# Luminous Harmony "How-to"
Importing "Create Your Own Harmony" Sequences - LOR v5.5.0+

1. **Download Your Files:** Download the .lms file of your sequence from your Google Drive folder or email (depending on how you requested it be sent). You will also need the Amazon .mp3 of the song corresponding to the sequence; purchase links can be found at http://luminousharmony.com/cyoh.html. *If you use music from another source, the sequence effects may not be in time with the music.*

   Save both of these files somewhere on your computer that is not the downloads folder or the desktop. A common place to save files is Documents-->Light-O-Rama then the respective "Sequences" or "Audio" folder, but you can actually save files wherever you want. If you move either file after you've opened the sequence, you will need to repeat steps 4 and 5 of this document.

2. **Create Your Preview (Optional):** Open the Light-O-Rama "Sequencer" software from your start menu. On the far right side, you will see a pop out tab labeled "Preview." (If you don't see it, go to Window-->View Preview Window.) Clicking it will show the menu below. If you have not already created your preview and would like to do so, you should create it before opening the sequence. You can also import an S4 Visualizer file by clicking the icon with the left facing green arrow. *CYOH sequences will map to the corresponding unit ID and channel assignments within your preview, NOT the names of props.* You can open and play Create Your Own Harmony sequences without creating a preview at all, but you will not be able to see what the final result looks like until playing it on your physical display. For more information about creating your preview, please watch this tutorial https://youtu.be/bJsASM-Zi8s.
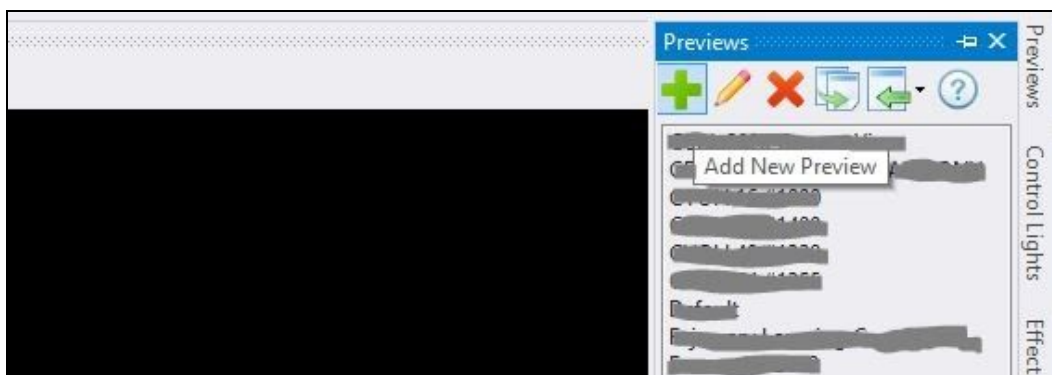
3. **Import Your Sequence:** After creating (or deciding not to create) a preview, find your .lms file by going to "File-->Open" in the Sequencer. After you tell your file to open, you will see the pop up pictured below. All C.Y.O.H. Sequences are created in S4 format so that they may be used with either version of the software, so the .lms file (S4) must be converted to S5 format (.loredit) in order to play.
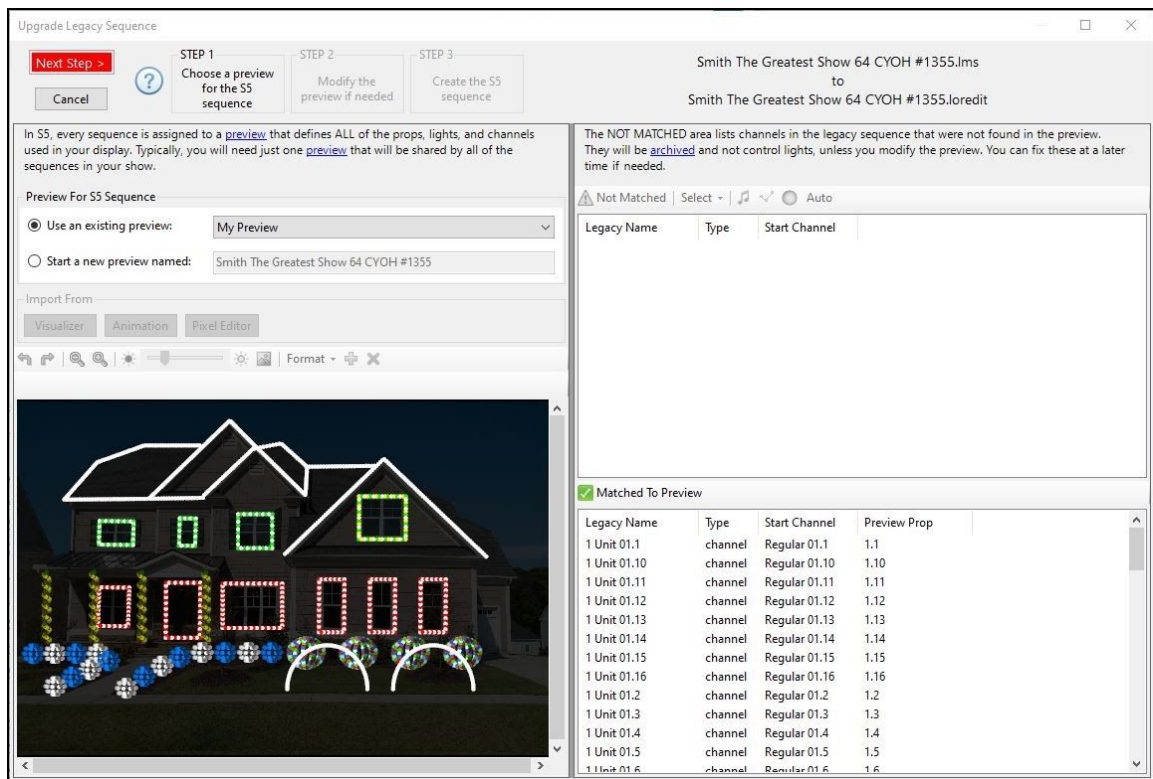

