

Light-O-Rama 2.8.0 Beta Notes

The help files have not yet been updated to reflect the changes in Light-O-Rama version 2.8.0; they will be updated during the release of the Beta, before the release to the general public. In their stead, this document is intended as a brief overview of the changes.

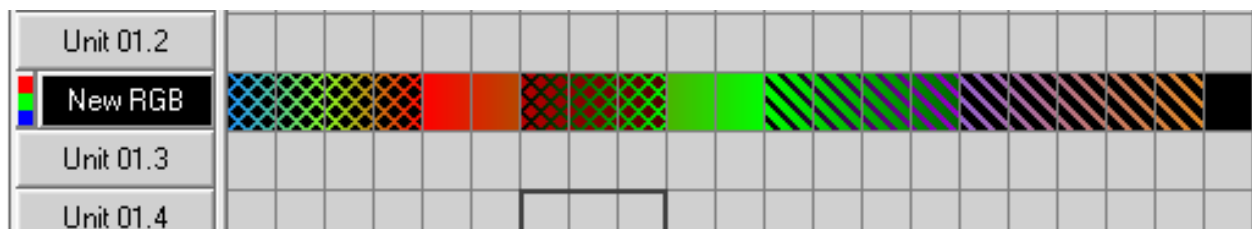
As always, thank you very much for all your help!

Important Note: Graphics Acceleration

The underlying mechanism that the Sequence Editor uses to draw graphics on the screen has changed significantly since the last release. If you encounter any problems such as jumpiness or jerkiness when making changes, please let us know, but please also try changing your graphics card's acceleration mode, turning "hardware acceleration" on. This may solve the problem. In either case, please let us know.

RGB Channels

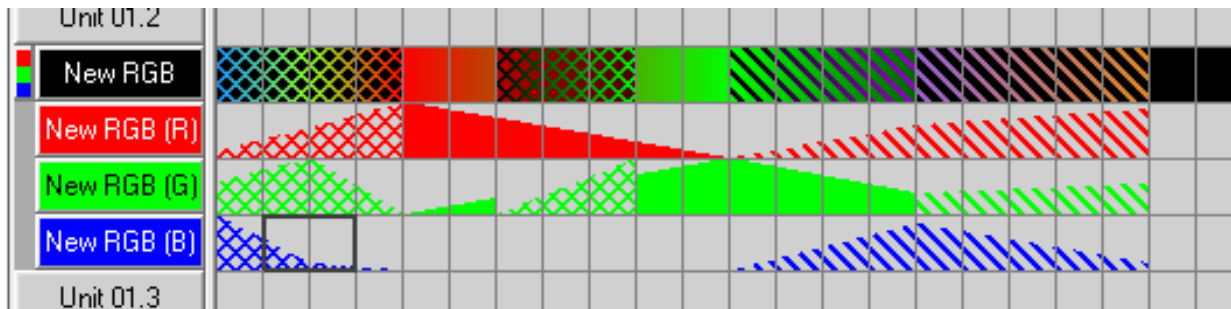
An RGB channel represents, for example, a pixel on a Cosmic Color Ribbon, which can change colors:



Note that in addition to changing colors, it can also twinkle and shimmer, like other LOR channels. For example, the RGB channel in the picture above starts off twinkling blue, and gradually changes to twinkling red, then switches to solid red, and starts fading towards green. It can even *partially* twinkle, or shimmer, or both. For example, halfway through its fade from red to green, when it is orange, its green portion starts twinkling, while getting brighter, while its red portion continues decreasing.

The colors on the screen may not match up perfectly with the colors actually created by the lights, and in some cases may actually be very different. Different RGB devices may show different colors when sent the same intensities. In the future, we intend to make this easier on the user, but for now, you may have to play around some to find colors that wind up looking like you want on your actual lights.

An RGB channel actually consists of three "regular" channels. If you click on the small button with the red, green, and blue bands, to the left of the RGB channel's button, it will expand the view so that you can see not just the RGB channel, but also its constituent channels:



Changing the effects in the constituent channels will immediately change the effects in the RGB channel, and vice versa (how to change the effects in the RGB channel will be described later in this document). Note that changing one will change the other regardless of whether the view is expanded or not.

Clicking on an RGB channel's button will open up a settings dialog for the RGB channel (as will right-clicking on it and then selecting "Change RGB Channel Settings" from the popup menu):

	Red	Green	Blue
Device Type	LOR	LOR	LOR
Network	Regular	Regular	Regular
Unit	03	03	03
Circuit	7	8	9

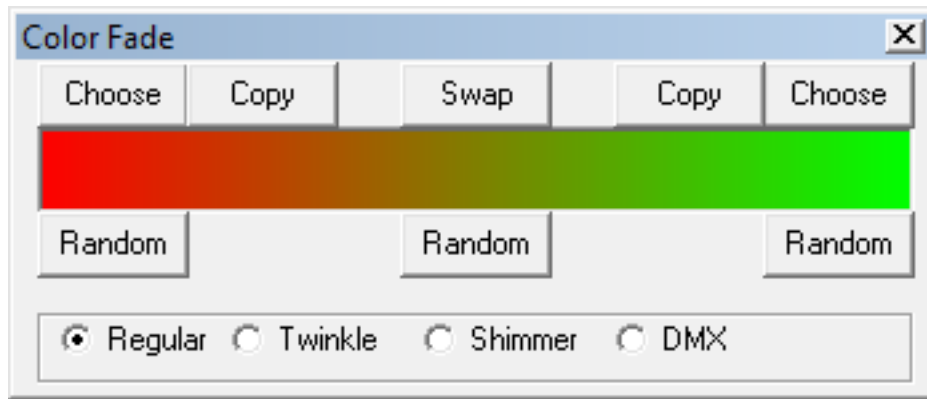
Note that the settings for the green and blue channels are greyed out; this is because the "Automatically link channel settings" box is checked. With it checked, if you change the settings of the red channel, those of the green and blue channels will automatically update to keep in sync with the red. If you want to control the green and blue channels' settings manually, uncheck that box.

If "Use LOR legacy mode" is checked, the "Circuit" boxes will only allow up to circuit ID 16; otherwise they will allow up to 512.

There are a couple ways to add RGB channels to a sequence. Both start by right-clicking on a channel button (or RGB channel button). From the popup menu, you can then select either "Add RGB Channels" or "Add Device". "Add Device" will be described later in this document.

Color Fade Tool

As mentioned above, you can change the effects that are on an RGB channel by changing the effects on its constituent channels. However, you can more directly change them via the new “Color Fade” tool:



With this tool selected, when you click and drag an area of an RGB channel (or RGB channels), the effect that’s displayed in the box on the tool’s form will be applied to that area. Well, sort of:

That’s true if you drag from left to right. If you drag from right to left, then the effect *with the colors reversed* will be applied. For example, dragging right to left with the above settings will make a color fade that starts green (on the left) and fades to red (on the right).

And if you simply click, rather than click and drag, that will cause a “fill” to happen, instead of the selected color fade (the “Fill” tool will be described later in this document).

The “Choose” button on either side opens up a color picker dialog, enabling you to choose the color on that side of the effect.

The “Copy” button on either side copies the color on the other side to the side near the button.

