

# Light-O-Rama "CPC" Package 4 Frames - Assembly Instructions

## Included in this Package:

- 8 Strands of Pixels - 50 Ct (4" spacing) {Black Bullets, White Bullets, Black Squares or White Squares}
  - Strands connect together to create 4 sets of 100 (for 4 frame props in total)
- Pixie4 Controller - Assembled -12V - With Dangles Included (Black or White)

## Optional Package Additions:

- 4 Pixel Extensions - Black or White
- Mounting Trim: 4mm Coro or UV Stabilized Plastic
- Cat5 Cable (Required for Connection)

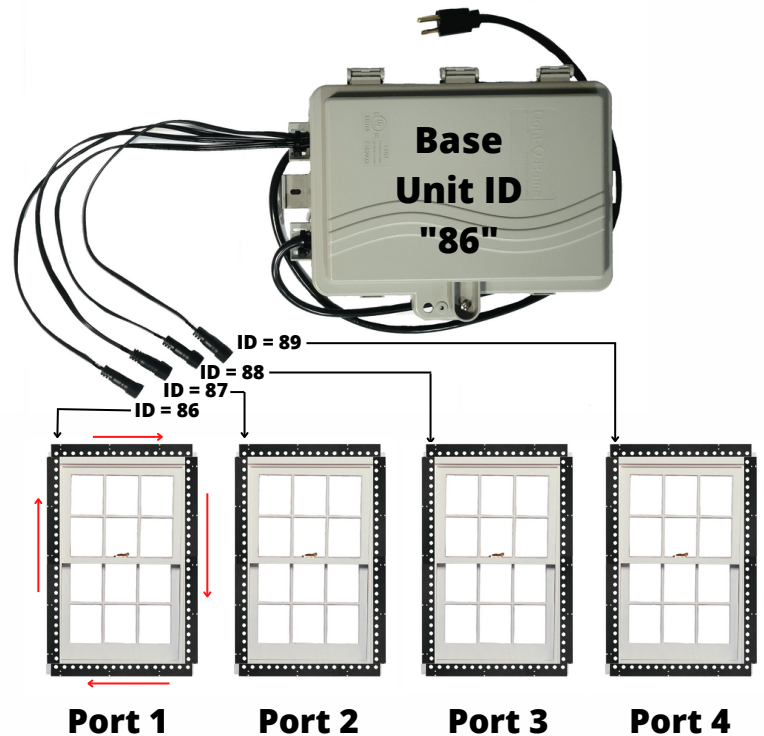
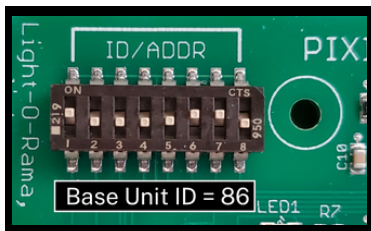
## Customer Provided (If Applicable):

- PVC Pipe or EMT Conduit
- Clips, Brackets, Zip Ties, Etc.
- Other mounting material for home attachment

## Prop Assembly and Connection

Frame props should be oriented with the first pixel in the top left corner of the frame, and continue clockwise around all four sides when viewed from an audience vantage point. Pixels can be at 1", 2", 3", or 4" spacing.

As long as the total number of pixels per frame equals 100, the number of pixels *per side* can be custom to your home and will not require that you make alterations to RGBPlus Sequences. Please scan the QR code to learn more about changing the number of pixels per frame



## Sequence Use

To use these props with RGBPlus Sequences, the Pixie controller must be connected to the AuxB (computer) or Net 3 (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 Pixie4 should be given a base Unit ID of 86; The four Unit IDs for the four ports of this Pixie4 controller (and therefore your 4-sided frames of 100 pixels each) must be 86, 87, 88, and 89, both physically on your controller and in your Preview, which correspond to ports 1, 2, 3, and 4 of your Pixie4.

Scan the QR code to learn more about using this package with RGBPlus Sequences, or about modifying the Unit IDs, Networks, or number of pixels per frame for your own custom layout.