If you already created your preview, select it from the "use an existing preview" dropdown. If you did not import an S4 Visualizer in step 2 but would still like to do so, you can select "start new preview named."

If you have correctly created your preview, you will have no unmatched channels in the upper right area of this window. Simply click "next step" in the upper left until the sequence imports. Leaving channels in the upper right corner will force them to become archived once your sequence is created. Watch our tutorial on archived props to learn more: https://youtu.be/MHVM6bLLcus

(3. continued) The C.Y.O.H. sequence will automatically map by channel <u>assignment</u> (not name), so if you need to make manual changes, go to step two of the import process, then double click on any channel. You can use the drop down menu to re-assign the channel.
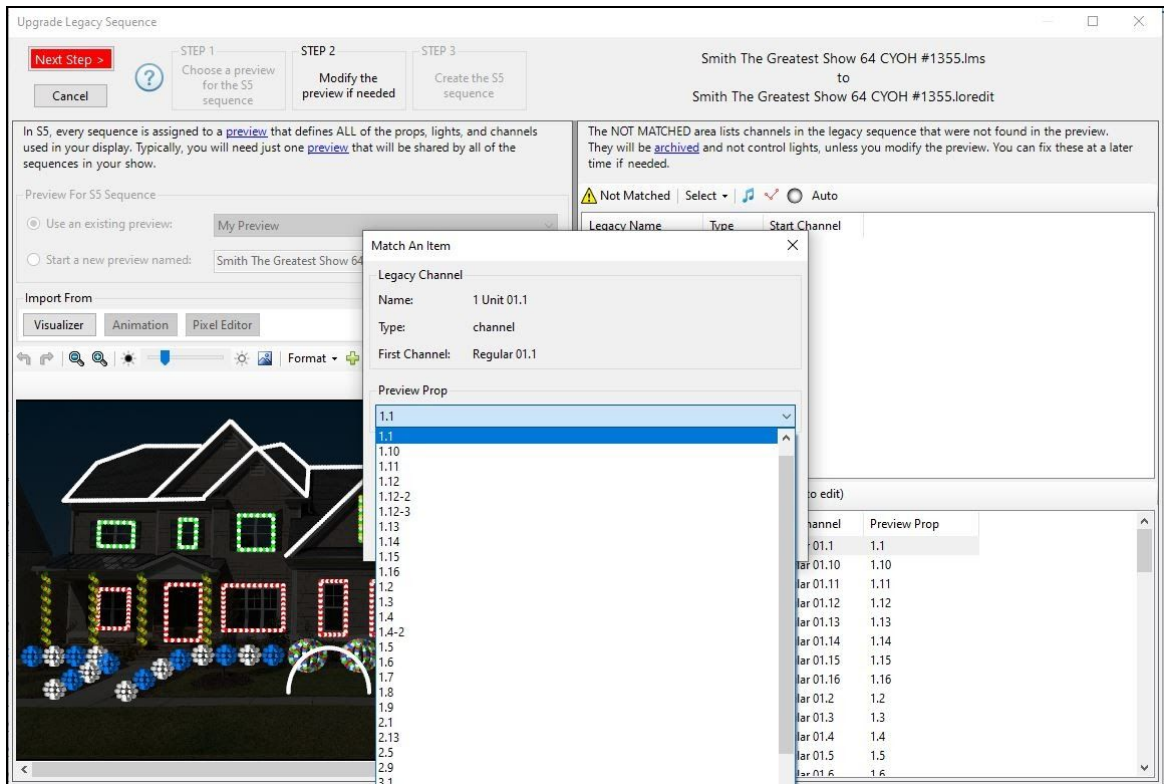
After you've clicked "next step" through to the point where you're importing your sequence, the next pop up will tell you the following Tracks were found (Track 1). Do not make changes to this pop up - just click "OK."

4. **Add Your Music:** Once your sequence is open, the first thing you need to do is add the music file or else the sequence will not play. Do this by going to Sequence-->Media File, then locating your music. Once the music file is successfully added, you will see a blue and white waveform appear in the sequencing area of the software. You can test and watch your sequence by clicking the green play "All" icon.
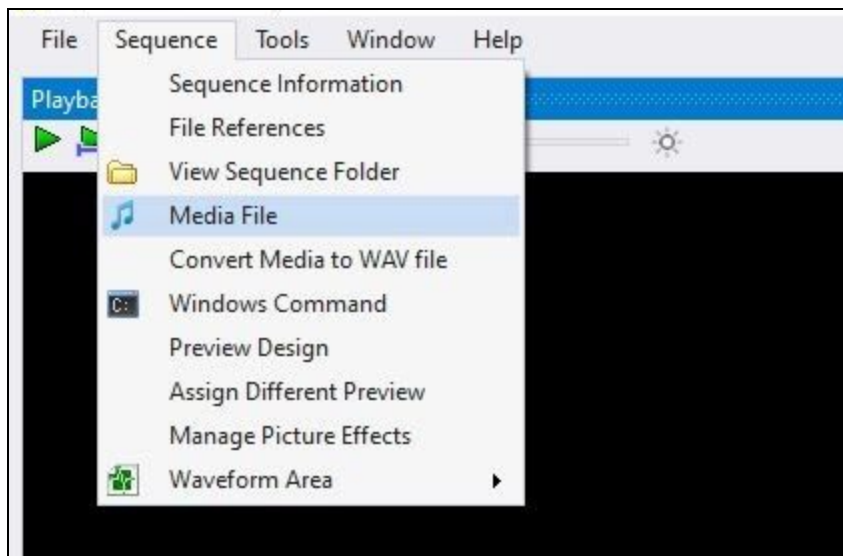
5. **Save Your Sequence:** Once your sequence is saved as a .loredit, you can add it to your show line up via the Show Editor and Schedule Editor (if you plan to run your show with a PC) or by creating an SD card, all of which can be accessed through the Light-O-Rama Hub. For more information about these options, please view the Light O Rama documentation below.

