LOROC

(Light-O-Rama Object Creator)

v0.9.8.7

http://www.ShannonClaus.com

PLEASE READ / WARNING / NOTICE / ATTENTION!!!

All that I ask…

If you receive errors in the Light-O-Rama software (S3) visualizer from loading an object created by this (LOROC) utility, please do not contact Light-O-Rama or trouble them with issues that are caused by an object created from LOROC.

If your visualizer is running slowly due to too many lights, then you need to create objects with fewer lights. This can easily be done within LOROC by increasing the light spacing (pixel space) amount before tracing an object. While it may look very good to have many lights to get a more realistic image, you have been warned that too many lights will eat up CPU and memory resources. If you crash the visualizer or your system due to this, please do not complain on the boards or at all as you have been warned. Just increase the light spacing to decrease the total number of lights. In the "Object Controls" tab, you can just lower the "Number of Lights" per string.

I hope this tool will be of use to you and I want to make sure you do not unnecessarily complain to Light-O-Rama about issues with their software as they have done a lot of hard work to make an incredible piece of software and this tool is not provided or supported by them.

Thanks,
Shannon aka cyberfix

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The author is under no obligation to provide support, service, corrections, or upgrades to the LOROC software program.

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END OF TERMS AND CONDITIONS

Introduction:

Light-O-Rama Object Creator (LOROC) is a program to create spiral trees, Weber spiral trees, mega trees, robin wheels, century trees and convert clipart to decorations for the Light-O-Rama S3 or later software.

Main Screen:

The main screen is where everything is accessed from and also where the program starts. Reference the image below as needed.

In the upper left, you have the File and Help menus. The FILE menu has the items SETTINGS and EXIT. EXIT will close the program just like the red X in the upper right of the application. SETTINGS will let you define default paths and drawing color for the application. The Help menu has Help, Check for Updates, and About items.

On the right side of the screen are the controls for the various graphic features. You will notice that there are two tabs at the top of the controls called "Object Controls" and "Graphic Import". Each tab behaves independently and has its own associated controls. The "Object Controls" tab is for creating spiral trees, mega trees, century trees, robin wheels and Weber spiral trees. The "Graphic Import" tab is to convert clipart to a fixture or prop object (decoration).

The large black area of the screen is where any graphics or visual information will be drawn.

