Animated Lighting™

User's Manual

RGB LED products and
project set-up tutorials:

RGB Orbs

Featuring
Product by

VIVID
RGB
LIGHTING

Contents

An Introduction
to Vivid RGB Orbs

Detail of Orb with a frosted enclosure.

Vivid RGB Lighting's Orb Features:
- 360° visible — Viewable from all directions.
- Full color — 16 million colors via Red, Green & Blue LEDS.
- Individually controllable -
    » 168 pixels on DMX
    » 672 Using a single Animated Lighting Pixel Driver
- IP66 — Water projected in powerful jets...shall have no harmful effects
- Modular — Connectorized cables & accessories
- UV Resistant
- Warranteed for 24 months — That's two full holiday seasons!

Standard Configuration:
- 4" matte ball
- T-cable that holds Orbs in quantities of 6
- 36" drop cable length from "T" cable

Animated Lighting Compatibility
- Compatible with Animated Lighting's Pixel Driver controller
- Programable with the MBx32 controller
- Networkable with existing Animated Lighting light controllers.
- Available with:
    » Multiple pre-programmed shows
    » Custom programming
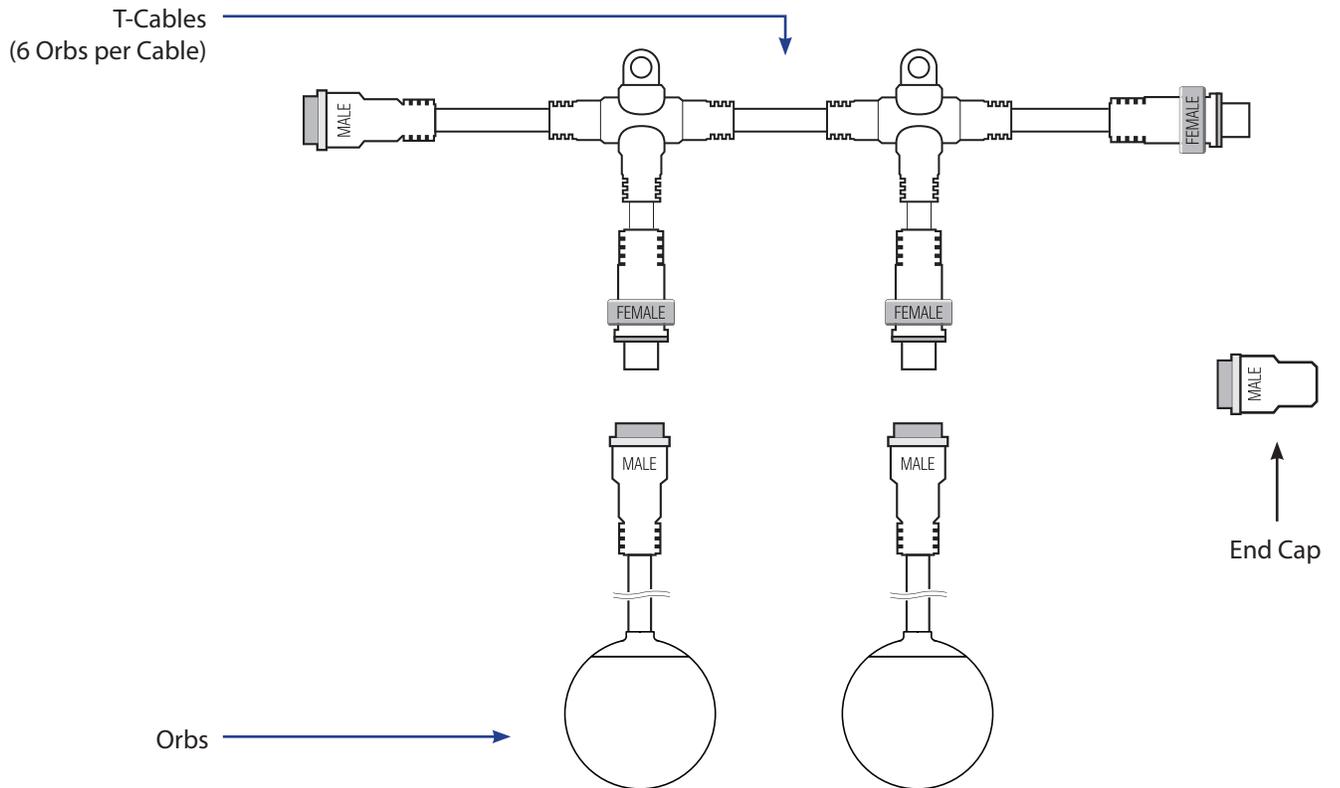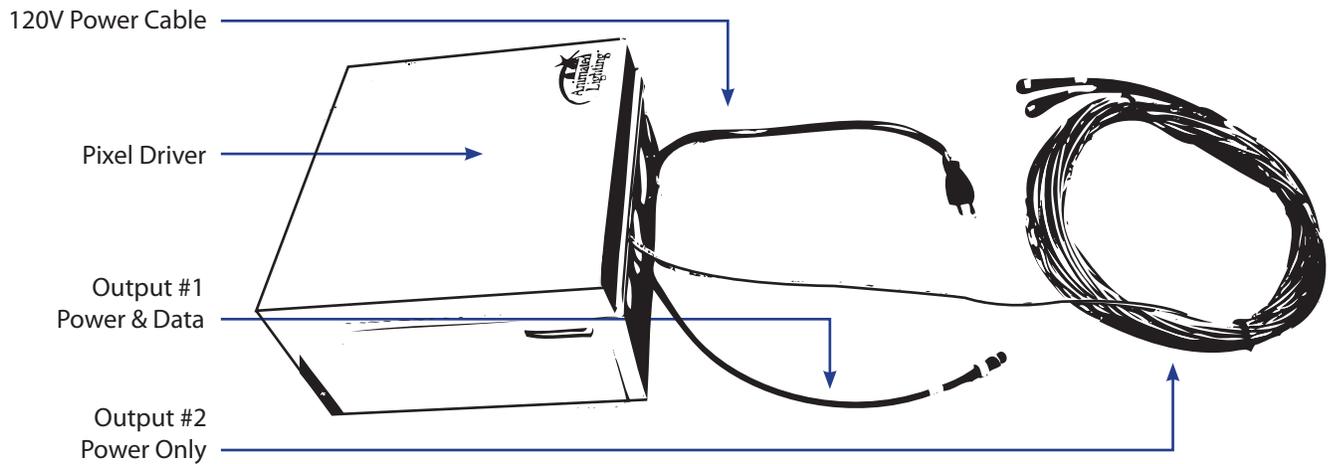   » On-site support
    » Complete Design services