The “Swap” button swaps the two colors.

The “Random” button on either side chooses a random color for that side; the “Random” button in the middle chooses random colors for both sides.

The effect type (regular, twinkle, etc.) can be selected at the bottom of the form. Note that this effect type will be applied to *all* of the constituent channels – e.g. if you choose “Twinkle”, then all three constituent channels (red, green and blue) will twinkle (unless any of them are not used to make the colors that you have selected). If you want (for example) one channel to twinkle while another does something besides twinkling, you’ll have to expand the view of the RGB channel (as described in the “RGB Channels” section of this document) and apply effects to the constituent channels individually.

Repeat Tool

The “Repeat” tool can be found on the toolbar next to the “Paste” button. This is because it shares some similarities with “Paste”.

If you select an area of the grid:



And then click “Repeat”, that area will be repeated immediately after the selection:



If you click “Repeat” again, it will be repeated again:



And you can keep clicking as many times as you want, and it will be repeated another time every time you click.

Of course, the Repeat tool can be used with RGB channels as well. Before:



And after:



Note that the Repeat tool does *not* interact with your clipboard in any way. That is, whatever you had copied into your clipboard before using Repeat will still be there afterwards; it will not be overwritten by whatever it was that you repeated.

Intelligent Fade Tool

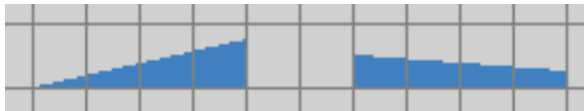
The “Intelligent Fade” tool is kind of like the “Fade Up” and “Fade Down” tools. The difference is that it can cause *either* a fade up *or* a fade down, depending upon which direction you drag in. Dragging left to right causes a fade up; right to left causes a fade down. This hopefully allows you to sequence fades more quickly, without switching back and forth between the “Fade Up” and “Fade Down” tools.

Also, if you simply click, as opposed to click and drag, then it will apply a “fill”. The “Fill” tool will be described later in this document.

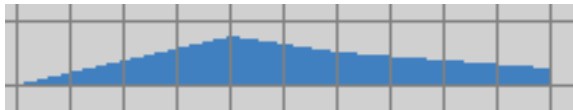
Fill Tool

If you apply the “Fill” tool to an area that has no effects (i.e. the lights are off in that channel at that time), it will automatically make a fade from the intensity that precedes the empty area to the intensity that follows the empty area.

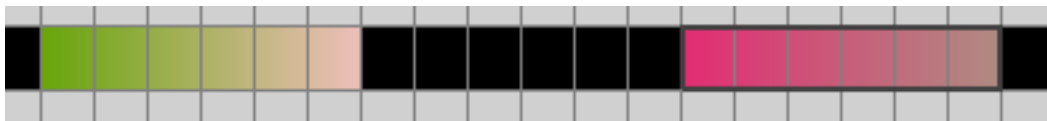
For example, here is a fade up from 0 to 75, followed by the lights being off, followed by a fade down from 50 to 25:



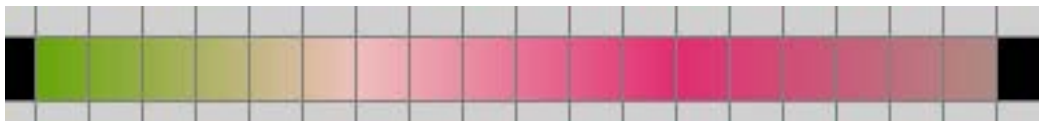
If you apply the Fill tool to the area in between the two fades, it will fill them with a fade down from 75 to 50 (because the preceding effect ends at 75, and the following effect starts at 50):



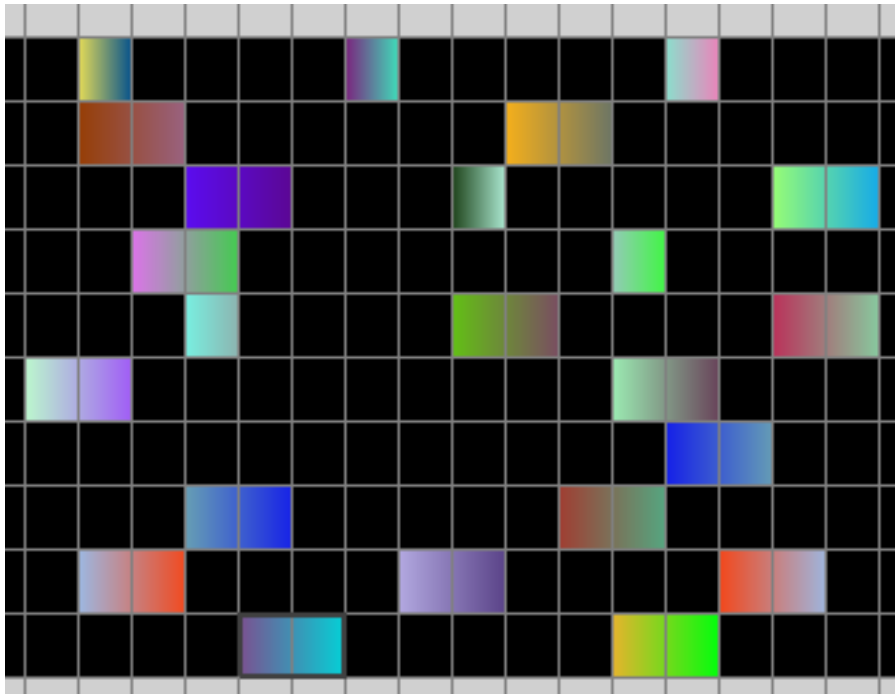
The Fill tool can also be used for RGB channels. Before:



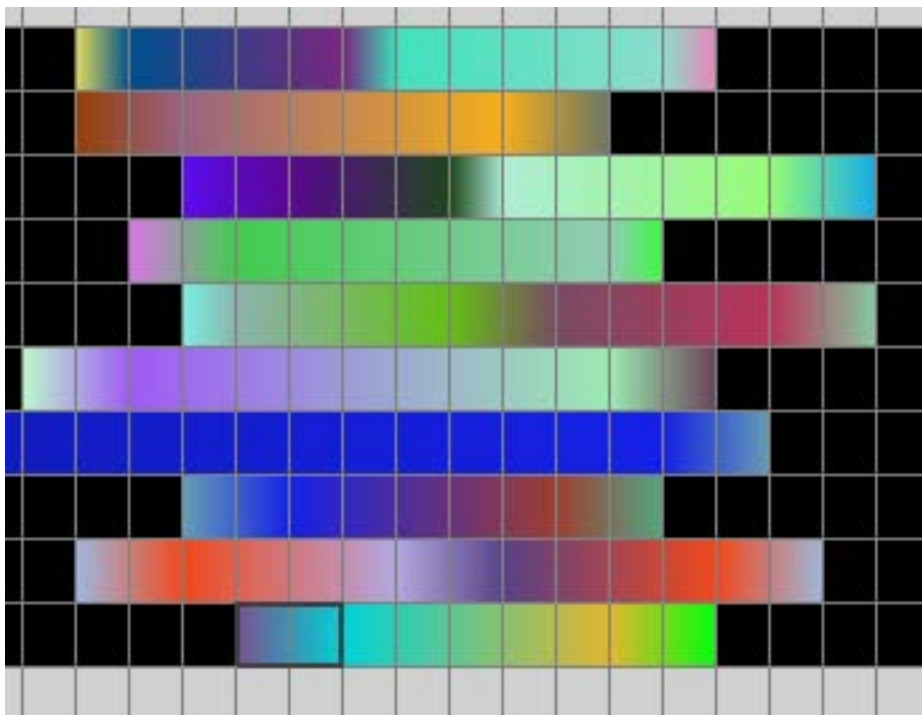
And after:



The Fill tool behaves a little differently than most of the other tools. With most tools, if you click and drag an area, that area will be selected, and when you let up on the mouse button, that tool will be applied to the selected area. The Fill tool, however, does not select an area, and it is applied as soon as you click, and as soon as you drag to a new cell, too. This, combined with the fact that the Fill tool does nothing if it’s used on an area that already has an effect, hopefully makes it quick and easy to fill a large and complicated area of the sequence just by clicking once and dragging around to the appropriate spots without letting go of the mouse button. Before:



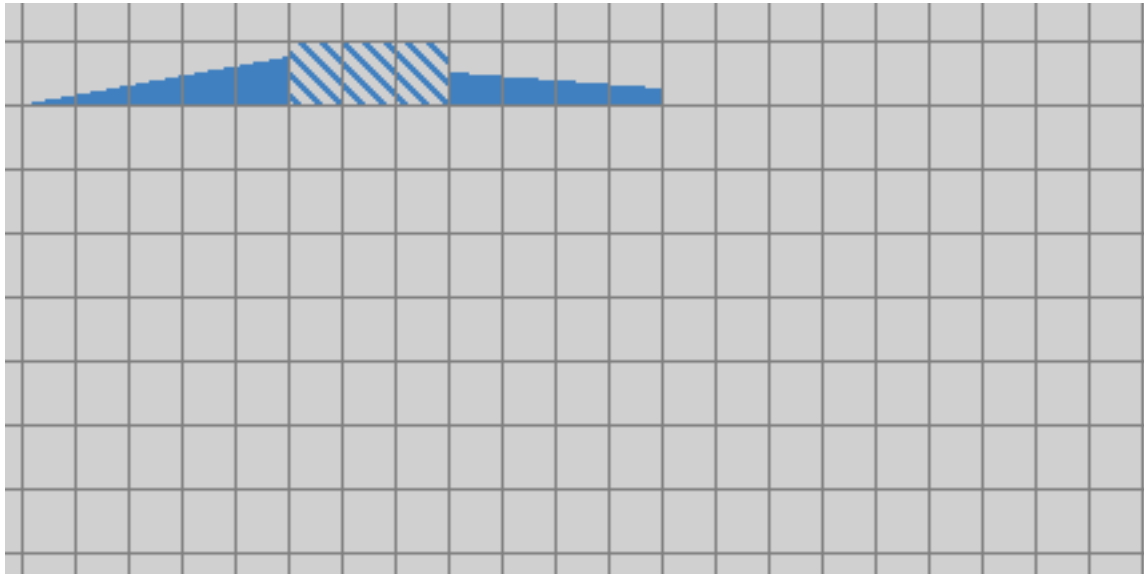
And after:



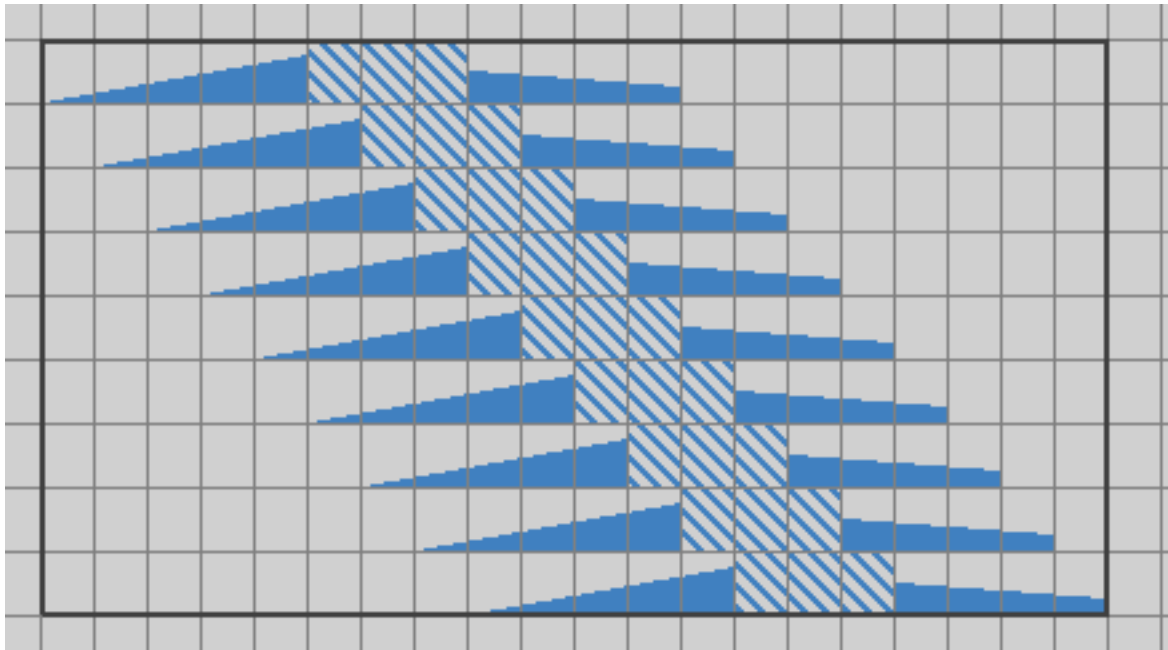
As mentioned above, some other tools also apply “fills” in certain situations. Specifically, the Color Fade tool and the Intelligent Fade tool will apply fills, instead of doing their normal things, when you click instead of click-and-drag.