LOR Documentation - http://www.lightorama.com/help/index.html?whats_new.htm
(Click this link, then the "Light-O-Rama Software Package," then the sections below)
    Show Editor - "Show Editor"
    Schedule Editor - 'Schedule Editor"
    SD Card Creation (click the books) - "LOR Hub-->Creating Shows and SD
        Cards-->Run from an MP3 Director--->Creating a new SD Card Show"
    Playing Your Shows - "Control Panel"

More LOR Tutorials - https://youtu.be/hrDUdjyLGo8
LOR FAQs - http://www1.lightorama.com/faqs/

Additional Information

Modifying Your Preview After Opening Sequences

To access your preview after opening a sequence, click on the name of your preview on the left side of the page. This will open the same pop up window you saw when initially creating your preview. Unlike in S4, changes you make to a preview will be applied to EVERY sequence that uses that preview the next time the respective file is opened. Make sure to click "Save" in the preview pop out or your changes will not be applied.

When editing your preview, if you see a yellow triangle with an "!" inside, click on that tab to see what changes need to be made. The most common problem will be that you've assigned two fixtures to the same unit/channel without indicating in the prop window that they are allowed to share the same assignment. If you see green check marks on both the Channel Conflicts and Other Warnings Tab, you do not have any errors in your preview according to software standards (it is still possible for you to mis-assign channels or flip flop elements from what you originally intended, so make sure you pay close attention to channel assignments when creating or editing your preview).
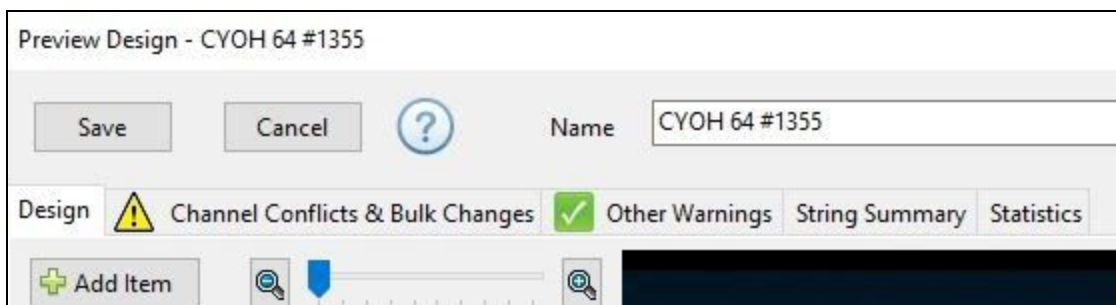
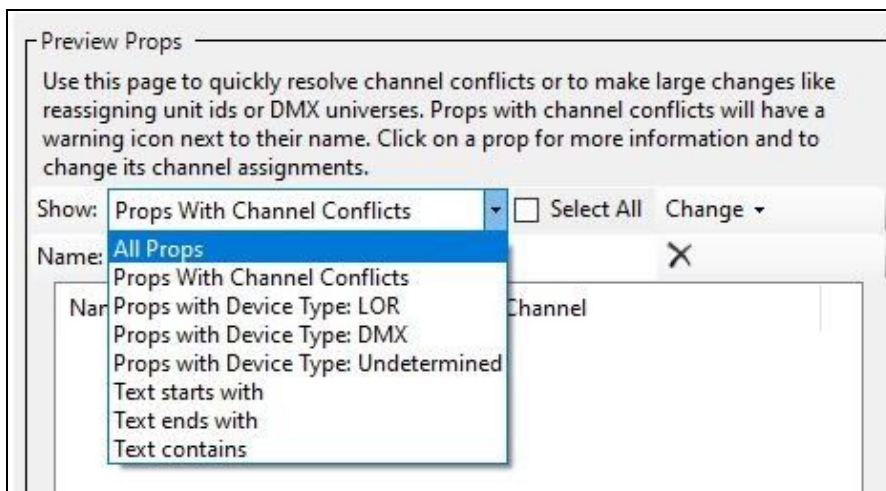**Changing Controller/Unit IDs**

Create Your Own Harmony sequences will download with the following Unit ID assignments unless otherwise requested. If you would like to change these assignments and therefore move the respective effects to a different controller, you will need to change the Unit ID. Remember, effects will look best on groupings of fixtures that match the configuration of your download.

