Package Includes:
HDPE Topper & Ground Plate
Intelligent RGB Pixels x16
Pixel Mounting Strip Roll(s)
Strain Relief Brackets x32
4in Cable Ties x75, 8in Cable Ties x25

| Tree Size	Skip Hole	Strip Length	Pole Height	Base Radius	Strip Gap
8ft	0	107 holes	101in	24in	5in
16ft	1	207 holes	196in	48in	10in
24ft	2	307 holes	293in	60in	12.5in

Step 1: Cut Strips

Roll out a section of Pixel Mounting Strip that is 107, 207 or 307 holes long and cut past the small holes.

Step 2: Attach Strain Relief and Insert Pixels

Starting at the top (left picture) attach a strain relief bracket using 4in cable ties. Skip one hole and then begin inserting the pixels starting with the end of the strand (has female plug with cap). Then continue down the strip skipping either 0, 1 or 2 holes depending on the desired size of tree.

Repeat this process until you have all 16 complete.
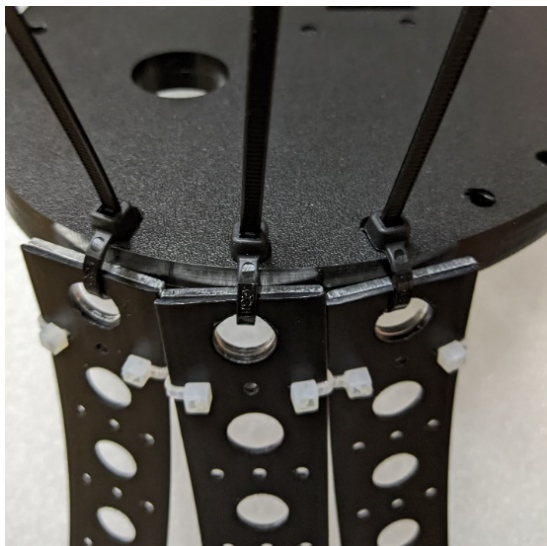
Step 3: Prepare Pole

To build the tree you need one 10ft fence top rail for a 8ft tree, two for a 16ft tree, or three for a 24ft tree. Cut the bottom of the rail to get the needed height. Don't include the smaller section in the length calculation and a full rail is 123in in length. The top of the pole is the one with the smaller end.