Chase Tool

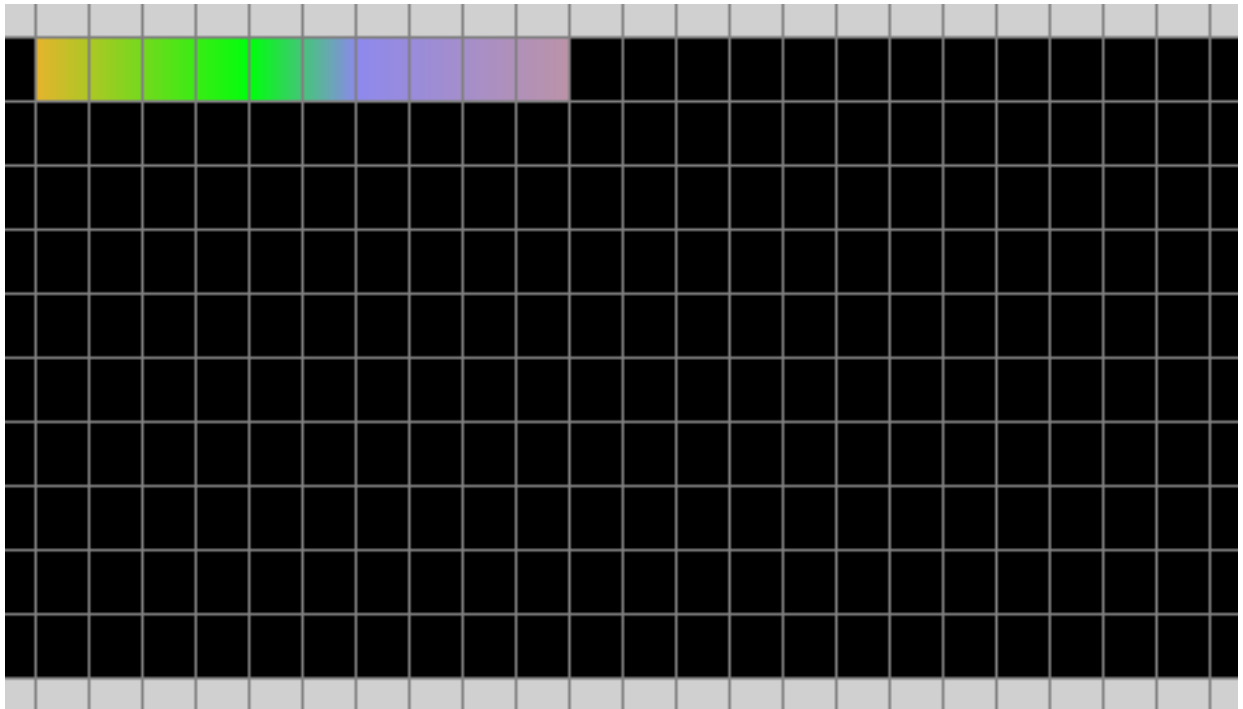
The Chase tool takes a pattern and “chases” it through the selected area. For example, before:



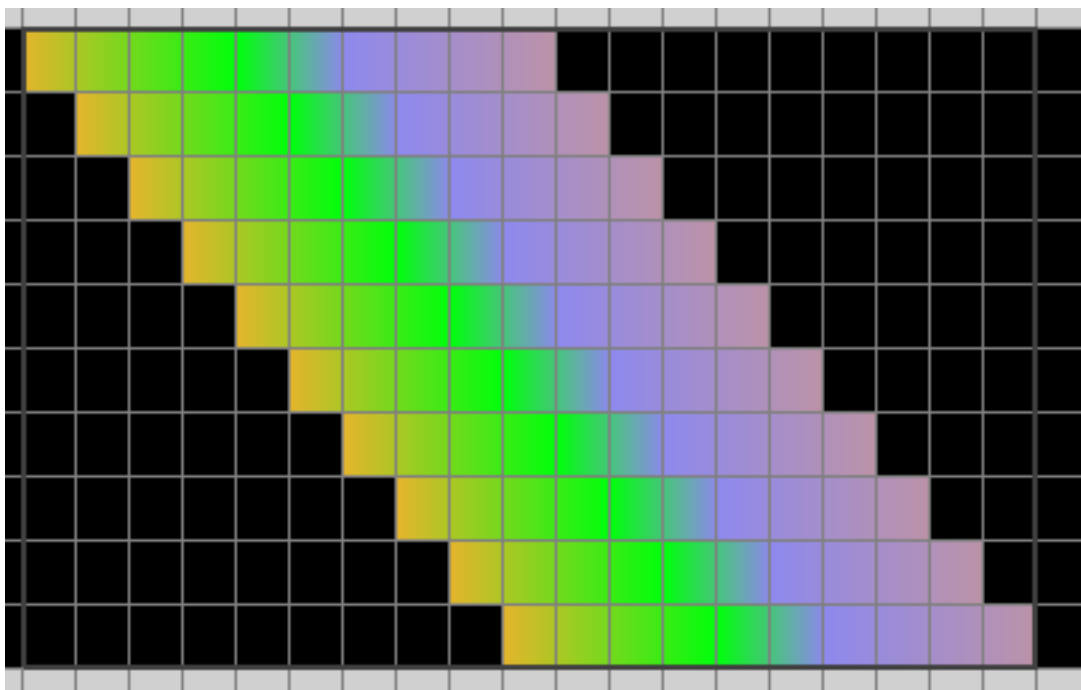
And after:



The Chase tool works on RGB channels, too. Before:



And after:



Exactly what is chased, and the direction of the chase, depends on where you click and where you then drag to. It will chase whatever is in the corner that you clicked on, and chase it towards the corner that you dragged to. For example, the screenshots shown above were made by clicking and dragging from the top left to the bottom right.

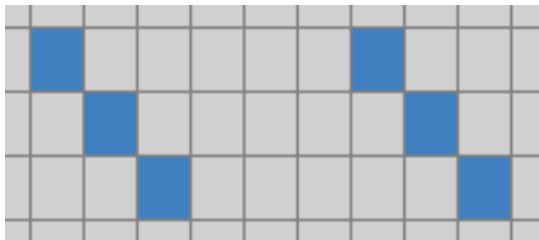
Paste from Foreground

“Paste from Foreground” is a new pasting option. When it is turned on, any portions of the clipboard’s copy buffer that have “off” effects won’t actually be pasted when you select “Paste”. That is, “off” effects won’t overwrite what you already have in your sequence.

For example, consider the following “normal” paste, without “Paste from Foreground” turned on, i.e. pasting the way that pasting always has operated in the past. Before:



And after:



If “Paste from Foreground” had been enabled, the paste would have instead done the following:

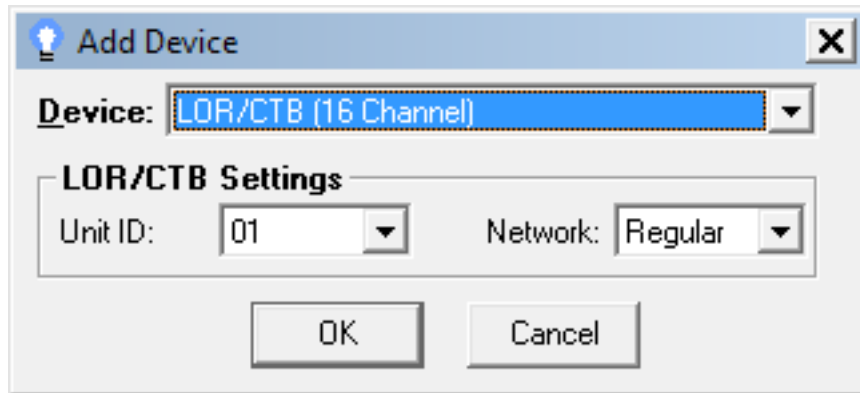


“Paste from Foreground” can be enabled or disabled in two ways: From “Edit / Set Paste Mode” (where “Paste by Cell” and “Paste by Time” always have been, and still are), or from the “Clipboards” subpanel of the new left-hand side tools panel (which is described later in this document).

Insert Device

The popup menu that opens when you click on a channel’s button always had had entries for adding new channels: “Add New Channel Above”, “... Below”, “Add Multiple Channels Above”, “Add Multiple Channels Below”. It still has those (although they are now grouped together in a new “Add Channels” submenu), and as mentioned above it also has similar menu items for adding RGB channels, but it now also has “Add Device” menu items as well.

