network configured for a speed of 500K running in the enhanced mode (or ELOR). Controllers purchased before 2015 might not be able to handle these requirements. You'll know there's an issue if the controller stays dark during an entire sequence playback. Contact the Light-O-Rama help desk for options: http://helpdesk.lightorama.com

What's on the SD card?

Some of the content on the SD card can be read by your computer. If the computer does not have a way to read the SD card, then do an internet search for 'SD card readers' to find options.

Directories:

Sequences: Sequences that can be opened by the latest ShowTime Sequencing Suite (version 5.6.6 or later). These files are based on the ShowTime Sequencing Suite editor .LORPROT format (for 'Ready To Go' sequences) or the .LOREDIT format (for 'You Can Modify' sequences)

Audio: Audio used by the sequences found in the Sequences directory. These are .mp3 based audio files.

Files that can be viewed on your computer:

~Details.pdf: the file you are reading now in .PDF format with graphics. This document is also available online.

~Playlist-*name of SD card*.txt: the order and duration of tunes on the SD card, shown in a simple text format

~Quick Setup-L3.txt: quick reference for setting controller unit IDs and shown in a simple text format

~RTG Package.txt: found if the sequences are based on 'Ready To Go' and shown in a simple text format

~YCM Package.txt: found if the sequences are based on 'You Can Modify' and shown in a simple text format

Files that begin with '**S1FILE…**'

These files can only be read by the ShowTime Director/miniDirector. **They should not be altered in any way.**

Backup your SD card

Recommendation

Copy the contents of the SD card to your computer or another digital storage device. Now you have a backup should the original SD card become lost or damaged.

Changing the SD card show or running the show from your computer

To add or change the order of sequences on the SD card you will need the ShowTime Sequencing Suite version 5.6.6 or later (aka: S5). Use the 'Light-O-Rama Hub' or 'Hub' application. We suggest the Pro level of the ShowTime Sequencing Suite package for maximum flexibility. See http://www.lightorama.com for more information.

Your SD card was built with Light-O-Rama's ShowTime Sequencing Suite Software Pro level version 5.6.6 (aka: S5). ShowTime S4 and earlier programs cannot read or edit these sequences. If you want to copy the main source files used to create the show to your computer and see how things work or run the show from a computer, make sure the fully licensed ShowTime Sequencing Suite Software Pro level is already installed on the computer. On the SD card look for directories called \Sequences and \Audio. In the \Sequences directory are the sequences used for the show. Copy all the sequence files to your computer's default Light-O-Rama \Sequences directory (typically found at 'My Documents\Light-O-Rama\Sequences'). On the SD card open the \Audio directory and copy the contents to your computer's default Light-O-Rama \Audio directory (typically found at 'My Documents\Light-O-Rama\Audio').

If you purchased the 'You Can Modify' version of this show package, then ShowTime Sequencing Suite Software Pro level version 5.6.6 or later must be used to change any aspects of the sequences as well as the order they are played during the show. Consult the ShowTime Sequencing Suite Software Pro level documentation.

You will need to build a new SD card to incorporate any sequence changes. Use the 'Light-O-Rama Hub' or 'Hub' application to do this. Be sure to select the 'Create/Update SD Card Advanced' mode and set the single network communications parameters for a G3 Director using ELOR 500K speed.

If the show from the computer with the ShowTime Sequencing Suite then use the 'Light-O-Rama Hub' or 'Hub' application to build the entire show.

Light-O-Rama tracks the sequences

Each sequence has an embedded transaction number to track the original purchase. **Do not share any sequences.**

Commercial use

If you are using royalty tree music from Light-O-Rama, then we have already purchased the appropriate licensing and the shows can be played in typical environments.

If your SD card also comes with a music CD, then this demonstrates you have licensed music from the artist(s).

Using musical sequences in some commercial environments can mean performance licensing. You can do this for each song by contacting each artist directly or it's much easier to work with the American Society of Composers, Authors and Publishers (ASCAP). Contact ASCAP at www.ASCAP.com or call 1-800-95-ASCAP. Want more performance licensing information? ASCAP provides thorough explanations at https://www.ascap.com/help/ascap-licensing

Final suggestions

Your guests will react to three things:

1. Lights
2. Music
3. The lights flashing in perfect time to the music

Troubleshooting

I plug the SD card into the ShowTime Director/miniDirector, and nothing happens. Make sure the status light (usually next to the SD card on a miniDirector) or the display window of the Director changes state, meaning the device has power when the SD card is first plugged in. The Director is typically powered over the Cat5 data cable connected to the light controller. If the light controller is not plugged in or turned on, then no power is getting to the Director/miniDirector.

I plug in the SD card, power up the display and nothing happens for 20 seconds. It takes time to start, load the little computer in the ShowTime Director/miniDirector and get everything ready to play a show. Just be patient. This only occurs at power-up.

I plug in the SD card and hear the music over the speakers, but the lights are not dancing. Make sure **all** Light-O-Rama components (including the ShowTime Director/miniDirector and all light controllers) are at least G3/Gen3 or Generation 3. Older components can't handle the high-speed data needed and will ignore all commands. Check compatibility by going to the Light-O-Rama website: http://www1.lightorama.com/network-speeds/

One light controller doesn't do anything, but all the others are fine. That controller might be an older generation that cannot handle the high-speed communications used for this SD card. See if your older controller is compatible by going to the Light-O-Rama website: http://www1.lightorama.com/network-speeds/

One light controller acts really weird. Make sure the unit ID of that controller is set correctly to correspond to what the sequences expect to see. See the typical layout in this document.