NOTE: Newer software versions may have a slightly different layout than illustrated in the images.
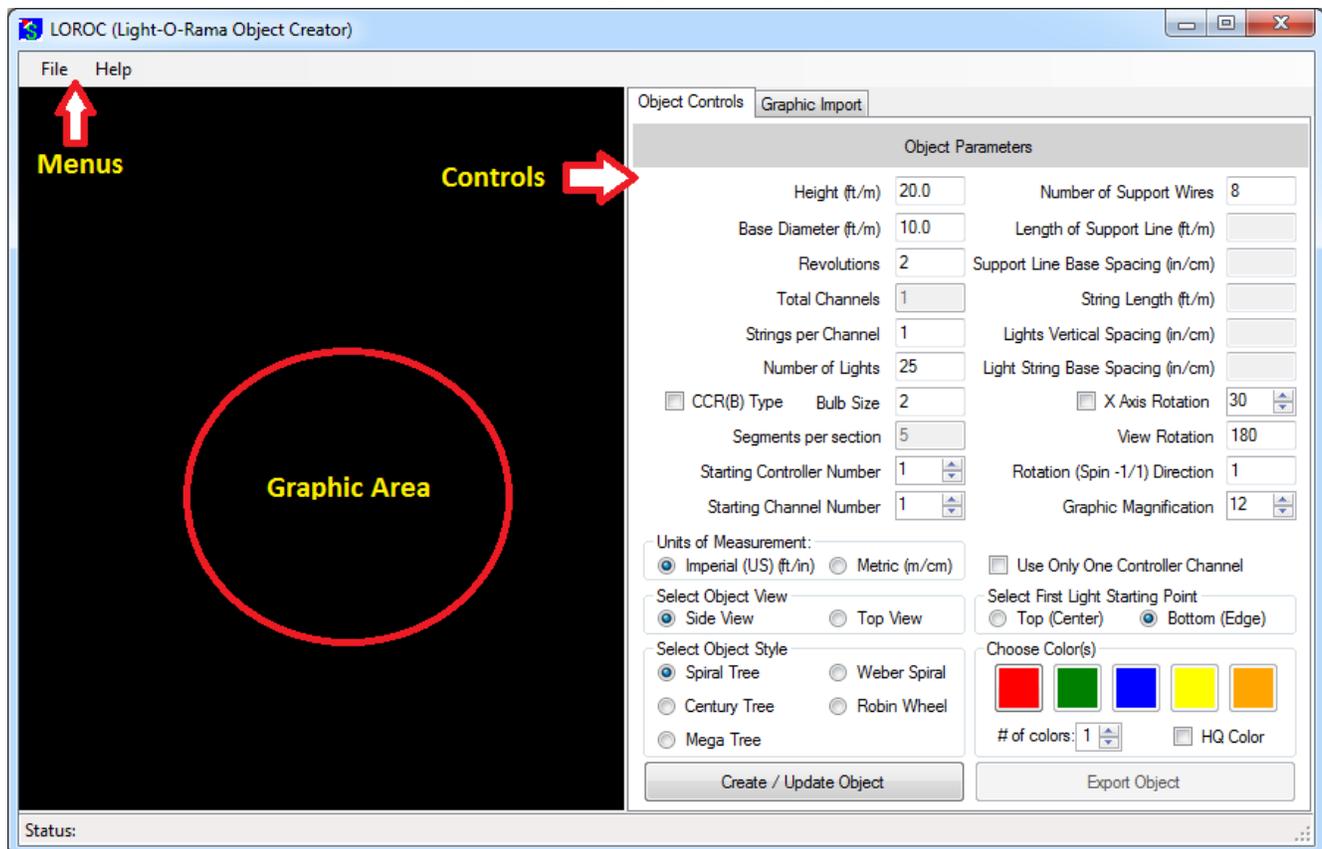
Settings Screen:
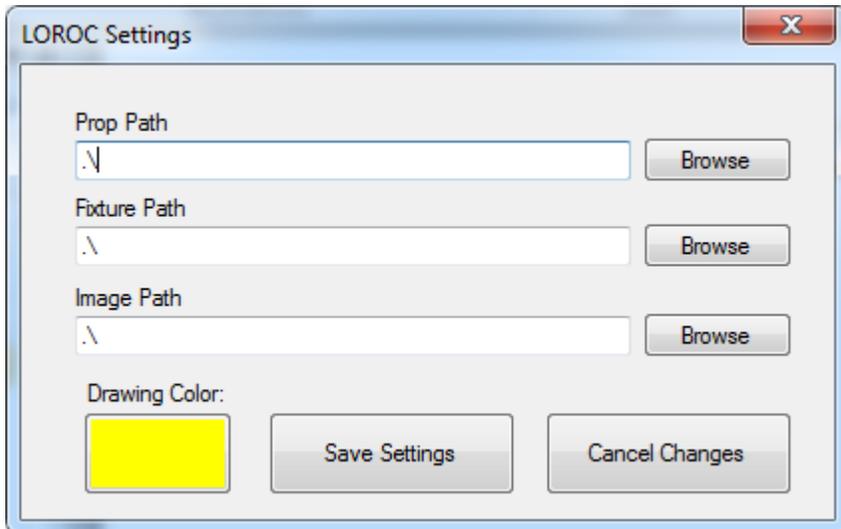
This is where you define the various setting for the application.

Prop Path – Set the path to save prop files (could set it to your LOR Prop Path).

Fixture Path – Set the path to save your fixture files (could set it to your LOR Fixture Path).

Image Path – Path to the location where you store clipart that you would like to convert.

Drawing Color – Click the box to set the drawing color to use on the black preview screen.

BROWSE – Lets you choose the path for the corresponding path box.

Save Settings – Saves the currently selected values.

Cancel Changes – Cancels any changes to the saved values.

Help Menu:

Help - Show this guide.

Check for Updates - Check the web for any program updates.

About - Version and program information.

Object Controls Tab:

The "Object Parameters" section allows you to define the attributes of your object.

Height – height of the spiral tree in feet/meters

Base Diameter – Diameter of base in feet/meters

Revolutions – Number of turns the spiral will make. It can be a fractional value such as 1.5 turns.

Total Channels – Number of channels to use.

Strings per Channel – Number of strings on each of the channels. NOTE: this does not affect the object; it is only for the calculated fields in gray.

Number of Lights – Number of bulbs on each string of lights.

CCR(B) – Check this box if you want to create a CCR object. The number of lights should be a multiple of 50 for this option.

Bulb Size – Bulb size for the lights as used in the LOR visualizer software.

