WowLights PRODUCTIONS™

Included:
HDPE Matrix Plastic,
RGB Controller,
8 64ct Square Nodes,
4 RGB Extensions

↑ START 1 ↑ START 2 ↑ START 3 ↑ START 4

Step 1: Insert Lights into Matrix Plastic

Picture above shows front view.

Starting at the bottom left insert pixels into the matrix plastic following the light paths as shown. Each output will use 2 64ct strands connected end to end.

Step 2: Connect to controller

Use RGB extensions to connect the lights to the controller.

Step 3A: Setup Controller (Pixie)

Set the ID of the controller using the switches on the board. Below are the recommended ID's for RGB Single Matrixes in our Pro and Pro Plus sequences (Switches 1-8, 1 is ON and 0 is OFF).
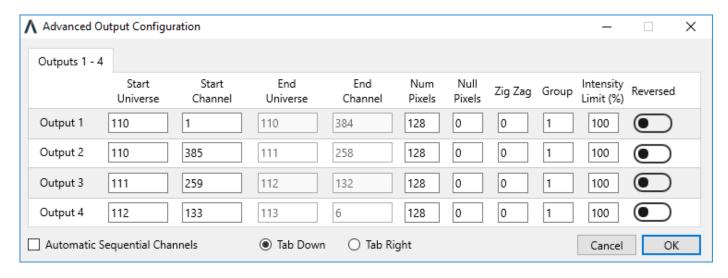
Left: Controller #58 – 0101 1000 *
Right: Controller #5C – 0101 1100 *

* The default for Matrixes is E1.31, to use a Pixie controller you also need to update the preview.

Step 3B: Setup Controller (E1.31)

Setup the E1.31 controller using the following configuration. These universes also need to be set in the Light-O-Rama Network Configuration to point them to the IP Address of the controller.

Left Matrix: (Universes 110 – 113)

Λ Advanced Output Configuration — □ ✕

Outputs 1 - 4

	Start Universe	Start Channel	End Universe	End Channel	Num Pixels	Null Pixels	Zig Zag	Group	Intensity Limit (%)	Reversed
Output 1	110	1	110	384	128	0	0	1	100	⬤
Output 2	110	385	111	258	128	0	0	1	100	⬤
Output 3	111	259	112	132	128	0	0	1	100	⬤
Output 4	112	133	113	6	128	0	0	1	100	⬤

☐ Automatic Sequential Channels   ◉ Tab Down   ○ Tab Right   Cancel   OK

Right Matrix: (Universes 114 – 117)

Λ Advanced Output Configuration — □ ✕

Outputs 1 - 4

	Start Universe	Start Channel	End Universe	End Channel	Num Pixels	Null Pixels	Zig Zag	Group	Intensity Limit (%)	Reversed
Output 1	114	1	114	384	128	0	0	1	100	⬤
Output 2	114	385	115	258	128	0	0	1	100	⬤
Output 3	115	259	116	132	128	0	0	1	100	⬤
Output 4	116	133	117	6	128	0	0	1	100	⬤

☐ Automatic Sequential Channels   ◉ Tab Down   ○ Tab Right   Cancel   OK