These will open up a dialog asking you to choose the type of device (for example, LOR/CTB 16), and various settings about the device (for example, its unit ID):

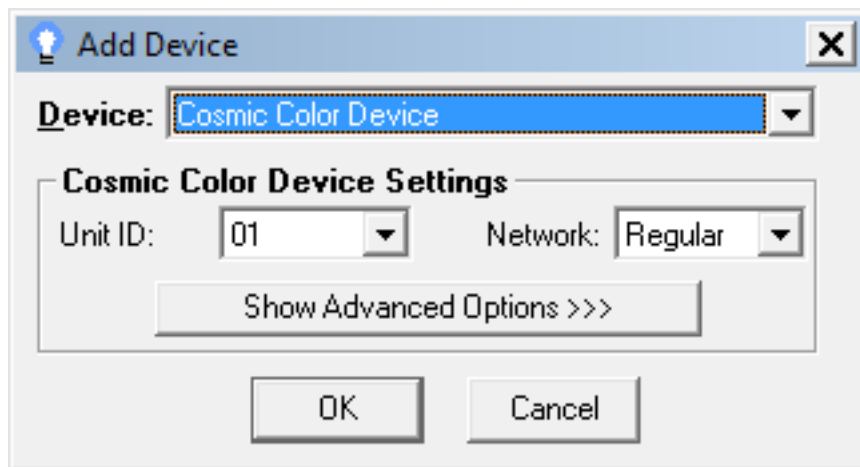


When you click “OK”, the appropriate number of new channels will be added to the sequence, and they will be set with their unit IDs and so forth. The circuit IDs will start at 1 and continue upwards.

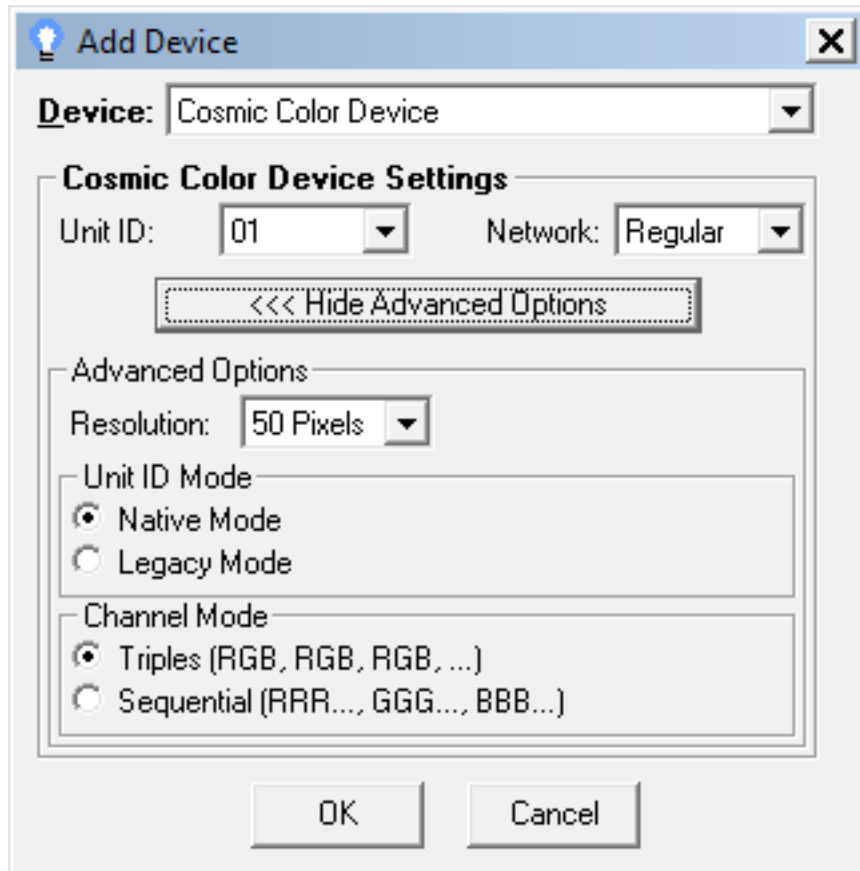
Several different device types can be added:

- CMB16D
- Cosmic Color Device (for example, a Cosmic Color Ribbon)
- DIO32
- iDMX1000
- LOR/CTB 8 channel
- LOR/CTB 16 channel
- LOR/CTB 32 channel
- RGB Device (non-Cosmic Color Device)
- Servo Dog

Several of these have different options that can be set. For example, the Cosmic Color Device dialog looks very like the LOR/CTB dialog, to begin with:



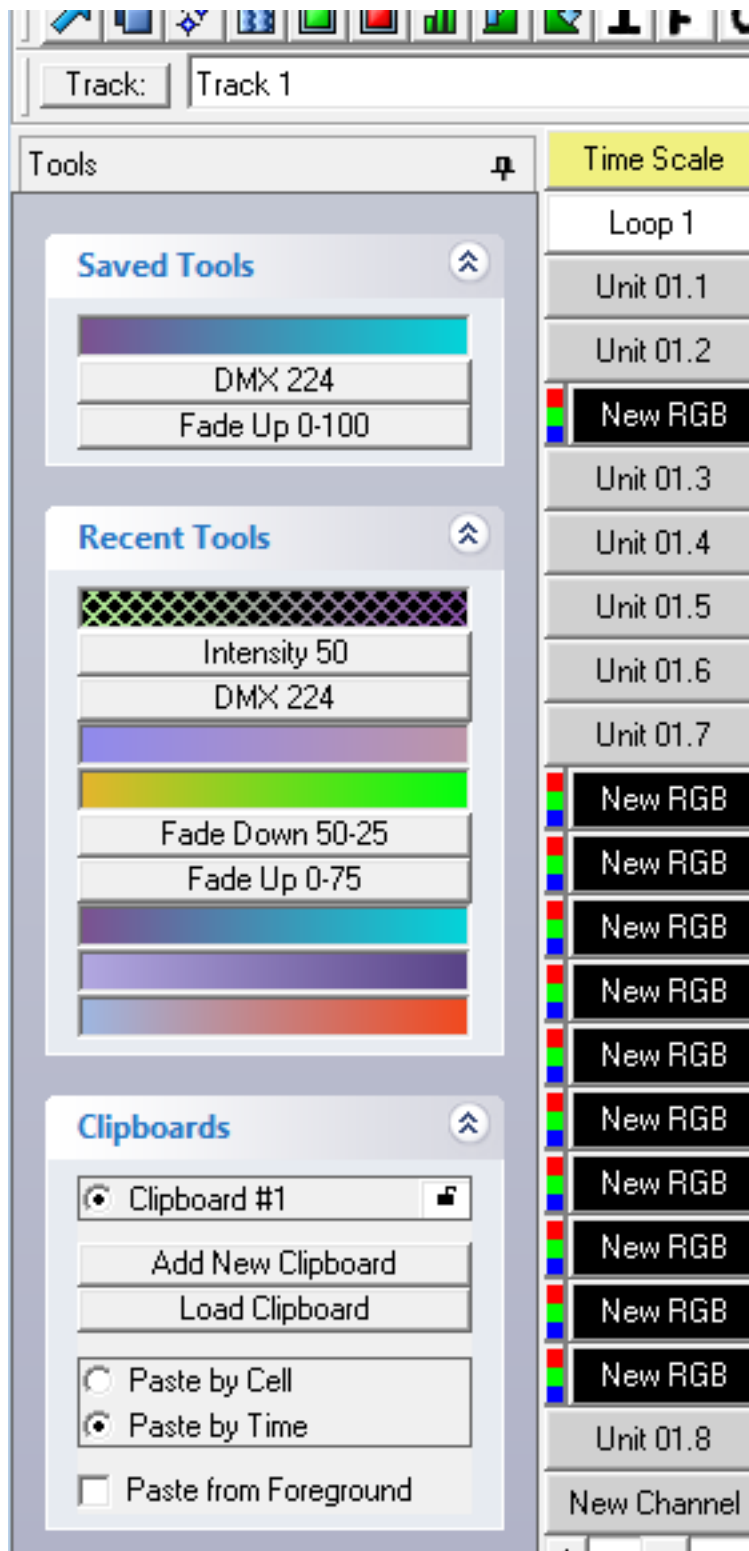
But if you click on “Show Advanced Options”, it will give you finer grained control over the settings of the Cosmic Color Device that you are adding:



