

Using DMX Pixel Strings

You can use this sequence on DMX pixel strings as well. The DMX pixels should have 50-170 pixels on each string. If you have more than 50 pixels superstar can stretch the sequence to fit however many pixels you have.

For a 12 CCR sequence you should have 12 DMX ribbons/strings.

For a 16 CCR sequence you should have 16 DMX ribbons/strings.

If you have Light-O-Rama S4 v4.2.6 or newer

It is recommended that you stay in CCR mode and use the DMX options as follows:

- 1) Launch SuperStar
- 2) Click on the Tools menu and select "Configuration"
- 3) In the "Cosmic Color Ribbons" section, select "DMX"
- 4) Set the Universe and Channel of the first channel of the first ribbon
- 5) Select one of the three options:
 - A) Tightly Packed (Use all channels in each Universe)
 - B) Semi-Packed (Even number of Ribbons per Universe)
 - C) Not Packed (One ribbon per universe)
- 6) Set "Number of DMX Pixels (10-170)" For example, if your ribbons have 150 pixels, set 150
- 7) Click on "Ok"
- 8) Click on the File menu and select "Export to Sequence Editor"

If you have the Light-O-Rama S4 v4.0.0 – v4.2.0 or you have v4.2.6 or newer and want to use visualization mode

Using Visualization mode

- 1) Click on the File menu and open the purchased sequence
- 2) Click on the File menu and select "Import Visualization"
- 3) In the "Import Visualization" dialog box
 - a) Make sure "Scrunch the Sequencing Grid" is NOT selected
 - b) Set "Sorted by Rows"
 - c) Set the sequencing grid "Max Length" to 50
 - d) Set "Vertical"
 - e) Leave "Maximum Detection Lines" at 4
- 4) Navigate to the "Samples" folder
 - a) If you have 12 DMX strings select the file "SuperStar_12ribbons_dmxPixelTool.lee"
 - b) If you have 16 DMX strings select the file "SuperStar_16ribbons_dmxPixelTool.lee"
- 5) Click on OK and you should see the imported visualization on the SuperStar screen
- 6) Click on the "File" menu and select "Export to Sequence Editor"

The visualization file "SuperStar_16ribbons_dmxPixelTool.lee" has the addressing start at the bottom and go up and are as follows:

String 01: Universe 1, Pixel 1
String 02: Universe 1, Pixel 51
String 03: Universe 1, Pixel 101
String 04: Universe 2, Pixel 1
String 05: Universe 2, Pixel 51
String 06: Universe 2, Pixel 101
String 07: Universe 3, Pixel 1
String 08: Universe 3, Pixel 51
String 09: Universe 3, Pixel 101
String 10: Universe 4, Pixel 1
String 11: Universe 4, Pixel 51
String 12: Universe 4, Pixel 101
String 13: Universe 5, Pixel 1
String 14: Universe 5, Pixel 51
String 15: Universe 5, Pixel 101
String 16: Universe 6, Pixel 1

The Star is set to use channels 1,2,3,4,5 and 6 of a Light-O-Rama controller with unit ID 01.

The visualization file "SuperStar_12ribbons_dmxPixelTool.lee" has the same addressing as above except it just has the first 12 Strings.

To change the addressing:

- 1) Launch the Light-O-Rama Visualizer
- 2) Click on the File menu and select "Open"
- 3) Navigate to the "Samples" folder and open "SuperStar_12ribbons_dmxPixelTool.lee" or "SuperStar_16ribbons_dmxPixelTool.lee"
- 4) On the right side is a list of Props, double click on the "Ribbons" Prop.
- 5) In the Prop Properties dialog box click on the "Wizards" tab at the top
- 6) Click on "Run Channel Wizard"
- 7) The Wizard will step through each of the ribbons and let you change the Universe and Channel
- 8) Click on the File menu and select "Save" to save the file

If you have Light-O-Rama S3 v3.10.6 or older

- 1) Create your DMX strings in the Sequence Editor
- 2) Export the sequence as CCRs
- 3) Use copy/paste to copy the 50 pixels of each CCR row (do not copy the bottom 7 channels which are the macro channels) and paste them into the corresponding DMX string that you created.

The above is a pain to do. If you have v3.10.6 or older it is recommended that you download v3.10.12 or newer and then you can use the DMX keyword as outlined in the instructions that follow next.

If you have Light-O-Rama S3 v3.10.12 through v3.12.2 (or you just want to use the old method)

- 1) Launch the Visualizer
- 2) Click on the File menu and select "Open"
- 3) Navigate to the "Samples" folder
 - a) If you have 12 DMX strings with controllers on the bottom, select "SuperStar_controllersBottomLeft.lee"
 - b) If you have 12 DMX strings with controllers on the top, select "SuperStar_controllersTopLeft.lee"
 - c) If you have 16 DMX strings it is recommended that you update to v4.0.0 or newer and use the instructions for v4.0.0 or newer in the previous page.
- 4) In the list of Props double click on the prop "Rays"
- 5) In the comment field in the "Prop Properties" dialog box type the text "superstar DMX=1,1". This means start the addressing at Universe 1, Channel 1. If you wanted the addressing to start at Universe 2, Channel 21 you would enter "DMX=2,21".
- 6) Click on the File menu and select "Save" to save the file

- 7) Launch SuperStar
- 8) Click on the File menu and open the purchased sequence
- 9) Click on the File menu and select "Import Visualization"
- 10) In the "Import Visualization" dialog box
 - a) Make sure "Scrunch the Sequencing Grid" is NOT selected
 - b) Set "Sorted by Rows"
 - c) Set the sequencing grid "Max Length" to 50
 - d) Set "Vertical"
 - e) Leave "Maximum Detection Lines" at 4
- 11) Navigate to the "Samples" folder
 - a) If you have 12 DMX strings with controllers on the bottom, select "SuperStar_controllersBottomLeft.lee"
 - b) If you have 12 DMX strings with controllers on the top, select "SuperStar_controllersTopLeft.lee"
- 12) Click on OK and you should see the imported visualization on the SuperStar screen
- 13) Click on the "File" menu and select "Export to Sequence Editor"

The exported file will have DMX addressing according what was entered. DMX=1,1 means start the first pixel of the first ribbon with Universe 1, Channel 1 and continue the addressing from there. It will fully populate the DMX Universes. In other words the addressing for 12 ribbons will be:

String 01: Universe 1, Pixel 001 - 050,	Channel 001 - 150
String 02: Universe 1, Pixel 051 - 100,	Channel 151 - 300
String 03: Universe 1, Pixel 101 - 150,	Channel 301 - 450
String 04: Universe 1, Pixel 151 - 170, 001 - 030,	Channel 451 - 510, 001 - 090
String 05: Universe 2, Pixel 031 - 080,	Channel 091 - 240,
String 06: Universe 2, Pixel 081 - 130,	Channel 241 - 390
String 07: Universe 2, Pixel 131 - 170, 001 - 010,	Channel 391 - 510, 001 - 030
String 08: Universe 3, Pixel 011 - 060,	Channel 031 - 180
String 09: Universe 3, Pixel 061 - 110,	Channel 181 - 330
String 10: Universe 3, Pixel 111 - 161,	Channel 331 - 480
String 11: Universe 3, Pixel 161 - 170, 001 - 040,	Channel 481 - 510, 001 - 120
String 12: Universe 4, Pixel 041 - 090,	Channel 121 - 270