



Showstopper Sequences
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Thank you for your purchase. We hope you enjoy using our sequence in your display. You may find the following information useful in your use of the sequence.

Future Downloads. Your downloads are good until 2050+. You can easily re-download a sequence by logging into your account, select View Details on an order and then select Click Here to Download next to the sequence you are wanting to re-download.

Getting the Sequence on Your Display. We recommend you follow these steps:

1. Familiarize yourself with Showstopper groups, models and sub-models.
2. Familiarize yourself with the Next Level Mapping approach.
3. Utilize the mapping worksheet to plan your mapping, if necessary.
4. Map your new sequence directly from the UNZIPPED zip file.

Step 1. Xlights Groups, Models and Sub-Models. The sequence file you have downloaded may have groups that do not match the groupings you have created for your display. To better understand the groups, models and sub-models used in the sequence file you just downloaded and to give you some ideas on mapping, we have included a diagram showing the names of all display models (Layout Diagram.pdf) with the zip file you downloaded.

Step 2. Next Level Mapping. To assist you with mapping your new sequence to your display, we have developed a new approach to mapping. The Showstopper groups, models and sub-models have been numbered so that they correspond to the appropriate “level” where they are used. When you import effects, the Showstopper groups, models and sub-models appear on the import window in a logical manner that makes it easier to map to your display, regardless of its size. Level 01 groups are those that affect the entire display (Everything But Starburst) or all similar display elements (All Snowflakes, All Arches, All Icicles, etc.). Level 02 groups are groups that affect one area of the display (Roof Snowflakes, Garage Snowflakes, Yard Candy Canes, etc.). Level 03 are individual models, many of them high density (Mega Tree, PPD Wreath, GE Rosa Wreath, etc.). To start, you will map all Level 01 display elements you have. If your display is small, then you may only have a few to map. Then, map any display groups you have from Level 02 and any individual display elements you have from Level 03. To help you better understand how the Next Level Mapping is set up, your zip file includes a diagram for you to review (Next Level Mapping.pdf).

Step 3. Mapping Worksheet. Your download includes a Mapping Worksheet PDF. This file contains a listing of all the groups and models used in the downloaded sequence. The worksheet is provided to help you visualize how the new sequence will be implemented on your display and speed up the mapping process. For a discussion on how to use the Mapping Worksheet, please refer to the article “[Using the Mapping Worksheet](#)” found in the SSS blog at the Showstopper Sequences site.

Note that if you have mapped a sequence that was built using the Next Level Mapping and saved your mapping file, you will only have to add a minimal number of mappings and the Mapping Worksheet may not be necessary.

Step 4. Map Your Sequence. Using the Import/Import Effects tab in xLights, begin mapping your new sequence. Beginning with xLights 2021.05, you will want to import the effects directly from the downloaded zip file. It should NOT be unzipped. By doing that, xLights will handle things like importing of media and importing any singing face definitions to your display and the changing of any file references in the sequence. It eliminates several often-times confusing steps. Please note that if you are using an Apple computer, the default Safari setting will automatically unzip the file as you download. You will need to open Safari, go to Preferences and uncheck the option to Open “safe” files after downloading.

When importing, note that in the right-hand box, all the groups, models and sub-models used in the Showstopper sequence will appear in order (01, 02, and 03), and *only* those groups, models and sub-models that have been used in the original sequence will appear. Referencing your mapping worksheet, drag and drop the models listed on the right to the model in your display where you would like to utilize the effect. **Please note is it very important that you import all the timing marks included with the new sequence.** The timings are listed in the box at the top of the import screen. Select all the boxes during the import. The timings are used to trigger certain effects in the sequence like the VU Meter. Without the timing marks, certain effects will not work.

Over-Produced Sequences. You may notice that often a Showstopper sequence will utilize most display models throughout the song with only minor breaks as dictated by the music. There is a reason for that: As you know, no two displays are the same. Because we don't know what is in each customer's display, we like to sequence all of the models almost all of the time. That way the models you have are not sitting idle at a critical point in the sequence.

Sub-Models. For your use, with the download file, we have included exports of the models we used in our display. If you don't have a sub-model, you can create the sub-model yourself, or import it from one of the models we have provided in the download. To import a missing sub-model you will need to unzip, the zip file download. To start the import, go to the Layout tab and select the prop/model you want to import sub-models for. Select the Sub-Models dialog on the lower, left-hand side of the Layout tab. In the Sub-Models dialog, select Import/Import Sub Models from File. Then browse to the Models sub-directory in the unzipped Showstoppers download and select the model from which to import. You will get a listing of all the sub-models included. Right click on the listing of models and deselect all of them. Then just select the missing sub-model(s) you need to import and select the Okay button. You can then map to the sub-model as you normally would. If for some reason your model doesn't look right, you may need to move the imported sub-model higher up in the sub-model hierarchy. As a general rule, the larger sub-models should be at the top and the smaller at the bottom. If larger sub-models are at the bottom, they may over-write a smaller sub-model that is higher up in the hierarchy giving unwanted results.

Render Order and Your Master View. The render order for your sequence is determined by your Master View. The default Master View is created for you as you add models to your display in xLights. That probably is not the one you want to use as it is sequential and doesn't take into

account the way xLights renders your sequence, from top to bottom. We recommend you create your own view (we call ours My View) and re-order your groups and props from largest to smallest. To do that, create a new sequence, right click on the column showing the model names and select Edit Display Elements. Select the Master View and then click the Clone button. Name your new view (ex: My View). Edit the order of the props in the new view in accordance with the xLights manual guidance on [render order](#). After you have edited the model order, while the new view is highlighted, select the Make Master button and xLights will replace the default Master View with the view you just created. When you exit xLights, be sure to save when prompted or your new view will be lost. Every time you create a new sequence, you will need to go into Edit Display Elements, select the new view you created and tell xLights to make that view you created the Master View.

Special Groups. Occasionally, we will use special groups that are not commonly used. The first is the Focal Point Groups (FPG). The FPG groups change the center of the render buffer to a specific display element you want your audience to focus on. For example, we have a FPG group for the matrix, the mega tree and the Bethlehem star. You should create focal point groups for your display to make your sequencing easier. [This video](#) on Focal Point Groups will show you how to do that. The second special group is an Over-Ride group. An Over-Ride group is generally an “everything” group that is located at the very bottom of your Master View. It allows you to place an effect in your sequence that over-rides everything. It is useful for any effect that changes all your models, either individually or as a group. Shockwaves, Morphs and Off effects can be placed in the over-ride layer instead of having to be placed multiple times in the individual props or groups. To create an Over-Ride group, clone your everything group and in your My View (Master View), place it at the bottom.

Music. A link to the music used in your sequence may be found in the Product Description of your sequence at the Showstopper Sequences web site (<http://www.showstoppersequences.com>). In some instances, the mp3 file used with the sequence has been edited for time. If it has been edited, it will be noted in the Product Description. **If you would like your copy of the music file edited to match the sequencing, please contact us at showstoppersequences@gmail.com OR mestoff@sbcglobal.net.** We know that the music files are often available for free on the Internet, but please buy it from the artist. Purchasing the song encourages the artists to make Christmas music, and that small amount of money (usually less than \$1.50) you pay for the song benefits us all in the long run.

Help. Your satisfaction is important to us. We want you to be happy with your purchase and get the most out of it. Should you encounter a problem with a sequence you believe to be within our direct control, please contact us at showstoppersequences@gmail.com and we will work to resolve that problem for you. Please note it is beyond our ability to provide assistance in the use of Xlights or troubleshoot computer problems.

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