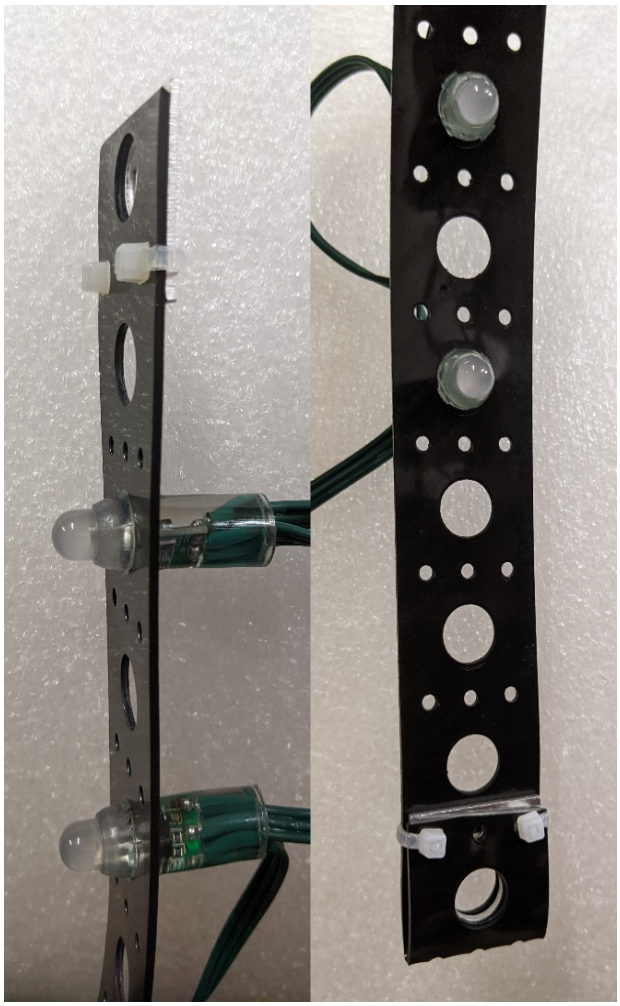
RGB 180° Tree Instructions



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
8ft	1	107 holes	100in
12ft	2	157 holes	150in
16ft	3	207 holes	200in

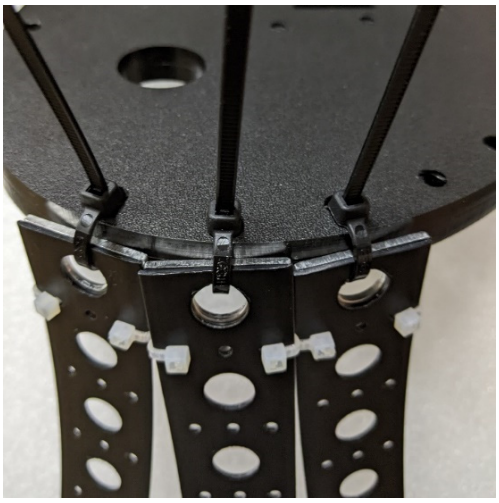
Step 1: Cut Strips

Roll out a section of Pixel Mounting Strip that is 107, 157 or 207 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 1, 2 or 3 holes depending on the desired size of tree.

Repeat this process until you have all 16 complete.



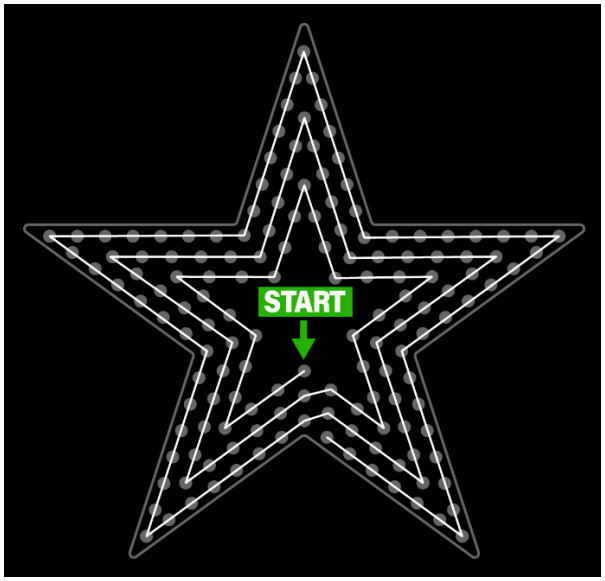
Step 3: Attach Strips to Topper

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 4: Prepare Pole

To build the tree you need one 10ft fence top rail for a 8ft tree or two for a 12ft or 16ft tree. Cut the bottom of the rail to get the needed height. (The top of the pole is the one with the smaller end).

