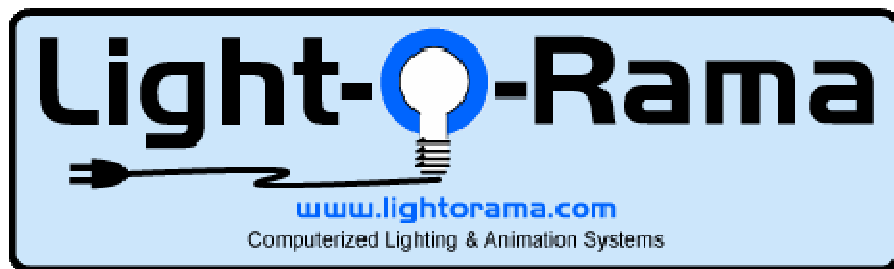


Light-O-Rama™ Training Manual



Imagine it, then do it

Presented by



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Light-O-Rama™ Training Manual

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Introduction

1. Advantages of Light-O-Rama™ (LOR) products

Technology Overview

1. Hardware
2. Software
3. Hardware vs. software control
4. Items to control (incandescent vs. LED, DMX, other TLAs)

Hardware

1. ShowDirectors
2. Light controllers (different families)
3. Other hardware
 - a. Cosmic Color devices
 - b. Converters/adapters
 - c. Wireless units
4. Product usage
 - a. Matching controller to what needs to be controlled
 - b. Connectivity diagrams
 - c. Physical layout and connectivity
 - d. Addresses (Unit ID's) and what they mean
 - e. Failure points
 - f. Service kit
5. Electrical considerations
6. Audio
7. DMX
8. Troubleshooting
9. **Discussion** – a sample setup

Software

1. Downloading and installation
2. Licensing
3. Help system (very handy!)
4. Applications in the suite
 - a. Control panel
 - b. Sequence Editor
 - c. Show Editor
 - d. Simple Show Builder (SSB)
 - e. Schedule Editor
 - f. Network Preferences
 - g. Visualizer
 - h. SuperStar Sequencer
 - i. Verifier
 - j. Hardware Utility
 - k. ServoDog Utility

Hardware Utility

1. LOR Control tab
 - a. Finding controllers
 - b. Testing controllers (console and other tests)
 - c. Addressing controllers
 - d. Configuring controllers
 - e. Stand-alone sequences
 - f. Changing firmware
2. LOR MP3 tab
3. LOR RF tab
4. Digital IO boards tab
5. X10 CM11A tab

Sequence Editor

1. Preferences
2. LOR Networks/Network Preferences
3. Creating and editing sequences
 - a. Animation vs. musical sequences
 - b. The grid
 - c. Channels
4. Toolbar user interface buttons
5. Saving, loading, and closing sequences
 - a. Protected sequences
6. Editing sequences
 - a. Lighting effects
 - b. Intelligent Fade Tool
 - c. Fill Tool
 - d. Chase Tool
 - e. Paint Sequence Tool
 - f. Background and foreground effects
 - g. Cut, copy, paste, undo, re-do, and repeat
 - h. Skewing a track
 - i. Right-click menu
 - j. Keyboard shortcuts
 - k. Loops
 - l. Animation window
 - m. Exporting and Importing channel configuration
7. Wizards
 - a. Beat Wizard
 - b. MIDI Wizard
 - c. Tapper Wizard
 - d. VU Wizard

Sequence Editor (continued)

8. More editing sequences
 - a. Copying and pasting timings
 - b. Subdividing/Inserting Multiple Timings
 - c. Tracks and Timing grids
 - d. Channel groups
 - e. Inserting devices
 - f. Subsequences
 - g. Command shell execution
6. RGB channels and color fade tool
7. Tools panel
 - a. Saved tools
 - b. Recent tools
 - c. Clipboards
8. **LABS**
9. The programming/sequencing cycle
10. Tips for musical programming

Building shows

1. What will run the show?
2. Setting a show up to run on a computer
 - a. Show Editor
 - i. Parts of a show
 - ii. Triggers
 - iii. Show options
 - b. Schedule Editor
 - c. Simple Show Builder (SSB)
3. SSB vs. Show Editor/Schedule Editor
4. Setting a show up to run on a ShowDirector
 - a. Simple Show Builder (SSB)
 - b. Hardware Utility
5. Verifier
6. Control Panel options
7. Status window

Visualizer

1. Concepts and Terminology
 - a. Stage
 - b. Lights
 - c. Channels
 - d. Fixtures
 - e. Props
 - f. Layers

Visualizer (continued)

2. Main Window layout
 - a. Edit Toolbar
 - b. Actions Toolbar
 - c. Color Toolbar
 - d. Object Selection area
 - e. Status bar
3. Simulation Mode
4. Wizards
 - a. Arch Wizard
 - b. Tree Wizard
 - c. CCR Wizard
 - d. CCR matrix Wizard
 - e. Channel Assignment Wizard
 - f. Rename Wizard
5. Reference and Virtual channels
6. Multi-color strings and strobes
7. Options
8. Limitations

Super Star Sequencer

1. Toolbar
2. Modes
 - a. Scenes
 - b. Morphs
 - c. Images (Draw)
 - d. Text
3. Group selection and Group modify
4. Adjusting effects objects
5. Exporting a sequence
6. Inserting SS sequences into main sequences
7. Layout and Configuration
8. Timings
9. Instant Sequence
10. Visualizer simulations
11. Load/Save clipboard

Appendices

- A. Address switch reference table
- B. Cosmic Color Devices Macro Channel Summary
- C. Holiday Technologies' contact information