
ORCHESTRATOR

BY MARQUEE

The Director's Manual · Edition 5

One director · one screen · every car

OPEN BETA

01 What Orchestrator is

Orchestrator is a registered third-party application on Tesla's official Fleet API. Owners grant temporary, revocable access through Tesla's own sign-in and key approval. When you start a show, every car receives the same absolute start moment, and because Teslas keep synchronized clocks, the whole fleet fires in perfect unison, whether the cars share a parking lot or a continent.

Owners can revoke access anytime in the Tesla app under

Security & Drivers → Third-Party Apps, and you can release vehicles from your side (Chapter 9).

Orchestrator is in **open beta**: please report issues, failures, or improvement ideas through the MARQUEE Patreon. Reports shape every patch.

02 Signing in and your fleet cap

Go to `marqueelightshow.com` and sign in with your Patreon account (or open `/director` directly). Your membership is checked live at sign-in; lapsed or cancelled memberships lose access automatically.

The console header always shows your ceiling, for example `MAX 10 VEHICLES`. That's your tier talking:

Membership	Fleet cap	Built for
Any member, even free	2 cars (free trial)	Feeling the button in your driveway
Director 10 · \$10/mo	10 cars	Driveways, cul-de-sacs, first shows
Director 100 · \$15/mo	100 cars	Community events, club meets
Director 1000 · \$25/mo	1000 cars	Festivals, records, the news

Every paid tier also includes Marquee Light Show Studio and the full light show library. Owners joining your shows never pay anything.

Signed in but seeing the wrong access level? You may be signed in under a different identity. Visit `marqueelightshow.com/api/logout`, then sign in again. Sessions last about 12 hours.

03 Creating a show (and why the details matter)

1. **Name your show**, and fill in the **event date** and **location**. These aren't decoration: every show you run is recorded on the public leaderboard at `marqueelightshow.com`, and those fields are how your show appears in the history books. Dress it properly.

2. **USB package.** Every car needs the same show files in the same order (`01_Opener.fseq` , `02_Main.fseq` ...). Paste your download link into the **USB files** field and owners get a download button at check-in. You can also point owners at the website's Light Show Library.
 3. **Save.** Your show code, QR, and printable posters (flyer, yard sign, phone story) are generated instantly.
 4. **Hand out the Attendee Guide** and point owners to the How To video at marqueelightshow.com so they arrive already loaded.
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03b Show packages, roles, and Prepare Show Drive

Under your show's USB link, the console has a **Show package** panel. It works on one rule: **group by song, deliver by role, cue by song**. A package is a list of songs in show order, and each song holds a part for every vehicle role in the show. Add a song by title, then click its chips to upload each part (the light show file and its music). Amber chips still need a file; green ones have it.

Roles

A role is which *part* a car plays. Most shows have one part per model, so owners never see a role step, the system detects their car and delivers that model's files. For productions with several parts per model (two Cybertrucks playing different choreography), add roles in the **Roles** row, e.g. `Spot 1` and `Spot 2` under Cybertruck. Cybertruck owners then pick their part at check-in, and each drive gets only that part. You can reassign a car's part from its board card (the owner re-prepares their drive afterwards; the console says so).

What each car receives

One file per song: its own (model, role) part; if the song has only one part for that model, that one; otherwise the model's first part; otherwise the universal **Any** part; otherwise the car sits that song out (the console warns you which checked-in cars would). Slot

numbers are identical on every drive, so **START SHOW** cues one slot and every car plays its own part. Filenames follow `Order_Model_Title`, with the role added when a model has more than one part (`1_Cybertruck_Spot2_Pretender.fseq`).

Prepare Show Drive

On the owner check-in page and in the Light Show Library. On a laptop or desktop, the owner plugs in an empty USB stick, confirms it's empty, clicks, approves an exact description of what will be written, and the LightShow folder for *their car and part* is written, correctly named and ordered, nothing else touched. Safari and phones get a one-click zip and drag instructions instead.

No web page can format or erase a drive, and Prepare Show Drive never does. It only creates or replaces the LightShow folder. The board shows **DRIVE READY** once an owner has prepared their drive, and each car card shows its vehicle and part.

04 Owner check-in and self-verification

Owners scan the QR or type the show code into the join box on the marqueelightshow.com homepage. On their phone they: sign in with Tesla, pick their car, enter their preloaded show count (most Teslas carry 6 to 8; owners verify the current number in their car's Toybox, not counting the USB), approve the virtual key, then tap **Test my car**.