Step 4: Attach Strips to Topper

Lay out the strips in front of the area where you are going to install the tree. From left to right attach the strips to the topper using large zip ties.
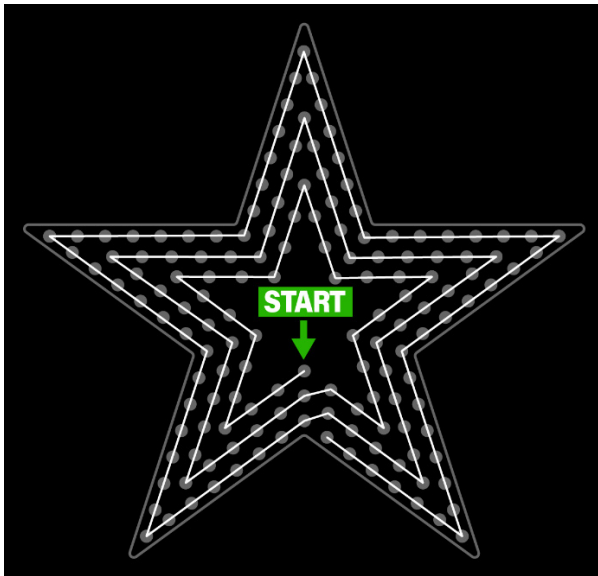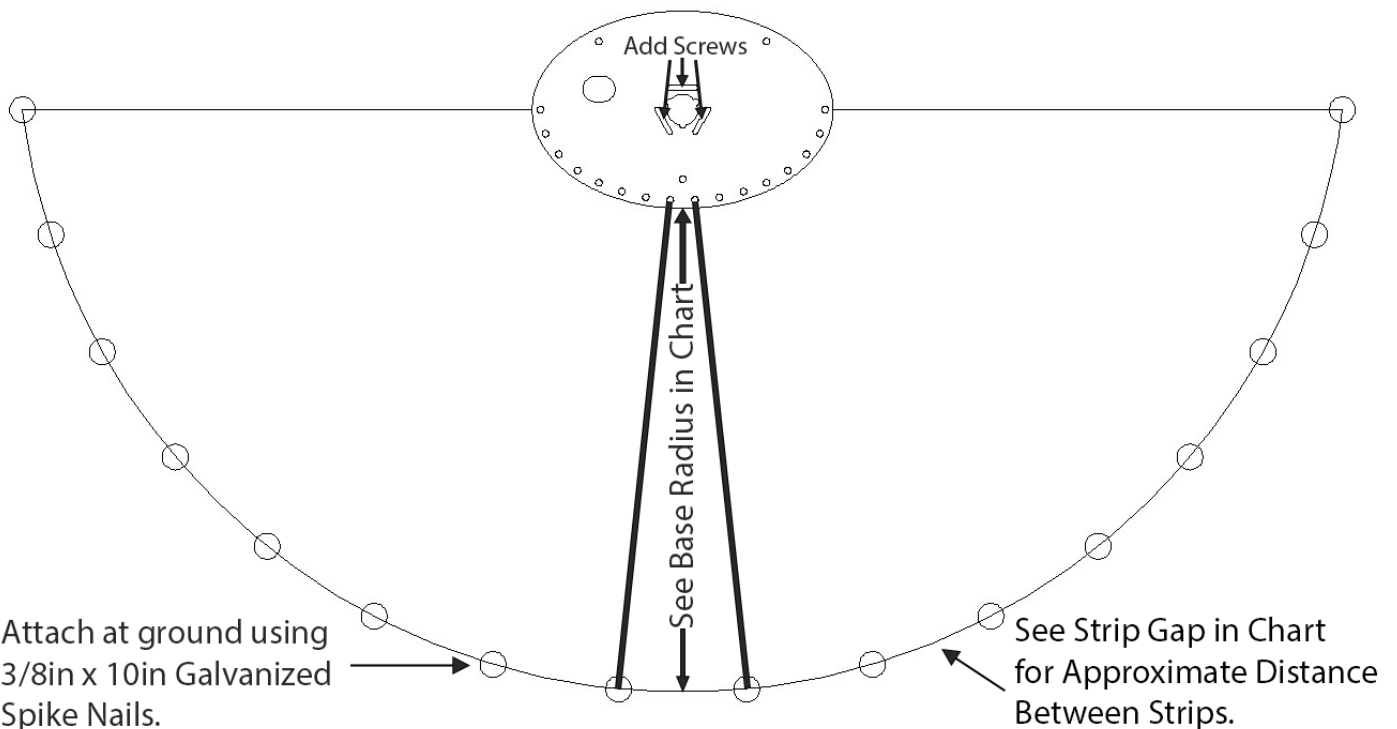
Step 5: Insert Lights into Star

Picture at left shows front view. Start with the end of the strand with the male plug.

Insert pixels into the corrugated plastic star following the light path as shown. Star will use a total of 150 pixels, which is three strands of 50 connected end to end. Use the End Connector and Power Supply to Inject Power at the end of the strand.

The lights for the star connect to the end of output #16 which is all the way to the right when viewing the tree from the front.

START

Add Screws

See Base Radius in Chart

Attach at ground using 3/8in x 10in Galvanized Spike Nails.

See Strip Gap in Chart for Approximate Distance Between Strips.

Step 6: Attach Topper to Pole

Attach the guy wires to the topper. There are 3 guy wire points, 1 to the front, and 2 to the back.

Place the topper on top of the pole and use three screws to secure topper to pole. Next place the star on top of the pole and tighten screw to secure in place. It is also a good idea to test that the pole goes on to the ground plate prior to raising tree.

Step 7: Raise Pole and Attach Guy Wires

Note: It is recommended to have 2 or 3 people help with this step until pole is in place and guy wires are secured.

Raise the pole into horizontal position. Place ground plate under pole and use three guy wires to secure the pole in place.

Step 8: Attach Pixel Mounting Strips

Next use 3/8in x 10in Galvanized Spike Nails to attach pixel mounting strips to ground following the diagram above. It is recommended to start in the middle and work your way outward.

Step 9: Configure Controllers & Connect Lights

Starting at the left side use RGB Extensions to connect the lights to your Intelligent RGB Controller. The Tree will use all 16 outputs.

