Light-O-Rama "CPC" Package
20x40 Matrix - Assembly Instructions

Included in this Package:
- 1 Sheet of Matrix Mesh (Black or White) - 800 Pixels (20hx40w). Approx. 4' by 8' (46" by 92") 2.3" spacing
- 16 Strands of White or Black Square Pixels - 50 Ct (4" spacing).
  - Two strands should be connected to form strands of 100, connected to 8 total Pixie outputs.
- Pixie8 Controller - Assembled -12V - With Dangles Included

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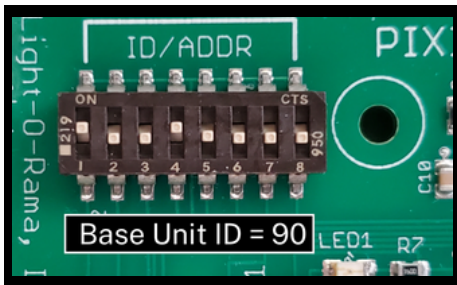- 8 Pixel Extensions - Black or White
- Cat5 Cable (Required for Connection)

Customer Provided:
- Framing/stabilization material for Matrix Mesh
- Mounting material for home attachment

Prop Assembly

When viewing the Matrix Mesh from the back, the first pixel of the first port should begin on the bottom right and continue UP the section of 20 nodes. When viewing as the audience *(pictured on these instructions)*, the first pixel should be on the bottom left. Each strand of 100 should fold in a vertical pattern to create 5 columns in the matrix.
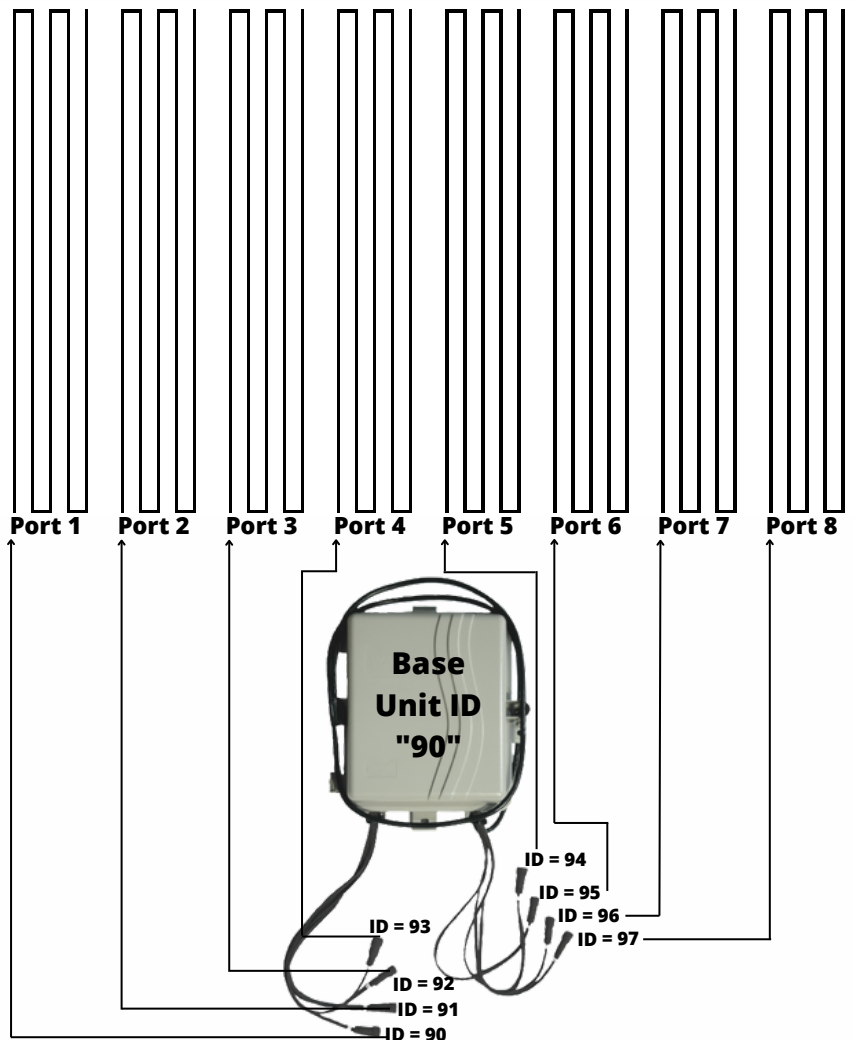
The strands of 100 should start at the bottom of columns 1, 6, 11, 16, 21, 26, 31, and 36. Horizontally pushed strands (80 long, remainder 20), are NOT useable with standard Matrix Shapes in the S5/S6 Sequencer/Preview Editor.

Port 1 | Port 2 | Port 3 | Port 4 | Port 5 | Port 6 | Port 7 | Port 8

Base Unit ID "90"

ID = 90
ID = 91
ID = 92
ID = 93
ID = 94
ID = 95
ID = 96
ID = 97

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 Pixie8 should be given a base Unit ID of 90; The eight Unit IDs for the eight ports of this Pixie8 controller (each strand in your matrix) must be 90, 91, 92, 93, 94, 95, 96, 97, both physically on your controller and in your Preview, which correspond to ports 1, 2, 3, 4, 5, 6, 7, and 8 of your Pixie8.

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