

## Tip of the day #001

Did you know that if you right click on the model name in the sequencer tab you can export the model data to an avi file. These are the same resolution as the model so they are not all that useful except for playing back on other models in xlights or even in lor. It is a much better way to get large model effects into lor than exporting to the clipboard.

While you are there you can also create eseq files which can be used by fpp or xschedule as a background sequence for things like tune to signs.

## Tip of the day #002

Did you know that on the help menu there are menu items which will take you to: This Facebook group The xlights forum The xlights video tutorial archive The xlights website The xlights GitHub issues site ... the official place for reporting bugs #tod

## Tip of the day #003

When sequencing obviously you can zoom right in to check if two effects start at the same time or are the same length but you don't need to do all that zooming.

When you move the mouse over an effect it's start time, end time, duration and type are displayed in the status bar at the bottom of the sequencer window.

## Tip Of The Day #004

When in the sequencer the space bar acts as a shortcut for the play button. The home key returns the audio to the beginning of the song.

## Tip Of The Day #005

Tools menu / check sequence is the first thing all xLights users should master. It embodies expert knowledge of a whole bunch of things you can do which generate odd or just plain broken results.

If check sequence says you have an error it just plain won't work ... fix it.

If check sequence says you have a warning ... then it's more complicated. If you did what you did on purpose and you know why you did it then it is ok ... we flag warnings when something is uncommon or can have unexpected results if not used correctly. Striving for zero warnings is not necessary. Striving for zero warnings you can't clearly explain why you created is advisable.

Asking for help without trying out check sequence is a rookie mistake.

## Tip Of The Day #006

If you have a problem in xLights ... before raising it as a bug please try to reproduce it in the latest beta version.

Bugs in old versions are most likely known and already fixed.

The only difference between a beta and a production release is we focus a little bit more on bug fixes in production releases. But that does not mean it doesn't have bugs. The current production release .14 crashes much more often than the latest beta releases.

## Tip Of The Day #007

The easiest way to select multiple items (effect or timing marks) in the sequencer is to unselect all of your timing tracks. Now when you click and drag a yellow selection box appears which you can drag to encompass all the effects you want selected.

As a bonus once you have a bunch of effects selected hold down the alt key and drag the top or bottom row left or rightmost edge to cascade the effects.

## Tip Of The Day #008

If you select one or more models in the layout tab and right-click on them a menu will appear. One of the cool things you can now do is lock the models. This locks the position, size and skew parameters make it impossible to accidentally move them while selecting other models.

## Tip Of The Day #009

When trying to sequence your lights to the beat and the actual beat starts in the middle of the minimum time slice always mark the beat and place the effect before the beat.

Due to delays in getting the data to the lights, it will look much more synchronized.

Same goes for lyrics. If the word starts in the middle of a time slice always start the word before not after it actually starts.

## Tip Of The Day #010

If you want to share a sequence with someone always use the tools menu package sequence method as this guarantees the package will include all the source files necessary to reproduce your sequence regardless of where on the computer they happen to be.

When using such a sequence there are some key things you need to do to ensure it works correctly and continues to work correctly once imported. These are covered in this video <http://videos.xlights.org/importing-a->

If sharing publicly you will want to exclude the audio file for copyright reasons. There is a setting option to do that. You may also want to exclude your presets while you are at it.

## Tip Of The Day #011

When creating a custom model and entering the model data for a pixel model always start the node numbering at 1 and then increment from there.

While uncommon it is not illegal to skip numbers which makes it possible to create Frankenstein models which are actually selected nodes from multiple models. If you do this check sequence will however warn you that you are missing nodes in your model. Another example of it is ok to ignore warnings in check sequence if you did something uncommon on purpose.

## Tip Of The Day #012

Xbkp files are files created by xlights in one of two circumstances.

1. If you have auto save turned on and you have unsaved changes xlights will save the layout and current sequence to an xbkp file when the auto save time has elapsed.
2. If you press f10 to do a backup and you have unsaved changes in your layout or sequence then xlights will make sure the xbkp files reflect those unsaved changes before backing up.

To restore from a backup remove/rename the file you want to restore and replace it with the xbkp file and change the file extension to xml.

## Tip Of The Day #013

Every week (and yes I mean every week) 50+ lighting enthusiasts gather for 5-7 hours in a zoom video/teleconference room to ask and answer questions about xlights and prop building and fpp and 3D printing and and and ...