Segments per section – Number of segments per section of the Century Tree or per section (center to edge) of the Robin Wheel.

Starting Controller Number – Controller number to start with when exporting object to file. Once the channel count goes past 16, the channel will go back to 0 and the controller number will increment by 1. This can be used when importing into the visualizer or discarded on import into the visualizer.

Starting Channel Number – Starting channel number to use when exporting the object to a file. Once the count hits 16, the next channel increment will go back to 1 and it will increment the controller number to the next value. This can be used when importing into the visualizer or discarded on import into the visualizer.

Number of Support Wires – The number of support lines that will form your tree. This mainly comes into play on spiral trees so that it can calculate the vertical distance for each light string connection to the support lines as you go around the tree.

Length of Support Line – Length of the support lines for the spiral tree that the strings of lights will be affixed when doing spirals.

Support Line Base Spacing – Space between each of the support lines where it attaches to the base ring.

String Length (read only) – Shows the calculated length of each string of lights based on the parameters entered. Note: This is not shown for the Robin Wheel and the century tree will show a #/# format (e.g. 20/5) depending on the number of segments per section. This means that you have 5 segments of 4 feet or meters each.

Lights Vertical Spacing – Vertical space between each of the strings of lights where it attaches to the support lines. You start at the bottom where one support line is attached to the base ring and move to the next support line (in the direction you specified) and then you attach the string of lights to the support line at the specified number of inches higher than the last connection. This should continue for the whole tree.

Light String Base Spacing – Space between each of the light strings where it attaches to the base ring.

X Axis Rotation – Rotates object from -90 to 90 degrees along the X axis. This can give a better 3D impression by making the back of the object slightly higher or slightly lower than the front.

View Rotation – Rotates the object the specified number of degrees.

Rotation (Spin -1/1) Direction - As viewed from the top, 1 is a left spin and -1 is a right spin.

Graphic Magnification – Magnifies or shrinks the image on screen.

Units of Measurement – Toggle between Imperial (US) measurements and metric for the calculations only.

Select Object View – Side view or top view (used for pinwheels and Robin wheels)

Select Object Style – Spiral for normal spiral, Weber Spiral for the Weber variety, Century Tree for a Century Tree type of object, Robin wheel for a Robin wheel type of object or Mega Tree for a normal mega tree object.

Create / Update Object – Creates a graphical representation or updates the existing one based on the parameters entered.

Use only One Controller Channel – Exports all object strings to the same controller and channel.

Select First Light Starting Point – Select top (center) or bottom starting location for light 1 on a string.

Choose Color(s) – Select number of colors to use in the object. Then click each of the color boxes to set the preferred colors. After doing this, you can click the Create / Update Object button to see the changes.

HQ Color – Causes the export object button to save each color per string as a fixture and group the fixtures as a prop for that string. This is repeated for each string and provides excellent color and curve capabilities. If this box is unchecked, it will save the object as a multi-color light string fixture or prop depending on the number of lights and type of object. NOTE: Multicolor strings initially had issues in the LOR Visualizer with line curves, but this appears to be fixed now. You may not need to use HQ color anymore. The preferred method is to not check this, experiment and see what works for you!

