Call for Alpha-testers: LOR Channel Remapper

This utility program is a smart version of the Import Channel Configuration function of the Sequence Editor.

The problem (as I see it) with the Import Channel Config is that it just maps channels straight across, in the order they are displayed.

So if you have added or deleted a new channel in the middle of your config, or rearranged or regrouped them somehow, you can’t just import the new config into all your existing sequences.

Or if you downloaded some sequences from somebody else, how do you remap the channels from their config to yours?

Channel Remapper is your solution!

The left pane shows a sequence with the ‘old’ config, and the right pane shows the new config. You can map and assign channels from one to the other. When finished, it will then write out a new sequence file with all the effects and timings copied from the old to the new channel configuration! You can save the mappings to a file, and then reapply them to more sequences.

Does not yet include batch mode. I wanna make sure it’s working properly first before creating mass chaos.

Call for Alpha-testers: LOR RGB Color Changer

This utility program does a global search-and-replace of specific colors for RGB channels in your sequence.

So say you made this awesome animation for your pixel strip, cosmic color ribbon, or other such grouping of RGB lights. Then you decide the colors aren’t quite right. Or you want to completely redo the colors for another song but keep the same animated effect.

Color Changer is your solution!

The left pane shows the existing RGB colors in a sequence. In the right pane, you can pick new colors. When finished, it will then write out a new sequence file with the existing times and effects, but new colors! And, since it swaps multiple colors at once, you can use it to swap colors. Make the red yellow, the yellow green, the green purple, and the purple red all in one pass. Your changes can be limited to just a specific batch of channels or a certain period of time.

Caveat: It does not work well with fades, and I am open to suggestions for a good way to handle them.