

Light-O-Rama "CPC" Package

4 Snowflakes/4 Spinner Mega Pack

Included in this Package:

- 4 Coro Snowflakes (2 styles - 2 of each) - 48 Nodes Each. "Pixel Path" included. Approx. 24" in diameter.
- 4 Coro Spinners - 100 Nodes Each. "Pixel Path" included. Approx. 22" in diameter.
- 12 Strands of White Bullet Pixels - 50 Ct (4" spacing).
- Pixie8 Controller - Assembled -12V - With White Dangles Included

Optional Package Additions:

- 8 Pixel Extensions - White
- Cat5 Cable (Required for Connection)

Customer Provided (If Applicable):

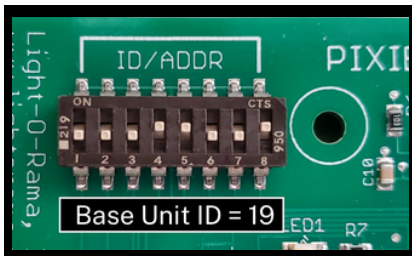
- Mounting material for home attachment
- Metal stakes or other ground mounting material

Prop Assembly and Connection

When viewing the snowflake from the back, the arm with the Pixel Path "star" (for "start") should be pointing straight down, with the pixel path continuing in a clockwise fashion until it reaches the "square" (for "stop").

When viewing the spinner from the back, the spoke with the Pixel Path "star" (for "start") should be pointing straight down, with the pixel path continuing counterclockwise until it reaches the "square" (for "stop").

When arranging the snowflakes from an audience perspective, the first snowflake should be on the left of a row, or the top of a column. When arranging the spinners from an audience perspective, the first snowflake should be on the left of a row, or the top of a column.

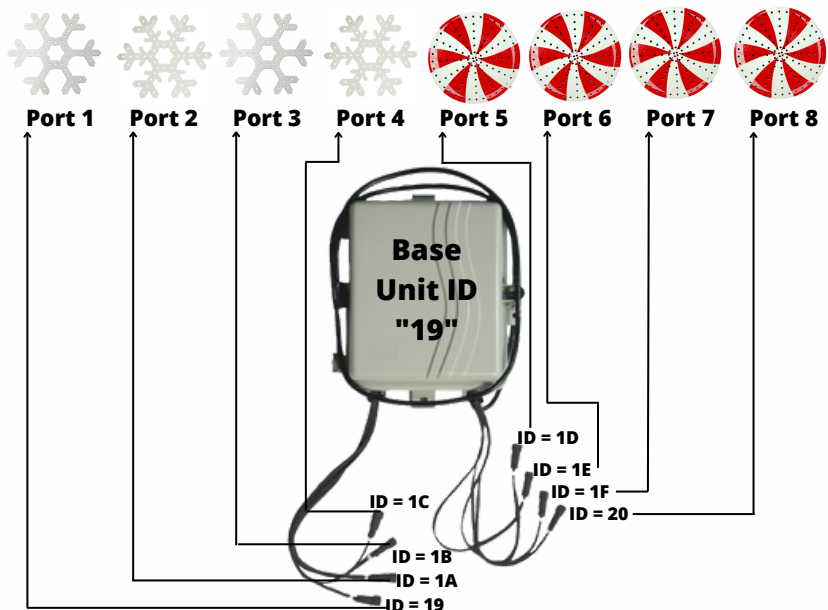


Sequence Use

To use these props with RGBPlus Sequences, the Pixie8 controller must be connected to the AuxA (computer) or the Net 2 (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 19; The eight Unit IDs for the eight ports of this Pixie4 controller must be 19, 1A, 1B, 1C, 1D, 1E, 1F, and 20, 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. The Snowflakes should be connected to ports 1, 2, 3, and 4 (IDs: 19, 1A, 1B, 1C) and the Spinners should be connected to ports 5, 6, 7, and 8 (IDs: 1D, 1E, 1F, 20).

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.