Export Object – Exports the Object in a LOR S3 visualizer file format. A fixture will be created when possible; otherwise it will automatically create a prop for you.
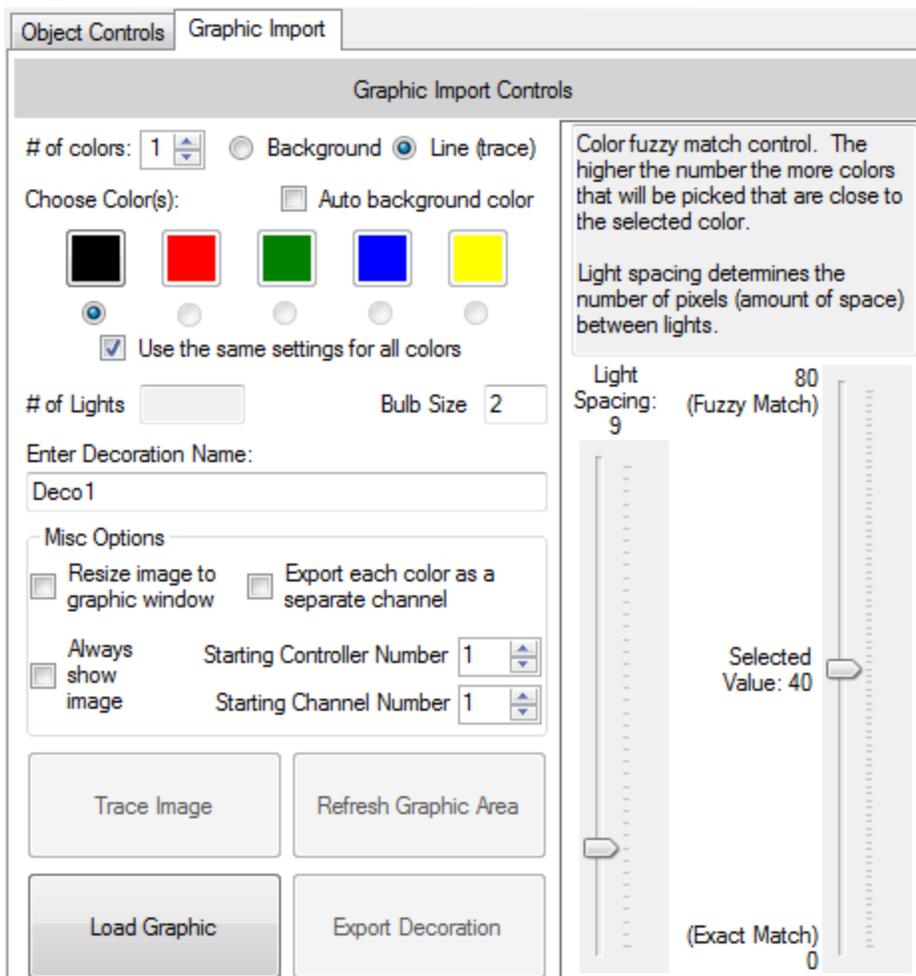
Graphic Import Tab:

The "Graphic Import Controls" section allows you to define the attributes for doing a clipart to decoration (fixture / prop) conversion.

# of colors – Choose how many colors you want to match on. This can be used to create multicolor props.

Background – Ignore the color(s) close to the chosen color(s) and select everything else. This is great for an image with a solid background. You can have it ignore all background colors when selecting the object.

Line (trace) – Select the color(s) that are close to the selected color(s). This is great for an object with a solid outline color. You can choose the outline color to select the outline or trace it.

Auto background color – When checked, the software tries to select a background color that is not the same as one of the selected colors used in trace mode. This is only for what you seen in the graphics area and has no other purpose. Otherwise, the background will always be black.

Choose Color(s) – Clicking on the color box will allow you to choose a color. If you have loaded a graphic image, you can left click on the image to set the selected box to the color under the cursor. If you hold down the left mouse button when over the image, the selected color box color will change as you move the mouse to help better locate the color you want to select. This color is used to match when outlining an object.

Use the same settings for all colors – All colors will share the same setting for spacing, fuzzy match and bulb size if checked. Otherwise, each will have their own independent settings.

# of Lights – Shows the number of lights in the current converted (traced) decoration.

Bulb Size – The light size to use when drawing the image on screen and when exporting the prop/fixture for LOR Visualizer.

Light Spacing Slider – The distance in every direction between light bulb placements. If you set it to 9, that means that there can be no bulbs within 9 pixels of each other on the screen in any direction.

Fuzzy / Exact Match Slider – The higher the number, the greater the color selection range. If you select black as the color, it will start selecting colors similar to black such as dark grey or lighter as you move the sider up. As the slider goes up, more similar colors are chosen. As the slider goes down, fewer colors are included in the match.

Enter Decoration Name – This is used for the decoration label within the exported file and will show up in the LOR Visualizer.

Misc Options:

Resize image to graphic window – Resize the image to fit the graphic window. This will grow small images to fit the window and shrink larger images down to fit the window so that you can get a better fit and trace. NOTE: It is okay to trace a small image. Once you import it into the LOR visualizer, you can resize the prop or fixture.

Always show image – Show the imported clipart image in the background after tracing. NOTE: When tracing with multiple colors, you will only see the default color from settings when this item is checked.

Export each color as a separate channel – When this is checked and there is more than one color selected in "Line (trace)" mode, each color will be exported as a separate channel. This is good for objects that have a different color for each channel. You can have each part automatically saved to a different channel based on the color when selecting this option. This requires that all of each part of the decoration be a different color in order to separate into channels properly. Otherwise, some parts may be missing sections.

