

Light-O-Rama "CPC" Package

4 Spinners - Assembly Instructions

Included in this Package:

- 4 Coro Spinners - 100 Nodes Each. "Pixel Path" for pixel pushing included on the back of each prop. Approx. 22" in diameter.
- 8 Strands of White Bullet Pixels - 50 Ct (4" spacing). Two strands of 50 should be connected together per prop.
- Pixie4 Controller - Assembled -12V - With Dangles Included

Optional Package Additions:

- 4 Pixel Extensions - White
- Cat5 Cable

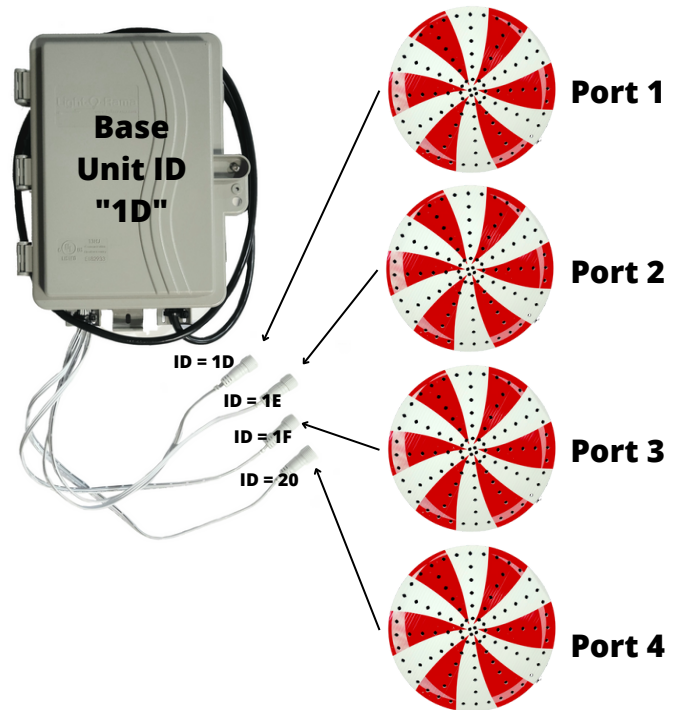
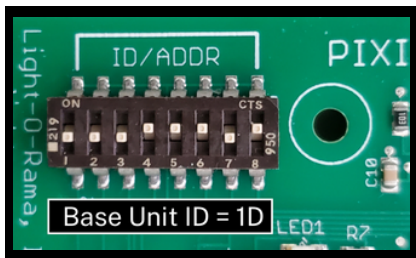
Customer Provided (If Applicable):

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

Prop Assembly and Connection

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 in a counterclockwise fashion until it reaches the "square" (for "stop").

When viewed as the audience, spinners should be arranged with spinner 1 on the left if the spinners are in a horizontal stack, or spinner 1 should be on the top of a vertical stack.



Sequence Use

To use these props with RGBPlus Sequences, the Pixie controller must be connected to the AuxA (computer) or 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 1D; The four Unit IDs for the four ports of this Pixie4 controller (and therefore your spinners) must be 1D, 1E, 1F and 20, 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 modifying the IDs and Networks for your own custom layout.