All of those settings will be taken into account when determining things like the unit IDs and circuit IDs of the channels to be added.

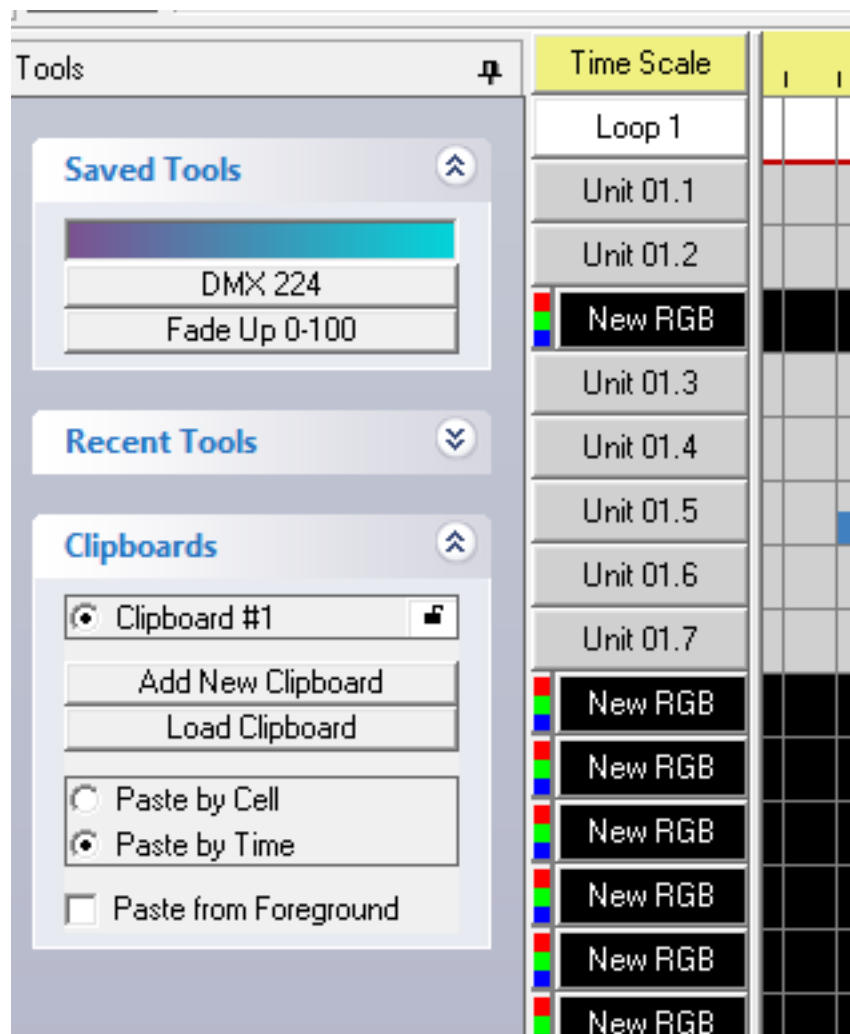
Left-Hand Tools Panel

The left-hand side of the Sequence Editor now has a new tools panel, with a few subpanels (“Saved Tools”, “Recent Tools”, and “Clipboards”):

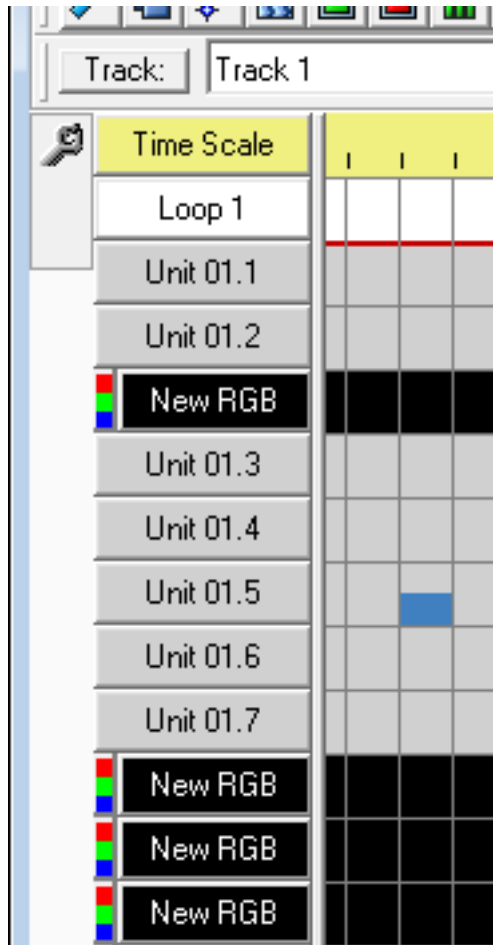


Each of the subpanels will be described momentarily, but for now, some description of how the panel as a whole behaves:

You can hide or show any individual subpanel by clicking on the arrows at its top right. For example, with the “Recent Tools” subpanel hidden:



Or you can hide the entire panel by clicking on the pin in its top right. This will cause the panel to collapse down to a narrow bar on the left, with a wrench icon on a tab:

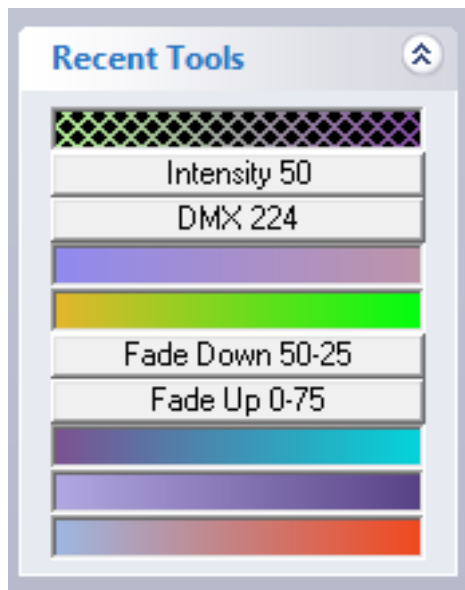


Moving your mouse over that tab will cause the panel to be shown again, at which time you can use its various items. After you are done with it, and move your mouse away from the panel, it will collapse back down to be hidden again. If you instead want it to remain open, you can click on its pin icon again.

