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Light o rama 16 channel sequence free

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We have someone you can use. Here's a one-minute video to give you an idea of what this filler sequence might look like in your room. There's no sound. This 64-channel sequence looks great even if only 16, 32 or 48 channels are used. Use the same sequence to expand what you're doing next year by simply adding more Light-O-Rama controllers. The first 16 channels (Controller 01, channels 1-16) are used all the time throughout the song. These channels are usually used in the main structure. The 16 channels are divided into four groups of four. Think four roof segments, four windows, four bushes and/or four columns. It doesn't matter what's in a group. One group can be four windows downstairs and another group of four upstairs windows. There can be four bushes to the left of the main entrance and four bushes to the right. The key is to use four groups of four. Your imagination is your only limitation. The optional second group of 16 channels (Controller 02, channels 17-32) are accent channels to specially designed to improve the first 16 channels in appropriate locations during the song. Think four groups of four, again. In our demo video we use four small trees, each with four different light colors. These can be four wreaths, each with four different light circuits, four large trees, each with four different light circuits, four groups of four small trees scattered across the front or even four groups of four stars each scattered in tress or on the roof. The key is to use four groups of four. If you don't use these channels this year, you can expand to them next year. The optional third group of 16 channels (Controller 03, channels 33-48) are accent channels specifically designed to improve the first 16 channels in appropriate locations during the song. This time think two groups of eight. In our demo video we use bouncing arcs of light, each with eight channels. This could also be eight wreaths on the first story of the venue and another eight wreaths on the second story. These 16 accent channels can also be two groups of eight candy es on either side of the sidewalk or driveway. Get creative. If you don't use these channels this year, you can expand to them next year. The optional forward group of 16 channels (Controller 04, channels 49-64) are accent channels specifically designed to improve the first 16 channels in appropriate locations during the song. This time think two groups of eight. In our demo video we use two jumpers of light, each with eight channels. This can also be eight landing lights on the left side of the driveway and eight to the right. These 16 accent channels can also be two groups of eight candy es on either side of the sidewalk or driveway. Get creative. If you don't use these channels this year, you can expand to them next year. Here is the easiest way to remember what the different channels do. Check 01: Required. 16 electrical channels. Use all the time. Recommended on the main structure. Channels 1-4: Group of four similar elements channels 5-8: group of four similar elements channels 9-12: group of four similar elements channels 13-16: group of four similar items Controller 02: Optional. 16 electrical channels. Used as accents to controls 01. channels 1-4: group of four similar elements channels 5-8: group of four similar elements channels 9-12: group of four similar elements channels 13-16: group of four similar items Controls 03: Optional. 16 electrical channels. Used as accents to controls 01. channels 1-8: group of eight similar elements channels 9-16: group of eight similar items Controller 04: Optional. 16 electrical channels. Used as accents to controls 01. channels 1-8: group of eight similar elements channels 9-16: group of eight similar items How to install a filler or animation sequence? You should already have a working version of Light-O-Rama's ShowTime Sequencing Suite software. If you don't have it: Sequence Suite Download the correct filler sequence to your computer and put it in the default Light-O-Rama Sequences directory. Filler Sequences has no sound. These are called Animation Sequences. When you create the show with simple show builder or LOR MP3 tab in the hardware tool, make sure you're looking for animation sequences. Insert the fill course for the correct duration in the show. You can string multiple filler sequences together to do for almost any time period. Example: Create a filler in 38 minutes using four nine minutes and two-minute filler sequences. How to download from this site? With most browsers right click on the Download link and select Save Target As... Save the file to a location you can easily find Length Length Name Link 1 minute Filler-01_Minutes-64Channels-NoMusic.las Download 2 minutes Filler-02_Minutes-64Channels-NoMusic.las Download 3 minutes Filler-03_Minutes 64Channels-NoMusic.las Download 4 minutes Filler-04_Minutes-64Channels-NoMusic.las Download 5 minutes Filler-05_Minutes-64Channels-NoMus.eric.las Download 6 minutes Filler-06_Minutes-64Channels-NoMusic.las Download 7 minutes Filler-07_Minutes-64Channels-NoMusic.las Download 8 minutes Filler -08_Minutes-64Channels-NoMusic.las Download 9 minutes Filler-09_Minutes-64Channels-NoMusic.las Download Need some help understanding how a musical sequence works? We got with our sequence creators and they created one for you to learn from as well as use in your shows. Curious how a professional sequencer builds a Light-O-Rama sequence? Here's a good example. It is only 20 seconds long and uses our standard 64 channel configuration. Very Merry Christmas using royalty-free music from NEO Sounds 20 seconds in length 68 channel and 32 pixels sequence of Light-O-Rama and includes royalty free music This sequence is fully modifiable. We recommend that you use the latest version of the ShowTime Sequencing Package (Basic Plus, Standard, Advanced, or Pro) to make changes. This sequence is for use only and has a