

# Light-O-Rama "CPC" Package

## 8 RIP Tombstones - Assembly Instructions

### Included in this Package:

- 8 RIP Tombstones - 100 Nodes Each. "Pixel Path" for pixel pushing included on the back of each prop. 31" tall by 19" wide.
- 16 Strands of Black Bullet Pixels - 50 Ct (4" spacing). Two strands of 50 should be connected together per prop.
- Pixie8 Controller - Assembled -12V - With Black LOR Dangles Included

### Optional Package Additions:

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

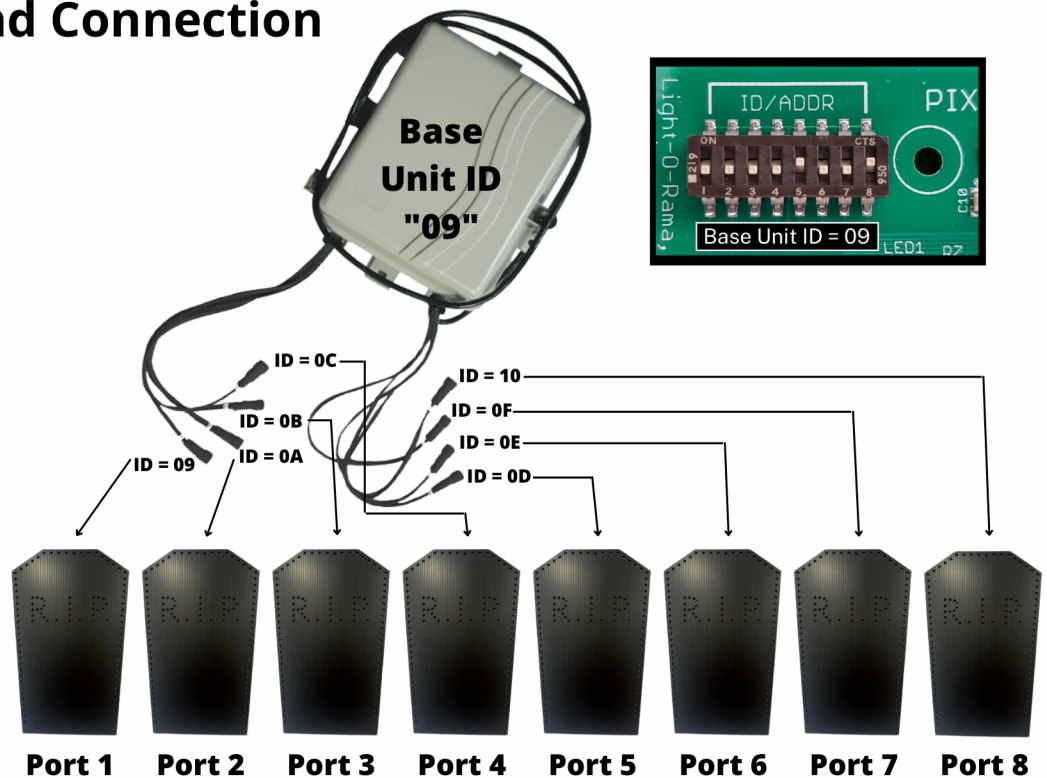
### Customer Provided (If Applicable):

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

## Prop Assembly and Connection

When viewing the 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 1st tombstone should be on the left in a row and the 8th tombstone should be on the right.



## 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 Pixie8 should be given a base Unit ID of 09; The eight Unit IDs for the eight ports of this Pixie8 controller (and therefore your Tombstones) must be 09, 0A, 0B, 0C, 0D, 0E, 0F, and 10, 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 or modifying the IDs and Networks for your own custom layout.