16 Channels - Controller 01
32 Channels - Controllers 01 and 02
48 Channels - Controllers 01, 02, and 03
64 Channels - Controllers 01, 02, 03, and 04

After you have opened the preview pop out, switch to the "Channel Conflicts & Bulk Changes" tab (it will automatically open on "Design"). *Green checkmarks on tabs mean everything is ready to go; a yellow warning triangle means you need to address issues or your show will not play.*

Unless you have props with channel conflicts, nothing should appear in the "Preview Props" section of the pop out. To view all of your props (and prepare to make bulk changes), select "All Props" from the dropdown.
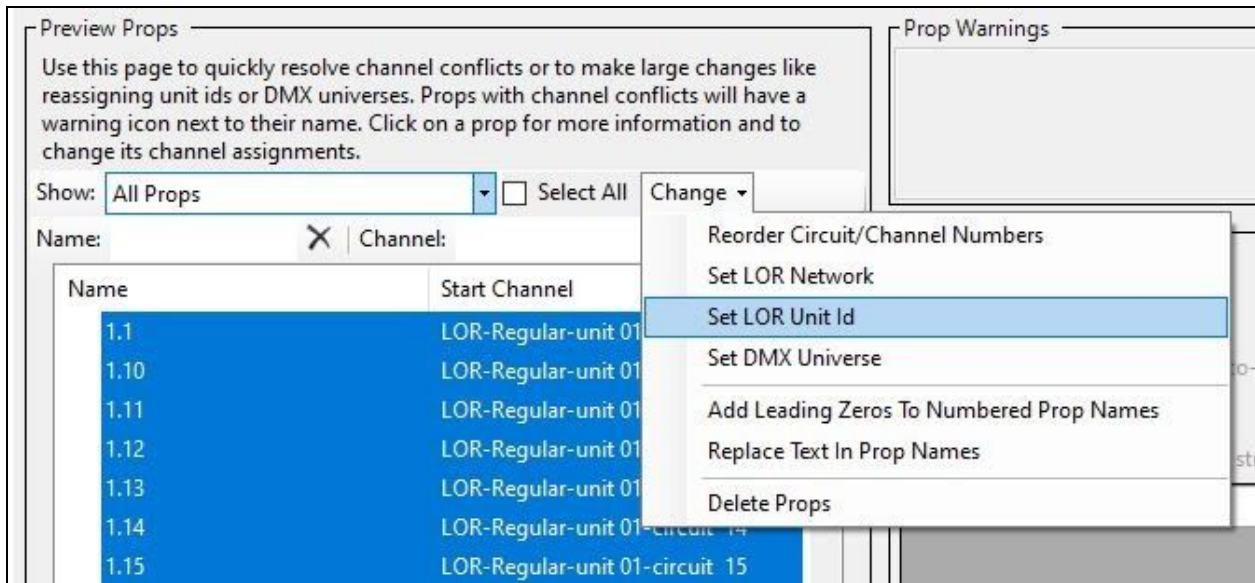
(Changing Controller/Unit IDs cont.)

To change a Unit ID number, select all of the props you wish to change. For example, if you wanted to change controller 01 to controller 05, you would select all elements that are on controller ("unit") 01, then click "Set LOR Unit Id" from the "Change" dropdown.

A new pop up will appear asking you what number you would like the new Unit ID to be. Click "OK" after making your selection. Make sure you click "Save" on the Preview pop out or your changes will NOT take effect.