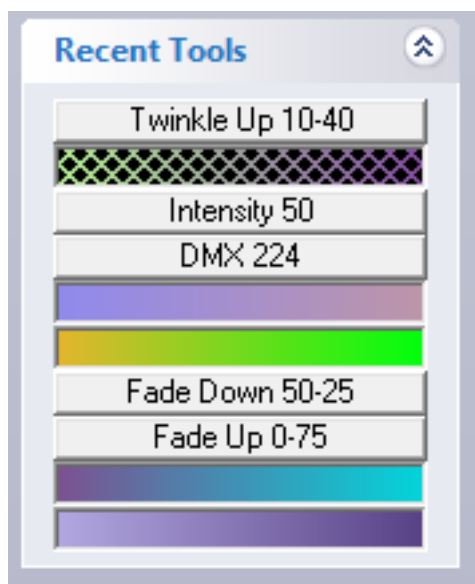
Whether the panel is collapsed or open, and whether its individual subpanels are, is remembered in between runs of the program – that is, they will start up in the same states they were in when you last used the Sequence Editor.

Recent Tools

The Recent Tools subpanel automatically gets populated with the tools that you have used recently. For example, here is the subpanel immediately before doing a twinkling fade up from 10 to 40:



And immediately after doing that twinkling fade up from 10 to 40:



Clicking on any of the tools in the Recent Tools list makes that tool the currently selected tool.

Not every tool is put onto the Recent Tools list; only those that would take more than one mouse click are added. For example, if you apply the “Twinkle” tool, or the “On” tool, or the “Toggle” tool, to your sequence, they will not be added to the Recent Tools list, because you could always go back to them in a single mouse click just by selecting them from the regular Tools toolbar.

Right clicking on an item in the Recent Tools list brings up a popup menu which allows you to “save” the tool, which will be described in the next section of this document.

Saved Tools

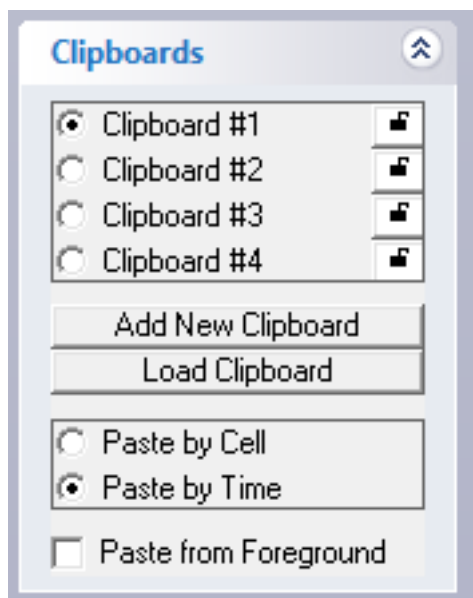
The Saved Tools subpanel is much like the Recent Tools subpanel. Instead of consisting of the tools that you have used recently, though, it consists of those you have saved (as described in the “Recent Tools” section above). The tools in the Saved Tools list will remain in the list even after you close the Sequence Editor and start it up again.

To remove a tool from the Saved tools list, right click on it and select “Remove Tool” from the popup menu that opens.

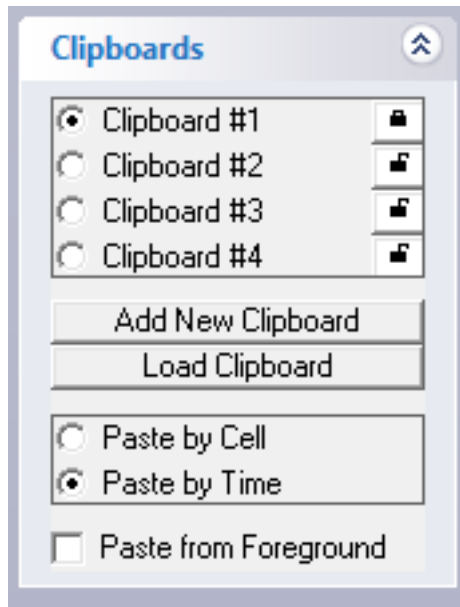
Clipboards

In previous versions of LOR, there was one single clipboard (for copying and pasting effects). Now, by default there is one, but by using the Clipboards subpanel, you can easily create multiple clipboards, each of which can hold different copied effects. By selecting which of the clipboards is in use, those different effects can be pasted.

The Clipboards subpanel also allows you to quickly toggle between “Paste by Cell” and “Paste by Time”, and to turn “Paste from Foreground” on or off:

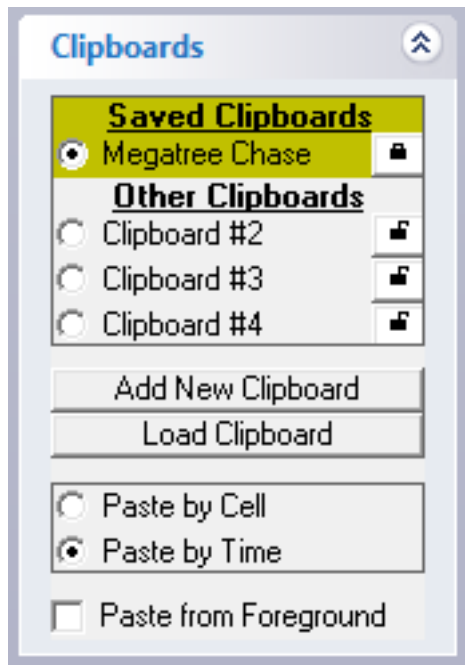


The “unlocked” icon next to each clipboard means that you can copy to that clipboard. If you click on it, that clipboard will become “locked”, meaning that you cannot copy to it (you can still paste from it, though). This is so to prevent accidental overwriting of whatever is copied into the clipboard, if you want to keep it for later use:



If you right click on a clipboard, a popup menu will open, with a few items:

- **Lock Clipboard (or Unlock Clipboard):** Locks or unlocks the clipboard.
- **Rename Clipboard:** Allows you to change (for example) “Clipboard #1” to “Megatree Chase”.
- **Save Clipboard:** Saves the clipboard for future use. The clipboard will be moved to a different section in the list, on the top, in a different color, and will automatically lock. When you close the Sequence Editor and start it up again, your saved clipboards will automatically be restored:

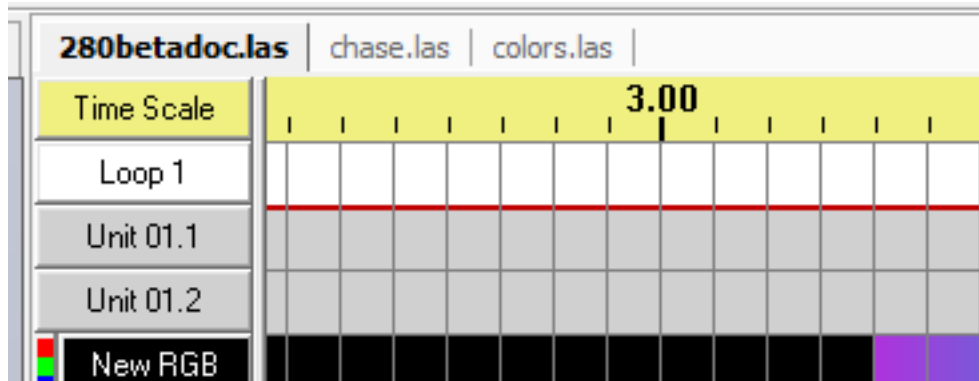


Right clicking on a saved clipboard will allow you to remove it from the saved list, or to lock/unlock it.