built-in serial number that can be tracked. This sequence was designed and programmed by an award-winning creative work in close harmony with the Light-O-Rama staff. Sequencing can be very hard work, so we make it easy for you to have a great show and take all the credit. Here is a short video to give you an idea of what this free sequence might look like in your place. This 68-channel, 32-pixel sequence looks great even if only 16, 32 or 48 channels are used. Use the same sequence to expand what you're doing next year by simply adding more Light-O-Rama controllers. The first 16 channels (Controller 01, channels 1-16) are used all the time throughout the song. These channels are usually applied to the main structure. The 16 channels are divided into four groups of four. Think four roof segments, four windows, four bushes and/or four columns. It doesn't matter what's in a group. One group can be four windows downstairs and another group of four upstairs windows. There can be four bushes to the left of the main entrance and four bushes to the right. The key is to use four groups of four. The other controllers are accent channels and specifically designed to improve the first 16 channels in appropriate locations during the song. Here is the easiest way to remember what the different channels do. Controller Unit ID 01 (16 channels, four groups of four and used all the time.) Basic level or higher of Light-O-Rama ShowTime Sequencing Suite software is required to use this Device ID. Channels 1-4: group 1 Channels 5-8: group 2 Channels 9-12: group 3 Channels group 4 Controller Unit ID 02 (16 channels, four groups of four and used for accents.) The Basic level or higher of the Light-O-Rama ShowTime sequencing package is required to use this device ID.Channels 1-4: group 1 Channels 5-8: group 2 Channels 9-12: group 3 Channels 13-16: Group 4 Controller Unit ID 03 (16 channels, two groups of eight and used for accents.) The Basic Plus level or higher of the Light-O-Rama ShowTime sequencing package is required to use this device ID. Channels 1-8: Group 1 Channels 9-16: Group 2 Controller ID 05 (16 channels and used for accents.) The default level or higher of the Light-O-Rama ShowTime Sequencing Suite software is required to use this Unit ID. Channels 1-4: strobe strings (channels on / off without dimming) Channels 5-8: not used channels 9-12: not used channels 13-16: not used Controller Unit ID 07 (8 RGB pixels, a group of eight and used constantly.) The default level or higher of the Light-O-Rama ShowTime sequencing package is required to use this device ID. Pixel 1, channels 1, 2, 3: group 1 Pixel 2, channels 4, 5, 6: group 1 Pixel 3, channels 7, 8, 9: group 1 Pixel 4, channel 10, 11, 12: group 1 Pixel 5, channels 13, 14, 15: group 1 Pixel 6, channels 16, 17, 18: group 1 Pixel 7, channels 19, 20, 21: group 1 Pixel 8, channels 22, 23, 24: group 1 Controller Unit ID 08 (8 RGB pixels, a group of eight and used for accents.) The default level or higher of the Light-O-Rama ShowTime sequencing package is required to use this device ID. Pixel 1, channels 1, 2, 3: group 1 Pixel 2, channels 4, 5, 6: group 1 Pixel 3, channels 7, 8, 9: group 1 Pixel 4, channel 10, 11, 12: group 1 Pixel 5, channels 13, 14, 15: group 1 Pixel 6, channels 16, 17, 18: group 1 Pixel 7, channels 19, 20, 21: group 1 Pixel 8, channels 22, 23, 24: group 1 Controller Unit IDs 20-27 (8 RGB pixels, a group of eight and used constantly.) These individual device IDs do the same as the individual pixels for device ID 07. Advanced level or higher of Light-O-Rama ShowTime Sequencing Suite software is required to use these Unit IDs. Controller ID 20, channels 1, 2, 3 (same as device ID 07, Pixel 1) Controller Unit ID 21, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 22, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 22, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 22, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 22, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 22, channels 1, 2, 3 (same as device ID 07, Pixel 2) Controller Unit ID 27, channels 1, 2, 3 (same as Device ID 07, Pixel 8) Controller Unit ID 28-2F (8 RGB pixels, a group of eight and used for accents.) These individual device IDs do the same as the individual pixels for device ID 08. Advanced level or higher of Light-O-Rama ShowTime Sequencing Suite software is required to use these Unit IDs. Controller ID 28, Channels 1, 2, 3 (same as Device ID 08, Pixel 1) Controller Unit ID 29, channels 1, 2, 3 (same as Device ID 08, Pixel 2) Controller Unit ID 2A, channels 1, 2, 3 (same as Device ID 08, Pixel 3) Controller Unit ID 2B, Channels 1, 2, 3 (same as Device ID 09, Pixel 4) Controller Unit ID 2C, channels 1, 2, 3 (same as device ID 08, Pixel 5) Controller Unit ID 2D, channels 1, 2, 3 (same as device ID 08, Pixel 6) Controller Unit ID 2E, channels 1, 2, 3 (same as Unit ID 08, Pixel 7) Controller Unit ID 2F, channels 1, 2, 3 (same as Device ID 08, Pixel 8) How to download from this site? With most browsers right click on the Download link and select Save Target As... Save the file in a place you can easily find sequence very merry Christmas sequence. 20 seconds in length. Insert the default \Sequences directory. 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Download royalty-free music to your computer and put it in the standard Light-O-Rama Audio catalog. If the sound doesn't work, click Edit/Media File in the Sequencing Editor and navigate to the appropriate music in the audio directory. do not worry. It's much easier than all these complicated sounding words make it sound. We've also provided everything you need to build on our typical 64-channel setups. From above, you can configuration of 64 channels and visualizer setup. We even included a picture of our typical house to use as wallpaper for Visualizer. Intimidated? If all of the above seems scary, checkout our video tutorials: Video Tutorials It's probably more like what you see with this sequence? There is much more in the Light-O-Rama sequence store. Sequence Shop