Starting Controller Number – Controller number to start with when exporting object to file. Once the channel count goes past 16, the channel will go back to 0 and the controller number will increment by 1. This can be used when importing into the visualizer or discarded on import into the visualizer.

Starting Channel Number – Starting channel number to use when exporting the object to a file. Once the count hits 16, the next channel increment will go back to 1 and it will increment the controller number to the next value. This can be used when importing into the visualizer or discarded on import into the visualizer.

Buttons:

Trace Image – Traces the images based on the settings selected.

Refresh Graphic Area – Reloads the graphic image on the left to allow for different settings to be used with the Trace Image button.

Load Graphic – Loads a clipart graphic from a file to be traced.

Export Decoration – Exports the traced image as a prop or fixture file. NOTE: If the converted image has more than 200 lights, it will automatically be saved as a multi-fixture prop.

Example 1:
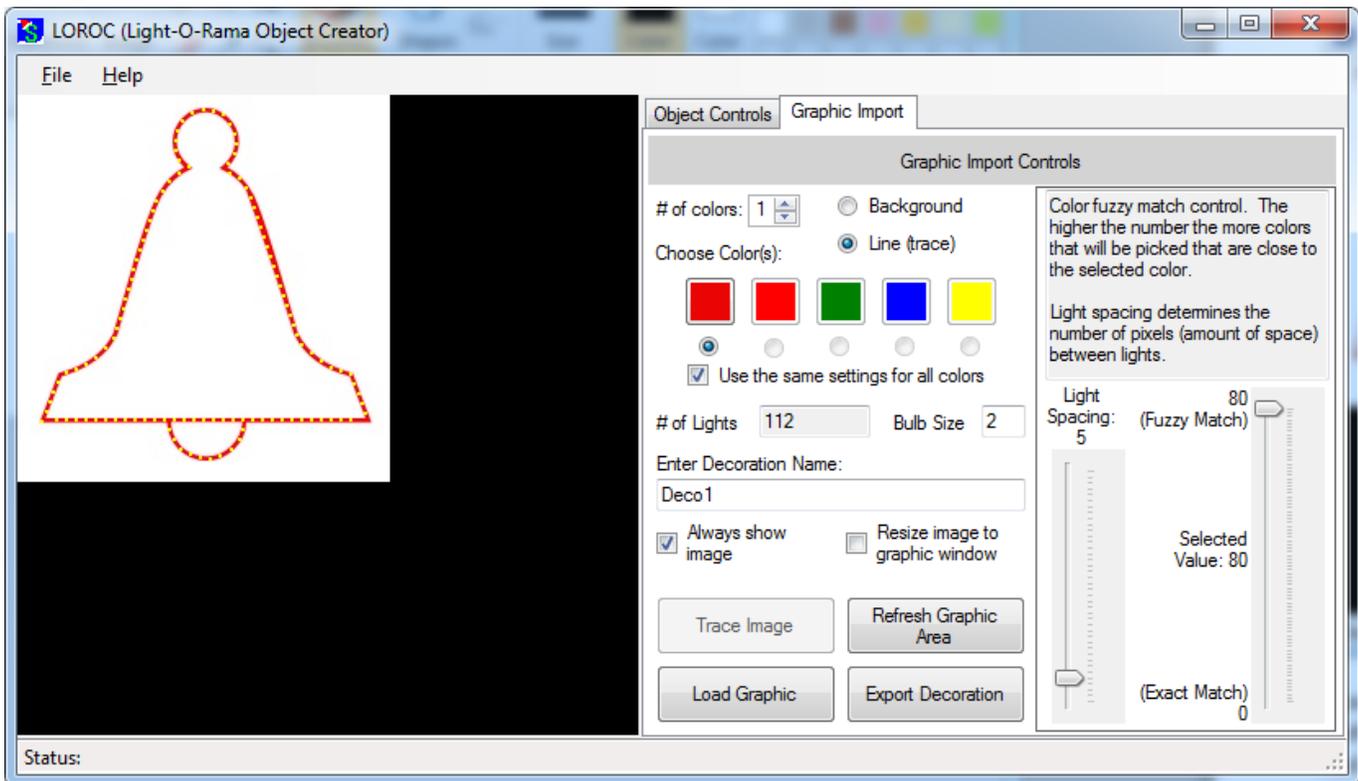
Essentially, you will always use the trace mode setting on the right side if you have a nice outline of the object in mostly one similar color. In this case, the graphic had a red border outline. The red bell clipart border was clicked on to set the selected color on the right under "Choose Color(s)". Then the fuzzy match slider was adjusted as seen in the screen shot along with the light spacing. Click Trace Image. Play with the settings until you have the desired look.

