



Tanks for Your Service Sequence 2020

Created By: Luminous Harmony

Wrong Side of Heaven: Five Finger Death Punch

Sequence Layout and Channel Assignments

AC Channels

Unit ID 01 - "Channels 1-16"

- *Melody*
- Prop Arrangement: Four Sets of Four Fixtures/Elements
- Prop Examples: Four Rooflines, Four Upper Windows, Four Lower Windows, Four Columns

Unit ID 02 - "Channels 17-32"

- *Percussion Rhythms*
- Prop Arrangement: Four Colors on Four Fixtures
- Prop Examples: Four Bushes (Red, Green, White, Blue); Four Mini Trees (Red, Green, White, Blue)

Unit ID 03 - "Channels 33-48"

- *Harmonies/Occasional Melody*
- Prop Arrangement: Two Sets of Eight Elements
- Prop Examples: Two Eight Channel Arches; Two Sets of Eight Bushes

Unit ID 04 - "Channels 49-64"

- *Harmonies/Occasional Percussion Rhythms*
- Prop Arrangement: One Set of Continuous 16
- Prop Examples: 16 Rows of Lawn Lights; 16 Channel Mega Tree; 16 Channel Driveway Arches

Smart RGB Props

Large Multi Strand Prop

- Unit IDs 05 through 14 (16 Unit IDs/Ports in total)
- *Musical Accents/Occasional Melody*
- Prop Examples: Mega Tree; Matrix

Single Strand Props

- Unit IDs 15 and 16 (One Unit ID per Prop)
- *Musical Accents*
- Two props included in file; sequencing can be duplicated to additional props
- Prop Examples: Rooflines; Arches

Small Multi/Folded String Props

- Unit IDs 17 through 1E (One Unit ID per Prop)
- *Musical Accents*
- Sequenced in Two Groups of Four (You can use 4 or 8 of the props without losing sequencing quality)
- Prop Example: Folded Strand Mini Trees;

Dumb RGB Props

Unit ID 1F - Eight Dumb RGB Channels

- Musical Accents
- Prop Examples: Flood Lights; Dumb RGB Roofline Strips

Disclaimer: This sequence will work with all AC Channels, and with a combination of AC channels and pixels in the display. If you do not have any AC channels, there WILL be musical elements missing and "dark" periods of time if you only use the pixel programming in this sequence. You will need to make edits on your own if you use this sequence on a full pixel display.