Light-O-Rama "CPC" Package
16x50 Pixel Tree - Assembly Instructions

Included in this Package:
- 16 Strands of 50 Ct Pixels (Ribbons OR Squares OR Bullets)
- Pixie16 Controller - Assembled -12V - With Dangles Included

Optional Package Additions:
- 16 Pixel Extensions - Black or White
- Cat5 Cable (Required for Connection)
- Pixel Mounting Strips

Separate Purchase:
- Tree Frame/Base
- Guy Wires/Other Stabilization Materials
- Assembly Hardware (Screws, Washers, Nuts, Etc.
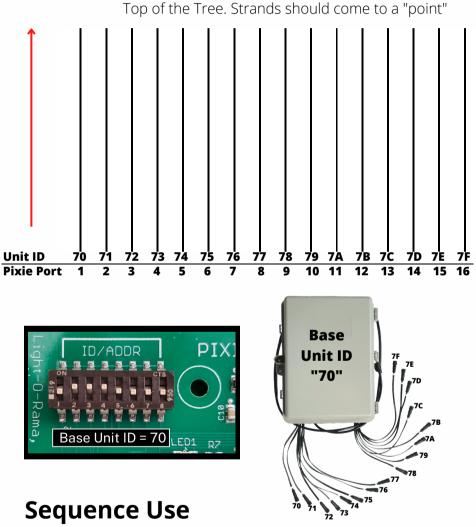
Tree Configuration

The first pixel of each strand should begin at the bottom of the strand and continue upwards towards the top. When viewing the tree as the audience, the first strand should be on the left of the 180 degree tree, and the 16th strand should be on the right. Strands do NOT fold. Each strand should begins bottom of the tree and ends at the top of the tree.

If you have purchased a Tree Frame and Topper mounting pole (separate purchase) from Light-O-Rama, use the construction guide from the frame, and attach the mounting roll strips of your desired length to the top and base of the frame as outlined in the image to the right. Light-O-Rama is not responsible for hardware/product damage related to improperly constructed frames.

If an optional Star Tree Topper Package has been added, the pixels for the star should connect to the 16th strand of this Pixie controller (bullets or squares), and therefore begin on circuit 151 of Unit ID 7F in the Preview Editor. A separate Pixie2 controller and slight preview modification is required with a ribbon tree.

Top of the Tree. Strands should come to a "point"

Unit ID	70	71	72	73	74	75	76	77	78	79	7A	7B	7C	7D	7E	7F
Pixie Port	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Sequence Use

To use these props with RGBPlus Sequences, the Pixie controller must be connected to the Regular (computer) or Net 1 (Director) network. This network must be set to at least 500k Enhanced speed and contain only Gen3 Hardware. You must be using 5.6.8 or higher in order to use RGBPlus Sequences with a computer. Effects for these props are not included in RTG or YCM sequences.

To use with RGBPlus sequences, the Pixie16 should be given a base Unit ID of 70; The 16 Unit IDs for the 16 ports of this Pixie16 controller must be 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 7A, 7B, 7C, 7D, 7E, and 7F, both physically on your controller and in your Preview, which correspond to ports 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, and 16 of your Pixie16.

Scan the QR code to learn more about using this package with RGBPlus Sequences or modifying the IDs and Networks for your own custom layout.