Note: If the image has extra information on it, you should right click on it in Windows, select EDIT. This will let you crop the image to remove any unwanted items outside the main image before using it within LOROC.

Example 2:
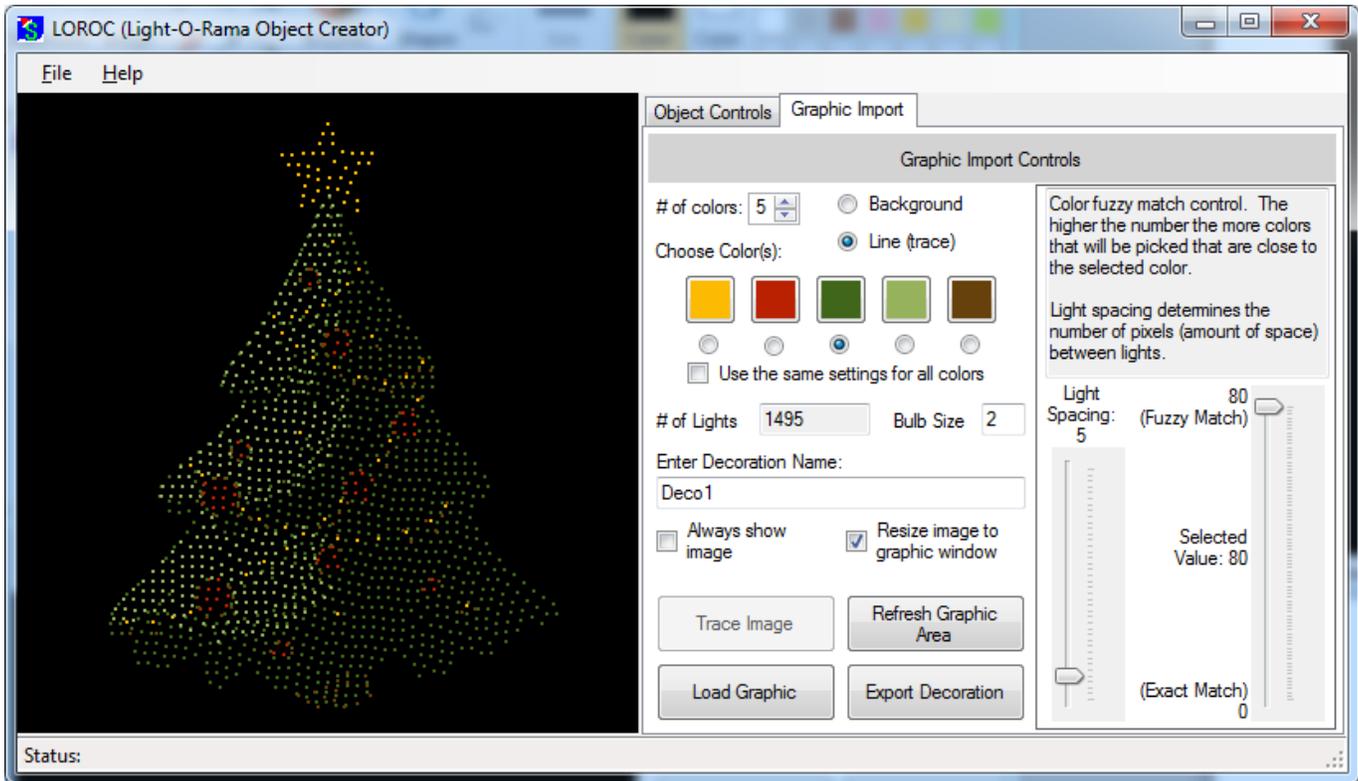
Multicolor images can be traced with surprising results. You can see the original image to the left that was used in the trace above. This is a good type of image to use multiple colors on. Since there are a large variety of colors, all 5 colors were used for tracing. Set the "# of colors" to 5, click on the radio button under the first color, click on the tree star to set that color. Do the same for the other 4 colors. You will notice two shades of green. Since the tree has green approaching white and dark green colors, one green will not get a full trace if you try it. The "Use the same settings for all colors" box was unchecked. This allows you to click each color radio button to set the parameters (fuzzy match, light spacing, and bulb size) independently of each other.

