

Affected Version: 2.0.16

This bug applies only to animation sequences. Musical sequences are not affected.

If at the end of a show, an animation sequence is playing, LOR is supposed to immediately stop the sequence and end the show. However, if the animation sequence is placed in the musical **tab**, the animation sequence will continue. However, animation sequences placed in the animation tab will end on time.

According to the programmers, this will be resolved in the next release.

For those who want music only at the top of the hour (or half hour) this will add a few steps to your programming. The following is an example as to how this could be programmed.

Assume that your musical portion is 8 minutes, 15 seconds, and it called "Musical_Show_1." You also have created a show called "Static_Filler_1." The static filler would contain at least one animation sequence in the animation tab.

7:00-7:08pm - Musical_Show_1
7:08-7:30pm - Static_Filler_1
7:30-7:38pm - Musical_Show_1
7:38-8:00pm - Static_Filler_1

Some notes about this setup. Go ahead and make your static sequence at least 30 minutes. Since LOR is going to stop the animation at the end of the Static_Filler_1 show, it won't matter how long it is.Â

