Light-O-Rama "CPC" Package
32x50 Pixel Tree - Assembly Instructions

Included in this Package:
- 32 Strands of 50 Ct Pixels (Squares OR Bullets). Strands should connect to make 16x100
- 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 of 100 (two 50s connected) should begin at the bottom of every odd row and continue upwards towards the top. The string should then fold and continue downward down the adjacent even numbered strand and end at the base of the tree.

When viewing the tree as the audience, the first strand should be on the left of the tree and the 32nd strand should be on the right. This kit can be used to create a dense 180 or regular 360 degree Mega Tree.
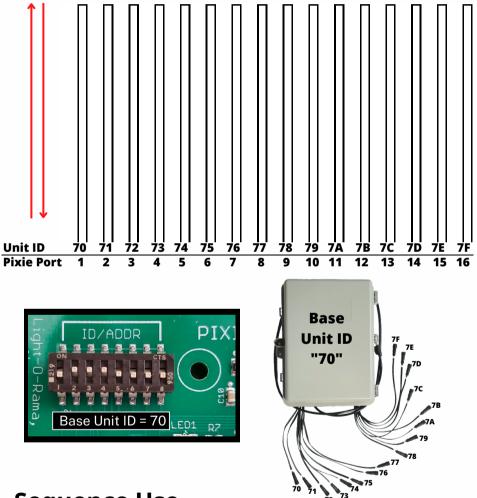
If you have purchased a Tree Frame and Topper mounting pole (separate purchase) from Light-O-Rama, use the construction guide from the frame, and attach the mounting roll strips of your desired length to the top and base of the frame as outlined in the image to the right. Light-O-Rama is not responsible for hardware/product damage related to improperly constructed frames.

If an optional Star Tree Topper Package has been added, the star should connect to a separate Pixie2 controller, NOT a port on this package's Pixie16.

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

Base Unit ID = 70

Base Unit ID "70"

Sequence Use

To use these props with RGBPlus Sequences, the Pixie16 controller must be connected to the AuxC (computer) or Net 4 (Director) network. 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.