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

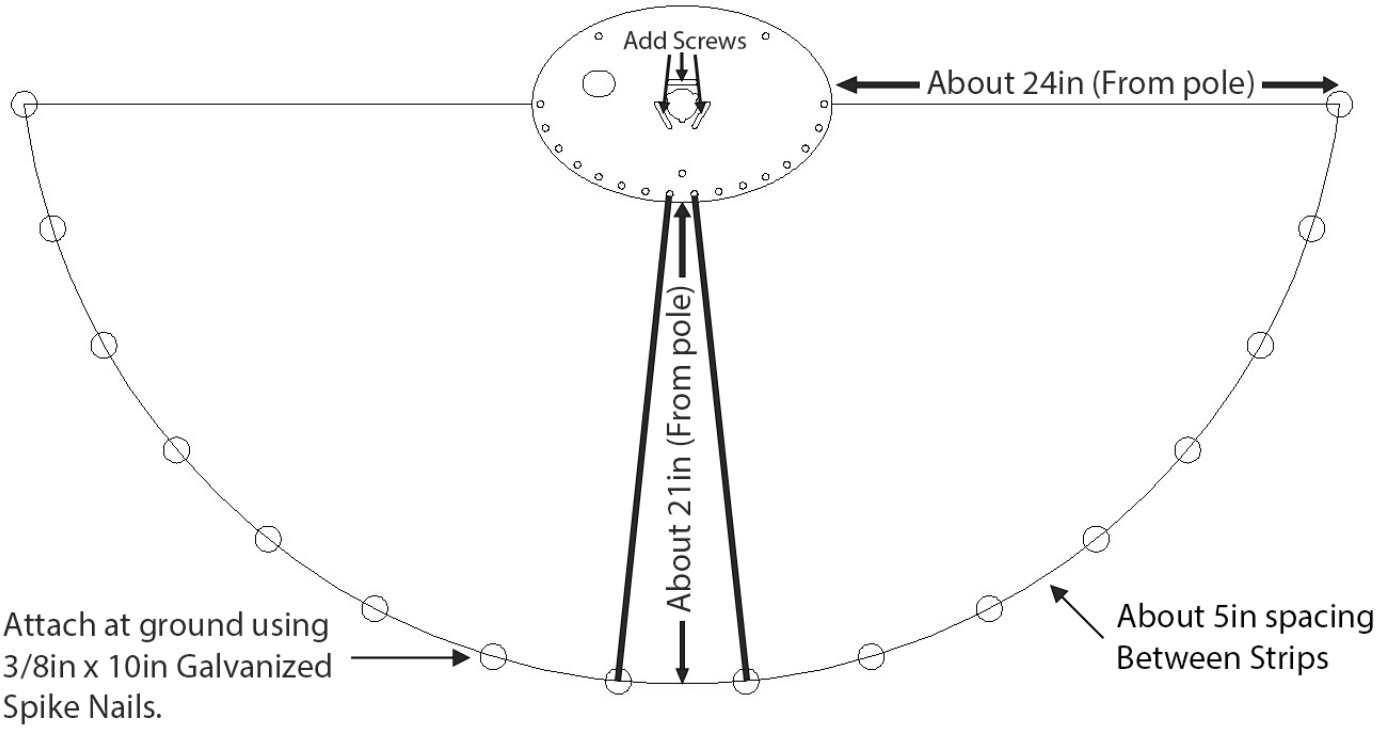


Step 6: Insert Lights into Star

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.



Step 5: Attach Topper to Pole

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 6: 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 7: 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 8: 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	1	1	50	0	0	100	☐
SPI Output 2	1	151	50	0	0	100	☐
SPI Output 3	1	301	50	0	0	100	☐
SPI Output 4	1	451	50	0	0	100	☐
SPI Output 5	2	91	50	0	0	100	☐
SPI Output 6	2	241	50	0	0	100	☐
SPI Output 7	2	391	50	0	0	100	☐
SPI Output 8	3	31	50	0	0	100	☐
SPI Output 9	3	181	50	0	0	100	☐
SPI Output 10	3	331	50	0	0	100	☐
SPI Output 11	3	481	50	0	0	100	☐
SPI Output 12	4	121	50	0	0	100	☐
SPI Output 13	4	271	50	0	0	100	☐
SPI Output 14	4	421	50	0	0	100	☐
SPI Output 15	5	61	50	0	0	100	☐
SPI Output 16	5	211	200	0	0	100	☐

Step 9: Update Preview for Nested Star

The default star for our RGB Pixel Mega Tree is a single star, so to use the nested star you need to update the preview as follows.

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
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.