The test plays Song 1 briefly and stops itself, and it self-heals along the way: a sleeping car is woken, a locked car unlocked, and Sentry Mode switched off automatically. When the owner confirms the right show played, they earn a **verified** mark. If not, they adjust their count and retest, no director involvement needed at any fleet size.

05 The fleet board

● checked in ● verified ● armed ● running ● failed

Toggle **Grid board** for numbered position tiles (assign positions on each car's card, they drive formations). Show-night doctrine: don't start until the board is green rings across.

06 Running shows

Single show

Pick the song number (your custom songs count from 1), set your volume, then a countdown (60 seconds or more lets sleepers wake) or an exact clock time, and press **Start show**. No length needed, it runs until it ends or you press **Stop all**. Arming self-heals: sleeping cars are woken and retried, locked doors unlocked, stray queued shows cleared. Clock times already past are refused with a clear message rather than silently rescheduled.

Volume

Your volume setting is pushed to every car twice over: the console explicitly sets each car's media volume just before the show fires, then the show command carries it again. Set it once; the fleet obeys.

Setlists

Multiple tracks with timed gaps, run automatically. Tap **.fseq** on a row, pick that song's file, and the exact duration and title are read out of the file itself, you almost never type a length. Gaps auto-enforce a minimum so the fleet can re-arm between tracks, and the mission readout narrates the night: *Track 2 of 3 · T-minus 00:41*.

Recovery

Red lights get **Re-arm failed cars**, which rejoins them at the same showtime. Every command lands in **History & records** with its result and reason.

07 Preflight, Sentry, locking up

Preflight (15-30 min before showtime) wakes the fleet and turns Sentry off everywhere.

Lock all after show reverses it: locks every car and restores Sentry.

Cars are unlocked during a show, Orchestrator handles it. Tell owners to remove valuables. It's in the Attendee Guide.

08 Kiosk and Crowd screens

Kiosk is the full-screen QR check-in station for a welcome table. **Crowd** is your jumbotron: chasing marquee bulbs around the border, the current song's name, a synchronized T-minus clock that pulses through the final ten seconds and flashes SHOWTIME at zero, the live count of Teslas in the show with a welcome flash for every check-in, a join QR recruiting all night, and the house record it's chasing, which flips to NEW HOUSE RECORD TONIGHT the moment you beat it. The clock clears automatically when a setlist completes or you stop the show.

Order matters: save the show, take check-ins, open Crowd fresh from the console, then schedule. If the screen ever shows a show-code error, reopen it from the console.

09 Releasing vehicles

When guests leave early, or the night ends, release their cars so no future show can ever reach them. Check the red boxes on the cars to release (or none to release all), press **Release vehicles**, then pass the double confirmation: type the show code, then type CONFIRM. Released cars vanish from the board and their access for that show is deleted. Rejoining later is two minutes at the QR. Releases are logged to History.

10 The Leaderboard

Every show you run writes history at marqueelightshow.com/leaderboard.html:

- **Largest Shows Ever:** your show name, date, location, and car count. The count is recorded by Orchestrator itself at showtime, from the cars it actually commanded. Verified, not self-reported, there is no way to inflate it.
- **Most Shows This Year:** a running race among directors, resetting every January, with past champions enshrined in the Hall of Champions forever.

Somebody is going to set the world record for the largest synchronized Tesla light show through this system. The board is public, the counts are witnessed, and the top line is waiting for a name.

11 When something goes wrong

You see	Meaning	Do
car is locked	Auto-unlock is off	Enable Auto-unlock or owner unlocks in app
car still busy with a show	A show is queued/playing	Console clears it automatically; or Stop, wait, re-arm
Sentry mode is on	Sentry blocks shows	Run Preflight; owner tests self-heal it too
Red board light	Missed the arm	Re-arm failed cars
tier limit message	Show exceeds your fleet cap	Trial runs 2 cars; upgrade your tier for 10, 100, or 1000
Clock time refused	Time passed or too soon	Pick a later time or use countdown
Crowd screen error	Stale show code	Reopen Crowd from the console
Wrong access level shown	Signed in under another identity	Visit /api/logout, sign in again

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How To video guides, Attendee Guide, and the Light Show Library: marqueelightshow.com

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