Orbs can be used:
- In Bushes or hung from Trees
- From Eaves, Roofs or Gutters
- Spiral wrapped around Metal Frame or Spruce-style Trees
- Mount on frames of any shape or design

What's Included
with Animated Lighting RGB Orbs

(1) Animated Lighting Pixel Driver Controller with
integral power supply and (1) or more Outputs.
depending on number of Orbs in use.
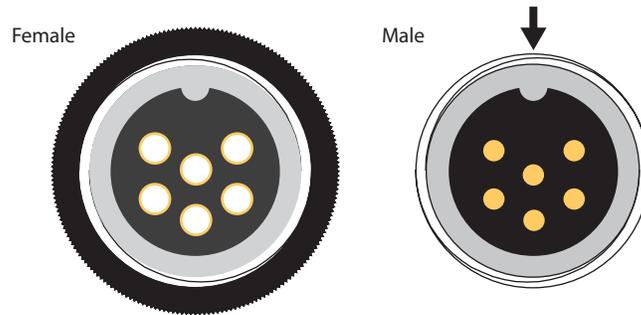
(2) Vivid RGB Orbs

(3) T-Cable for Orbs

(4) End Cap

120V Power Cable

Pixel Driver

Output #1
Power & Data

Output #2
Power Only

T-Cables
(6 Orbs per Cable)