Example 3:
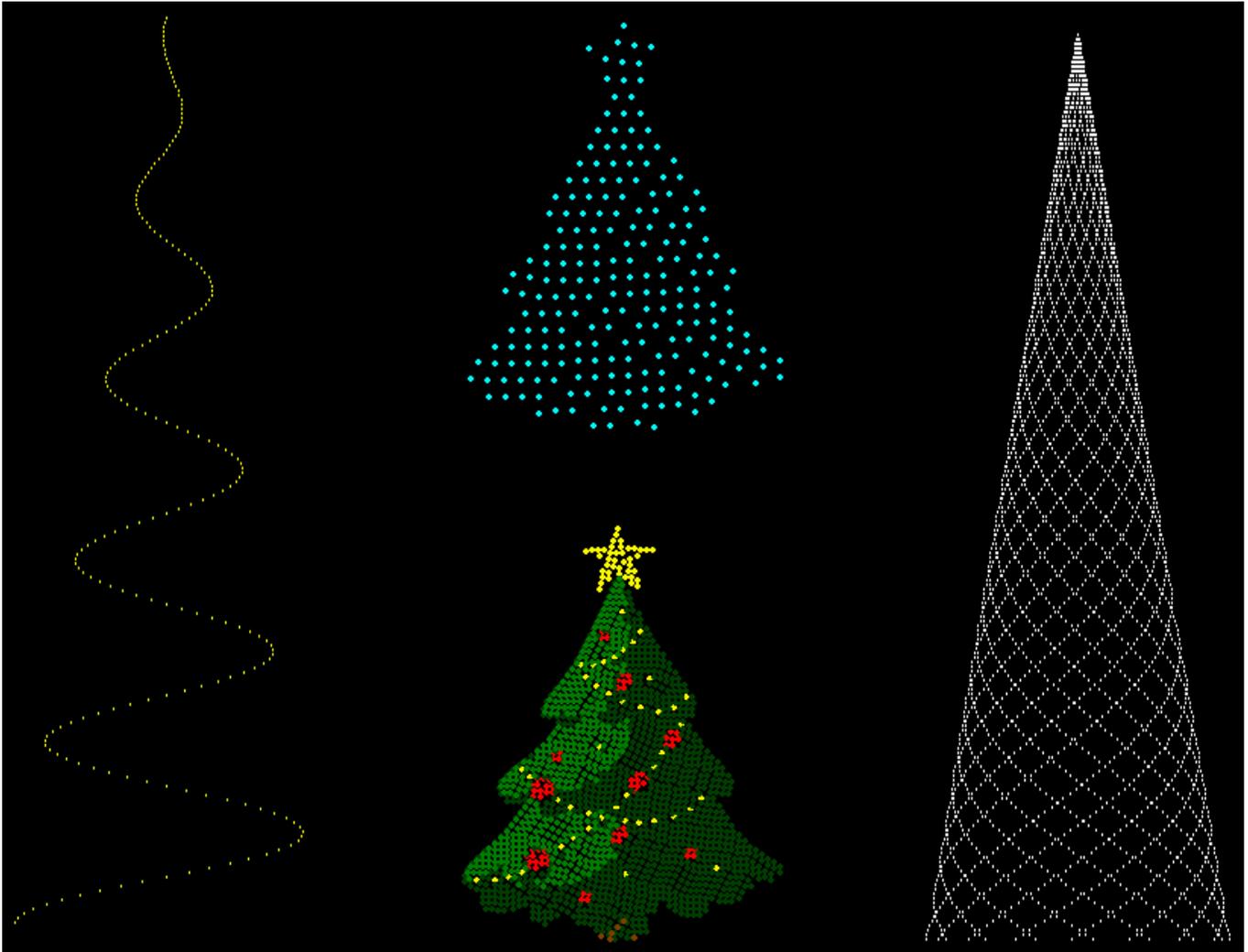
Shows what some of the exported props and fixtures look like in the LOR Visualizer S3 version. At this time, you have to manually set your colors to the fixtures after importing your prop/fixture. If the prop has multiple fixtures, you will need to set the color for all. Also, on multiple color props, you have to set the colors for all fixtures as it was on the original image for it to show properly.