To use Pixel Mega Tree timing in WowLights V2 Christmas Sequences configure the controller using the following settings:

	DMX Start Universe	DMX Start Channel	Pixels Connected	Null Pixels	Reverse Addressing	Intenstity Limit(%)	Reversed
SPI Output 1	61	1	100	0	0	100	☐
SPI Output 2	61	301	100	0	0	100	☐
SPI Output 3	62	91	100	0	0	100	☐
SPI Output 4	62	391	100	0	0	100	☐
SPI Output 5	63	181	100	0	0	100	☐
SPI Output 6	63	481	100	0	0	100	☐
SPI Output 7	64	271	100	0	0	100	☐
SPI Output 8	65	61	100	0	0	100	☐
SPI Output 9	65	361	100	0	0	100	☐
SPI Output 10	66	151	100	0	0	100	☐
SPI Output 11	66	451	100	0	0	100	☐
SPI Output 12	67	241	100	0	0	100	☐
SPI Output 13	68	31	100	0	0	100	☐
SPI Output 14	68	331	100	0	0	100	☐
SPI Output 15	69	121	100	0	0	100	☐
SPI Output 16	69	421	250	0	0	100	☐

Step 10: Update Mega Tree Prop for 100ct Mega Tree

The default number of pixels for our RGB Pixel Mega is 50ct. Follow the steps below to update the tree to 100ct in our WowLights V2 Christmas Preview.

Open the "RGB Pixel Mega Tree" Prop
Under Shape, Change from "Tree 360" to "Tree 180"
Update "Exact # of RGB Nodes per String" to 100
Update "Start Universe" for #1 to 61
Click Save
Click and hold on one of the corners (red dot) and resize the tree if needed

---

Name	Comment	Tag
RGB Pixel Mega Tree		

Shape

Tree 180

Actual # of Strings	16	
Exact # of RGB Nodes per String	100	
# of Folds in each String	0	
Truncate cone %	6	
Tilt forward (degrees)	4	
Alternate nodes (0=no, 1=yes)	0	
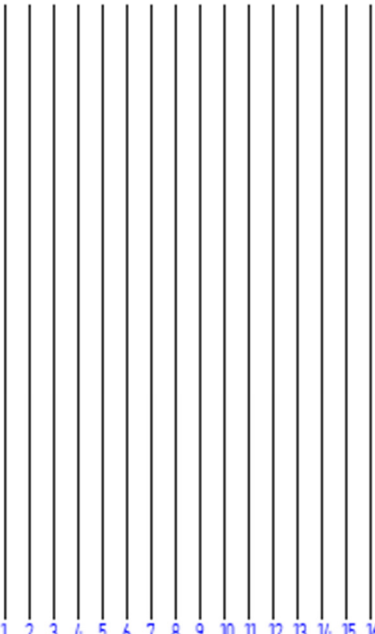
Starting Location — Bottom Left

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Channels

Uses the same channels as `<none>`

DMX   Max Channel 510

◉ Enter channel on first row, auto-number the rest
◯ Enter a channel on every row
☐ Separate Universe for each RGB string

	Start Universe	Start Channel	End Universe	End Channel
1	61	1	61	300
2	61	301	62	90
3	62	91	62	390
4	62	391	63	180
5	63	181	63	480
6	63	481	64	270
7	64	271	65	60
8	65	61	65	360
9	65	361	66	150
10	66	151	66	450
11	66	451	67	240
12	67	241	68	30
13	68	31	68	330
14	68	331	69	120
15	69	121	69	420
16	69	421	70	210

Step 11: Update Mega Tree Star Prop for Nested Star

The default star for our RGB Pixel Mega Tree is a single star. Follow the steps below to update the star to a nested star in our WowLights V2 Christmas Preview.

Open the "RGB Pixel Mega Tree Star Intelligent" Prop
Change the Shape from Star to Stars Nested
Update Star 1 to 30 RGB Nodes
Update Star 2 to 50 RGB Nodes
Update Star 3 to 70 RGB Nodes
Update "Start Universe" for #1 to 70
Update "Start Channel" for #1 to 211
Click Save
Click and hold on one of the corners (red dot) and resize to fit on the tree
Move the star above the tree and click Save to save the preview.

Name	Comment	Tag
RGB Pixel Mega Tree Star Intelligent		

Shape

Stars Nested	
Exact # of RGB Nodes on Star 1	30
Exact # of RGB Nodes on Star 2	50
Exact # of RGB Nodes on Star 3	70
Exact # of RGB Nodes on Star 4	0
Starting Location	Bottom-CW

Channels

Uses the same channels as   <none>

DMX   Max Channel 510

○ Enter channel on first row, auto-number the rest
○ Enter a channel on every row
☐ Separate Universe for each RGB string

	Start Universe	Start Channel	End Universe	End Channel
▶ 1	70	211	70	300
2	70	301	70	450
3	70	451	71	150