If you remove a sequence from the saved list, but later decide that you want it back, you can use the “Load Clipboard” button.

Tabbed Sequences Display

When more than one sequence is open, by default the Sequence Editor now shows a single maximized sequence, with tabs across the top having the names of the open sequences. Selecting any particular tab will switch to that sequence.



If you want to see multiple sequences at once, you can unmaximize the sequence.

Tools Menu Hotkeys Changed

Several hotkeys for the various menu items on the Tools menu have been changed, to try to minimize overlap and give unique hotkeys to as many “high profile” tools as possible.

Keyboard Keys Changed

Several keyboard editing shortcuts have been changed to make room for new functions. The new list is as follows:

Space	Play the sequence, in the freeform play range if there is one, or starting from the start of the selection if not
Shift-space	Clear the freeform play range (if there is one), and then play the sequence, starting from the start of the selection
Enter	Apply the currently selected tool (e.g. “Shimmer”) to the selected area of the grid
Up, Down, Left, Right, Page Up, Page Down, Home,	Move the selection

End	
Shift-Up, et cetera	Expand the selection
Alt-Up, et cetera	Zoom channels or time in or out
Delete	Apply the Off tool
Shift-Delete	Make the Off tool the currently selected tool
+	Apply the Repeat tool
A	Apply the Intelligent Fade tool
Shift-A	Make the Intelligent Fade tool the currently selected tool
C	Apply the current custom tool
Shift-C	Make the current custom tool the currently selected tool
Ctrl-C	Copy
D	Apply the Fade Down tool
Shift-D	Make the Fade Down tool the currently selected tool
Ctrl-Shift-D	Make the current custom tool a Fade Down tool
E	Make the next keystroke use regular effects mode, regardless of whether regular, background or foreground effects mode is set
Shift-E	Turn off background or foreground effects mode
F	Apply the Fill tool
Shift-F	Make the Fill tool the currently selected tool
G	Apply the Toggle tool
Shift-G	Make the Toggle tool the currently selected tool
H	Apply the Chase tool

Shift-H	Make the Chase tool the currently selected tool
I	Apply the Intensity tool
Shift-I	Make the Intensity tool the currently selected tool
Ctrl-Shift-I	Make the current custom tool an Intensity tool
K	Make the next keystroke use background effects mode, regardless of whether regular, background, or foreground effects mode is set
Shift-K	Toggle background effects mode on and off
Shift-L	Make the Select tool the currently selected tool
N	Apply the On tool
Shift-N	Make the On tool the currently selected tool
O	Apply the Color Fade tool
Shift-O	Make the Color Fade tool the currently selected tool
P	Pop up the tooltip
R	Make the next keystroke use foreground effects mode, regardless of whether regular, background, or foreground effects mode is set
Shift-R	Toggle foreground effects mode on and off
S	Apply the Shimmer tool
Shift-S	Make the Shimmer tool the currently selected tool
Ctrl-Shift-S	Make the current custom tool a Shimmer tool
T	Apply the Twinkle tool
Shift-T	Make the Twinkle tool the currently selected tool
Ctrl-Shift-T	Make the current custom tool a Twinkle tool
U	Apply the Fade Up tool

Shift-U	Make the Fade Up tool the currently selected tool
Ctrl-Shift-U	Make the current custom tool a Fade Up tool
Ctrl-V	Paste
X	Apply the DMX Intensity tool (assuming DMX editing is enabled)
Shift-X	Make the DMX Intensity tool the currently selected tool (assuming DMX editing is enabled)
Ctrl-Shift-X	Make the current custom tool a DMX Intensity tool (assuming DMX editing is enabled)
Ctrl-X	Cut

Delete Key

This was covered in the above list, but it's worth explicitly pointing it out, as several people have requested it: The "Delete" key now applies the Off tool to the current selection.

Keyboard's Background/Foreground Selectors Behavior

This was also covered in the above list, but it's a functional change rather than just changing which keys are used: Previously, background and foreground effects mode could be selected by certain keystrokes. Now, instead of keystrokes to select those modes, there are keystrokes to toggle those modes on and off.

Shimmer and Twinkle Display Update

Shimmer and twinkle effects have been made to look (in the sequence grid) a little heavier than they used to, to hopefully make them more easily recognized. Note that this change is only from the point of view of how they look in the sequence grid; their behavior on your actual lights is unchanged from what it was before.

Text of Channel Buttons Changes Color During Play

If you have "Play / Vary Color of Channel Buttons" turned on, then along with the color of a button itself, the color of the text of that button (showing the channel's name) will now sometimes change from black to white during play, so as to make it easier to read at any given time.

Offline Registration Utility Distributed with Installer

Previously, if a user had a computer that was not connected to the internet, they could only register that computer by calling in to Light-O-Rama Customer Support. LOR Customer Support had a program called the “Offline Registration Utility” which they used to get the customer’s computer activated.

This program is now distributed by the LOR installer, along with all the other programs (such as the Sequence Editor). So, if a customer has two machines, one of which is connected to the internet but the other which is not, they can register their offline computer by using the Offline Registration Utility on the *online* computer.

Offline registration via LOR Customer Support is still available, in case (for example) the customer has only one computer, and it is not connected to the internet.

Graphics Backend Changed

The underlying guts of how the Sequence Editor draws its screens have been drastically changed. This shouldn’t cause any functional difference from the user’s point of view, but it is worth mentioning here so that Beta Testers will know to keep an eye out for graphical glitches.

Paste by Cell Bug Fix

If “Paste by Cell” was selected, and a copy and paste was done including an event that was not completely coincident with a cell, then in certain situations the pasted events wouldn’t appropriately match the copied events.

Channel Button Dragging Bug Fix

Moving a channel by dragging its channel button would not work properly if the visible portion of the channel list changed during the drag (for example, by scrolling the mouse wheel).

Animation to Musical, Musical to Animation Bug Fix

Various issues existed that prevented successful conversion of a sequence from being a musical sequence to being an animation sequence, or vice versa.

DMX Tool/Fade Tool/Intensity Tool Positioning Bug Fix

When the DMX Tool, Fade Tool, or Intensity Tool windows were closed by clicking on their “X” buttons, the next time that they were displayed, they would be displayed in an entirely new location instead of in the spot where they had been when they were closed.

Paste Toolbar Button Bug Fix

The “Paste” button on the toolbar would not enable until after a copy (as opposed to a cut) had been done. That is, if you started up the Sequence Editor and immediately did a cut, the Paste button would still be greyed out even though you had cut something.