Release Notes:

0.9.8.7

- Fixed multiple bugs with import image tracing when resizing the window using the maximize or restore size button
- Fixed a bug with tracing when more than 1 color was selected in background trace mode
- Added a feature on the graphic import color setting boxes where you can hold down the left button as you move the mouse over the image to select a color. This will change the box color to your current position allowing you to find the right color before releasing the button to choose that color.
- Added automatic background color selection on the image import screen when using trace mode. This allows the system to make sure the background is not the same color as a traced pixel color so that you can possibly see all colors better. Results may vary.
- Changed the default revolutions to 2 from 1.5 to eliminate problems on systems that use the European number format (e.g. 1,5).
- Ability to select the controller and channel starting number for the exported files.
- Verify path is okay for all users (possible change from User's Profile folder to another data folder
- Fixed multiple bugs in the user interface dealing with enabling/disabling features based on current selected options.
- Added calculation for light string around base spacing based on the number of strings and channels. Use the existing one for support line on tree base spacing.
- Added support to toggle between imperial (US) units and metric units on the object creator tab

0.9.8.4 (Olympic "Decor"athlon)

- Fixed the program to run on international systems (need feedback to verify working)
- Left the INI path to be part of user setting and the key files to be in the application directory
- Fixed a calculation bug in the vertical spacing for the location where the strings attach to the support wires
- Added regular mega tree support so that it is easy to make multiple objects the same size
- Support for exporting all lights as 1 channel in object control mode
- Support for exporting each color as a separate channel in graphic import mode when using the line (trace) option
- Added support for number of channels independent of number of support wires
- Increased minimum size of application slightly to allow for new control options and spacing
- Added support for starting controller and channel on both panels for exported files.

0.9.8.2 (Shannon Clause)

- Fixed a bug with color dialog not showing when clicking on the controls in the Object Controls tab.
- Minor bug fix with tracking using multiple colors.

0.9.8.0 (Thanks / Giving)

- Changed the software update check to use a more reliable URL.
- First public release!
- Long term license file!

0.9.7.2 (Bah, Humbug too!)

- Fixed a bug on the decoration export with certain numbers of lights
- Fixed a bug when cancelling out of the export save screen in the decoration tab.

0.9.7.0 (Bah, Humbug!)

- Added CCR(B) support for the spiral and weber tree objects
- Added the ability to start the bulb assignment (numbering) from the top of the object
- Fixed a bug with the wrong fixture type getting written in the exported file
- Fixed several bugs with fixture/prop export file based on various options combinations
- Added some additional error handling for invalid values
- Fixed a calculation bug where precision lost was causing the spiral spacing to be off on the weber, century and robin wheel object.
- Fixed a refresh bug that would cause the graphic to disappear at times.
- Added a PayPal donation button to the About screen in case you feel the software is worth anything. I will take LED light donations too! :) Of course the software is free and this is not a requirement.

0.9.6.0 (Color by Numbers)

- Added ability to export a default channel configuration with color information (cannot configure channel details within LOROC).
- Changed bulb size to allow for sizes 1-16.
- Added support for multi-colored lights on the spiral trees and other objects. With HQ checked, it will save each color per string as a separate fixture and group them all together as a prop for that string. Each string will repeat this process. With HQ not checked, it will use the multi-color line feature of the visualizer. As of adding this feature the multi-color lines have issues drawing with any turns.
- Added Century Tree and Robin Wheel objects (thanks Chuck!)
- Relabeled the "Spiral Controls" tab to "Object Controls" since it does more now.

0.9.4.6 (PRESENT-ation)

- Reconfigured the layout of the control on the right tabs to accommodate smaller screen sizes.
- Fixed a bug where the import graphics screen would not update after a resize of the form happened.
- The spiral graphics now redraw if the form is resized.
- Added popup message to let you know if there are no updates available.

0.9.4.5 (Red, White and Xmas)

- Added online update support to the help menu
- Added multi-color trace capability (up to 5 colors)
- Zoom / Shrink image to fit graphic window
- All colors can share the same trace settings or behave independently
- Ability to show the background image behind the trace
- Fixed bug that threw an exception when you clicked in the graphic windows, but outside the bounds of the open image
- Updated the trace export functionality to be able to handle multicolor traces properly
- Rearranged the controls on the Graphic Import screen
- Fixed a bug in handling the alpha channel for colors when doing color matches during the trace sequence
- Maintains image aspect ratio when "Resize image to graphic window" is selected.

0.9.1.2 (Lump of Coal)

- Initial release
- Create and export spiral trees
- Trace a clipart image to a fixture and/or prop

Thank You!

This software is free to use, but donations are accepted through PayPal:

If the Donate button or link does not work, you can copy the following address into your web browser to get to the donation page:

https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=U64U2PMMCVB5E