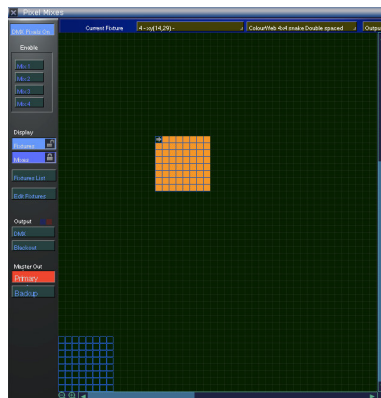


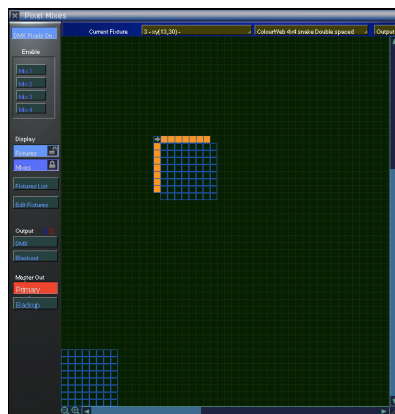
Unknown		Units			
		DMX Channel	X Position	Y position	Orientation
ne - Off	JTE Pixel line 54 channels	1	0	0	
ne - Off	JTE Pixel line 55 channels - with MINT	1	0	0	
ne - Off	JTE Pixel line 27 channels	1	0	0	
ne - Off	Chromabank 36 channels - with MINT	1	0	0	
ne - Off	ColorTie	1	0	0	
ne - Off	Mood Light 2x2	1	0	0	
ne - Off	ColourWeb 4x4 snake	1	0	0	
ne - Off	ColourWeb 4x4 snake Double spaced	1	0	0	
ne - Off	ColourWeb 4x4 snake Triple spaced	1	0	0	
ne - Off	ColourWeb 8x8 Hires	1	0	0	
ne - Off	Alkaline TP81	1	0	0	
ne - Off	Glec Lightframe 20 4x4	1	0	0	
ne - Off	Glec Lightframe 20 2x2	1	0	0	
ne - Off	Glec Lightframe 20 1x1	1	0	0	
ne - Off	16 Channel RGB - 16bit	1	0	0	
ne - Off	7 x 7 snake	1	0	0	
ne - Off	5 x 10 snake	1	0	0	
ne - Off	8 x 6 snake	1	0	0	
ne - Off	SQM Patco 1x1	1	0	0	
ne - Off	One pixel CMY	1	0	0	
ne - Off	Color block 1x4	1	0	0	
ne - Off	Custom XML	1	0	0	
ne - Off	Test RGB 1	1	0	0	

When double hanging you should select the 4x4 doubled spaced fixture. With this fixture every other pixel has a DMX address.



When this is added into the fixture window the arrow indicates which way the DMX goes. This is the first address. The next pixel is not active.

When laying out the rig start with the back section of the double hung section.



When you have patched the back layer then add the next layer on top. Depending on how you have physically hung the web you will either need to be one day and one across or one up and one across.