MALE

FEMALE

FEMALE

FEMALE

MALE

MALE

MALE

End Cap

Orbs

Connections Explained

All system connectors are keyed for easy, safe connections. Be sure to properly align these keys when making connections, and do not force plugs incorrectly.
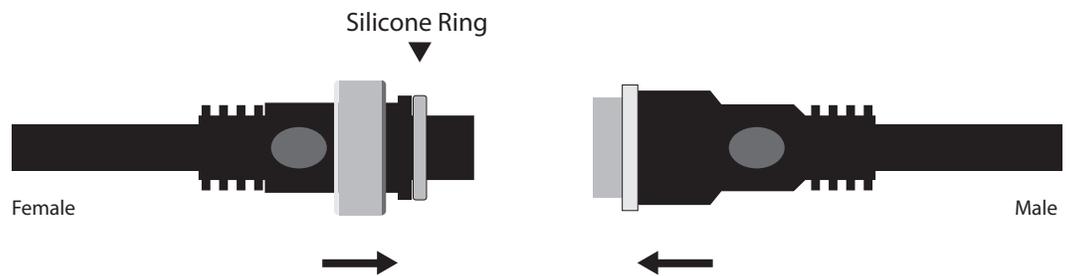
Female   Male

Note

Connectors will only fit together one way.

Use the notch as a guide when connecting cables.

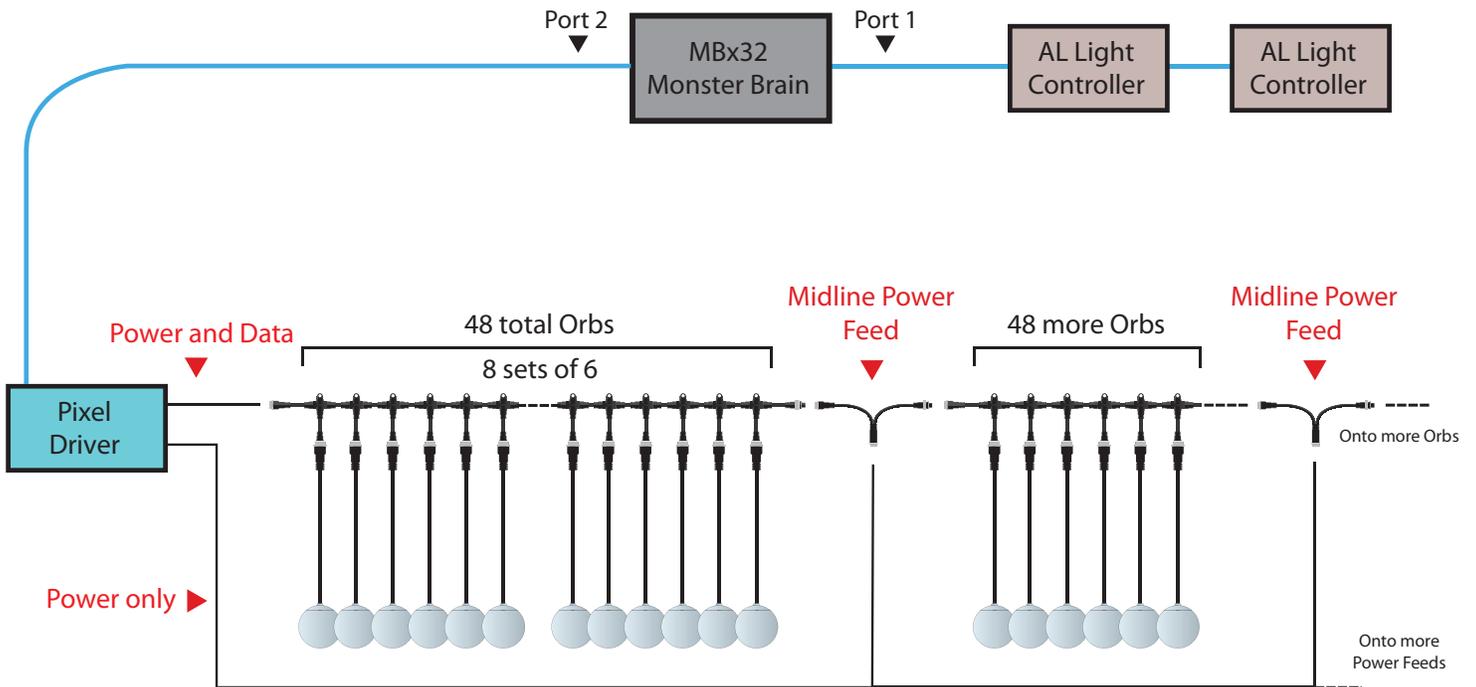Attach the connectors as shown in the connection diagrams (see page 5)