The United States call is held on a Wednesday night at 7pm eastern time.

The Australian call is held on a Friday nights at 7pm Sydney time.

All are welcome. Just make sure you have speakers and a microphone (although you can dial in from a phone as well if you don't have a microphone).

If there are no questions people will generally fill the space with crap but if you interrupt with the magic phrase "I have a xlights question" the crap stops and the help begins. No question is too basic. Even the most experienced attendees were beginners once and we all just want to help you make your display a success.

The link to the conference is on the [xlights.org](https://xlights.org) page but here it is for those too busy to go looking. <https://zoom.us/j/175801909>

The conference line itself is always open and we encourage people to use it any time to help others as we find it is a much faster way to resolve problems than 6 screenshots and an extended Facebook post exchange.

## Tip Of The Day #014

To reset xlights and xschedule to their fresh installed condition don't uninstall and reinstall ... instead run them with the /w command line switch. How you do that is slightly different on each operating system.

On windows open up a command prompt and typically type the following.

```
"c:\program files\xlights\xlights.exe" /w
```

## Tip Of The Day #015

When you have pixels on models doing weird stuff in your preview be on the lookout for "overlapping channels". Overlapping channels are when the same output channel is mapped to more than one model. While there are times when you would do this on purpose it also commonly happens accidentally.

To find overlapping channels check sequence is your friend. Find it on the tools menu.

To fix overlapping channels you are either going to need to either change one of the models start channel or maybe insert additional universes on the setup tab.

To visually see overlapping channels use the overlapping checkbox on the layout tab and click on one of the models you suspect has an overlapping channel. All models which overlap with it will then be drawn in red.

## Tip Of The Day #016

If you are using a LOR controller and xSchedule and you suffer a triac failure and need to move some lights from one output to another ... you can quickly remap the channel in xSchedule and save yourself from having to change and rerender all your sequences.

Go to the edit menu in xSchedule and select Output Processing.  
Add a remap item.

Enter the absolute channel to map from and to and write yourself a note so you will remember later what you did and why you did it.

Now when sequences are played data destined for the dead channel are seamlessly copied to the new channel.

## Tip Of The Day #017

When using start channel specifications other than absolute ... if your start channel is invalid because a universe doesn't exist, or you are short outputs, or you refer to a non-existent model ... then your start channel will not calculate correctly ... and will default to absolute channel 1.

In the layout tab in the model list the start channel will also be displayed with a "\*\*\*\*" prefix which indicates this start channel is invalid and needs to be fixed.

## Tip Of The Day #018

Presets are your library of saved effects which you want to reuse again and again. To access the preset right click anywhere in the sequencing grid and select the presets menu item.

Once there you can select effects and add them as a preset or insert an existing preset into your sequence.

Note the number after the preset name in the list is the number of layers that preset requires.

## Tip Of The Day #019

On the layer settings panel is the sub-buffer box (the black one with the yellow dashed rectangle). Did you know that you can:

1. Double click on the black rectangle to reset it to the default full size.
2. Right-click to:
  - choose from a number of predefined sub-buffers
  - manually edit the settings ... including placing value curves on the sub-buffer edge positions.

## Tip Of The Day #020

When you do a render all the progress through the render is shown in the status bar at the bottom of the screen. Clicking on the progress indicator will bring up the detail progress dialog which shows rendering progress on a model by model basis.

If you are experiencing slow rendering it can help you understand which model is rendering slowly.

Often you will see many models rendering slowly. This is usually because there are some channel overlaps between models or groups and one of them has to render first before the others can so they render as slow as the model they are dependent upon. In these cases, the top slow rendering model is usually the one to blame for the slowness.

## Tip Of The Day #021

When things are not working right don't be scared to take a look in the logs (tools menu view logs). Go to the bottom of the file and search for

[crit – these are either crashes or messages indicating we are about to crash. Not much you can do here. As long as you sent us the crash report we are on it.

[err – something is seriously wrong. Most of the time you would have seen an error message but sometimes that is just not possible so we write them to the log so we can look good when you ask us what is wrong

[warn – something is not quite right. Most commonly this is slow rendering but sometimes it is other things. Worth looking at just in case it explains something that doesn't seem quite right

Everything else are just progress/informational messages that we use to understand what is going on when you report a problem or the program crashes.

Note: include the [ in the search as otherwise you will find a bunch of lines which are not actually worth looking at.