

Light-O-Rama "CPC" Package

8 Tombstones/8 Mini Arches/40 Pixel Stakes Mega Pack

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Included in this Package:

- 8 Tombstones - 100 Nodes Each. "Pixel Path" for pixel pushing included on the back of each prop.
 - 31" high by 19" wide
 - 10mm Black Coro
- 8 Mini Arches - 25 Nodes Each
 - 2' 11.5" long by 1' 8.75" high. Lighted length 35". Nodes at 2.125" spacing.
 - 10mm Black Coro
- 40 Pixel Stakes - 5 Nodes Each. Used to create 4 rows of 10 pixel stakes each.
 - 12" tall with 1.5" spacing
 - 10mm Black Coro
- Pixels
 - 16 Strands of Black Bullet Pixels - 50 Ct (4" spacing). Two strands of 50 should be connected together per Tombstone prop.
 - 8 Strands of Black Bullet Pixels - 25 Ct (4" spacing). Two arches should be connected together per Pixie port.
 - 4 Strands of Black Bullet Pixels - 50 Ct (5 node sections - 2' of spacing between each set of 5 nodes.)
- Pixie16 Controller - Assembled -12V - With LOR Dangles Included (Black)

Optional Package Additions:

- 16 Pixel Extensions - Black
- Cat5 Cable (Required for Connection)

Customer Provided (If Applicable):

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

Sequence Use

To use with RGBPlus sequences, the the Pixie8 controller in this package must be connected to the AuxA network on your computer or Net 2 of your N2-G4 or N4-G4 Showtime Director. You must be using 5.6.8 or higher in order to use RGBPlus Sequences with a computer.

The Pixie16 should be given a base Unit ID of 09; The 16 Unit IDs for the 16 ports of this Pixie16 controller must be 09, 0A, 0B, 0C, 0D, 0E, 0F, 10, 11, 12, 13, 14, 15, 16, 17, and 18, 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.

Learn how to set the Unit ID of your Pixie controller using DIP switches by clicking [here](#).

Tombstones (1 per port): 1, 2, 3, 4, 5, 6, 7, 8 (IDs: 09, 0A, 0B, 0C, 0D, 0E, 0F, 10)

Arches (2 connected per port): 9, 10, 11, 12 (IDs: 11, 12, 13, 14)

Pixel Stakes (10 connected per port): 13, 14, 15, 16 (IDs: 15, 16, 17, 18)

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.



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Prop Assembly and Connection

When viewing the Tombstone from the back, the Pixel Path "star" (for "start") should be on the bottom right of the prop, with the pixel path continuing up and around the tombstone until it continues into the star and reaches the "square" for "stop." When viewing the tombstones as the audience, the first of the 8 tombstones should be on the left and the last tombstone should be on the right.

When viewing the arch from the back, the first pixel should be on the right and the 25th pixel should end on the left. If viewing the prop from the front (no visible wires), the first pixel of each arch should start on the left. When viewing the arches as the audience, the first of the 8 arches should be on the left and the last arch should be on the right.

The first node of each set of 5 pixels in a pixel stake should start at the bottom of the pixel stake, and the 5th node should end at the top. When creating your 4 rows of 10 pixel stakes, the first stake in each group of 10 should be on the left side of the row when viewing the pixel stakes as the audience. Row 1 should be closest to your audience, and Row 4 should be farthest from your audience.