A couple of the light controllers are doing the exact same thing. Both light controllers have the same unit ID assigned to them. Make sure each has a unique unit ID as specified in the typical layout.

Do I have to hook the controllers up in sequential order (unit ID 01 then unit ID 02 then unit ID 03, etc.)? No. The light controllers can be connected in any order along the Light-O-Rama data cable daisy chain.

Can I put my stand-alone ShowTime Director/miniDIrector outside with the rest of my controllers? The components of your Director/miniDirector are rated for extreme temperatures but don't do well in damp environments. We suggest keeping the stand-alone ShowTime Director inside the house or garage or a weatherproof enclosure if outside.

The lights I have plugged into the controller for strobes are just on and not blinking. Four channels are dedicated for strobes (controller unit ID 06, channels 1 through 4). The channels are turned on for the length of the desired strobe effect, usually at the end of the sequence. The strobe lights blink independently when power is applied. Make sure you are using the right kind of strobe lights. What's a quick test? Plug the strobe light or strobe light string into a regular wall outlet. If the lights blink randomly on their own, then you should be good.

Some of the light channels on certain controllers seem to get randomly stuck but fix themselves after time. Make sure the latest available firmware is installed on the light controller. Consult the controller manual.

I get a strange error when I try to update this SD card with more sequences while using the Light-O-Rama Hub application. Make sure the SD card is not write-protected. Check the slide switch on the front left side of the SD card. *The slide switch should be in the up position.* If the slide switch is in the down position, then the SD card contents are locked and cannot be altered.

Need more help?

Light-O-Rama is always here. Go to www.lightorama.com. You can also use our help desk at http://helpdesk.lightorama.com

And one last piece of advice: make a backup copy of everything on the SD card and store it somewhere safe.

Appendix

On the following page you'll find enlarged sections of:

- Typical Layout showing all the different channels that can be used and suggested groupings

Typical Layout 3

Available Props

Main House

Controller ID 01
channels 1-16
used constantly

A B C D

4 groups of 4 on house
Each group of 4 will typically follow a pattern such as chasing windows, chasing bushes, etc.
A: 4 roof sections (1-4)
B: 4 window outlines (5-8)
C: 4 columns or trees (9-12)
D: 4 bushes sections (13-16)

Mini Trees

Optional Controller ID 02
channels 1-16
used for accents

E F G H

Mini-trees of colored lights
- 4 color mini-trees or could be 16 one color items placed in a row
- Could also be wreaths, candy canes, stars, etc. or any combination
- Be creative by thinking in 4 groups of 4

Leaping Arches

Optional Controller ID 03
channels 1-16
used for accents

I J

Leaping arches of lights
- Each arch is 8 sections of lights, 1-8 and 9-16
- Arch could be simple vertical or horizontal pole
- Arches could be 8 candy canes lining each side of driveway or sidewalk
- Be creative by thinking in 2 groups of 8

Mega Trees

Optional Controller ID 04
channels 1-16
used for accents

K L

Mega-trees of traditional lights
- Each mega-tree is eight sections of lights, 1-8 and 9-16
- Tree could be a leaping arch with 8 sections of lights
- Tree could be 8 candy canes lining each side of driveway or sidewalk
- Be creative by thinking in 2 groups of 8

Multiple Strobes

Optional Controller ID 06
channels 1-4
used for accents

S

Strobes add surprise
- Used at the end of a sequence to signal the grand finale
- Place strobes at random throughout the display
- Strobes stay invisible until they are turned on and add that POP to any show
- Strobe lights are also called strobe or strobing strings

RGB Lights

Optional Controller ID 07
duplicated at ID 20-27
RGB pixels 1-8
used constantly

P1 ··· P8

RGB lights around windows
- Each string or ribbon is 1 pixel. The entire string or ribbon is the same color but you control that color
- We suggest using our 8 pixel controller such as the CMB-24D (at ID 07) and/or high power 50 watt RGB floods (at ID 20-27)

RGB Floods

Optional Controller ID 08
duplicated at ID 28-2F
RGB pixels 9-16
used for accents

P9 ··· P16

RGB floods across front
- Each flood is 1 pixel and can be any color
- Each pixel could be RGB string or ribbon
- We suggest using our 8 pixel controller such as the CMB-24D (at ID 08) and/or high power 50 watt RGB floods (at ID 28-2F)

Singing Faces

Optional Controller ID 30-3F
Singing Trees
used for accents

SF1 ··· SF4

Singing Faces
Give any display something unique that people remember.
- Lead singer at ID 30
- Duet/backup singer at ID 32
- Backup singer at ID 34
- Backup singer at ID 36

Pixel Tree

Optional Controller ID 40-47
duplicated at 70-7F
Pixel Trees
used for accents

PT

Smart Pixel Tree
Uses our Pixie8, Pixie16 or PixCon16 (in LOR mode) configured as one of the following trees/matrixes:
- 16x25 (8 folded 50's) at ID 40 duplicated at:
- 16x50 (16 50's) at ID 70

Light-O-Rama, Inc. 22 Hudson Falls Road, South Glen Falls, New York 12803 USA