Silicone Ring

Female   Male

Note

The silicone rings can fall off. Please contact us for replacements if needed.

Simply press the male connector into the female connector, then hand-tighten the screwcap for a watertight connection.

Wiring Diagram

Orbs	T-Cables	Midline Power Feeds	DMX Universes*	Pixel Drivers
6	1	0	1	1
48	8	0	1	1
96	16	1	1	1
168	28	3	1	1
336	56	6	2	1
672	112	12	4	1 (capacity)

*A DMX universe is a term that describes how many Orbs can be connected to a single data feed, or output. So, the term can be interchanged with "Outputs used". Each Pixel Driver has up to 4 outputs, each output controlling up to 168 Orbs.

Note

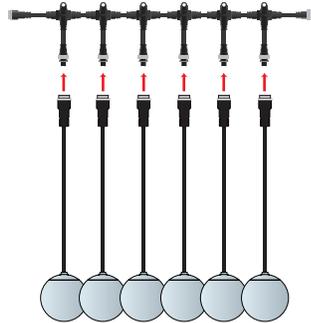Always use caution when working with electricity.

Important

Apply power only after all connections have been made.
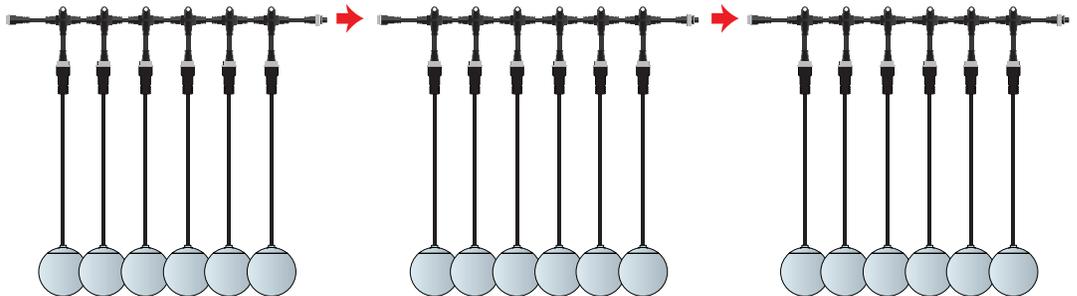
Tutorial - Installing Orbs in a Branch Tree

This tutorial assumes Qty(48) or less Orbs are used.

In this setup, we will use cable ties to secure Vivid RGB Orbs onto tree branchs.
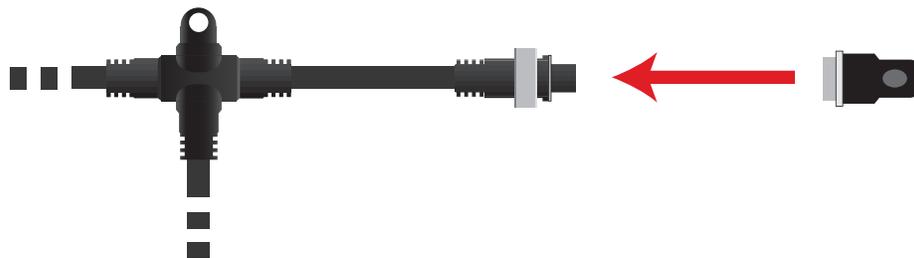
Step 1   Connect the Orbs to the T-Cables. Each T-Cable will hold (6) Orbs.

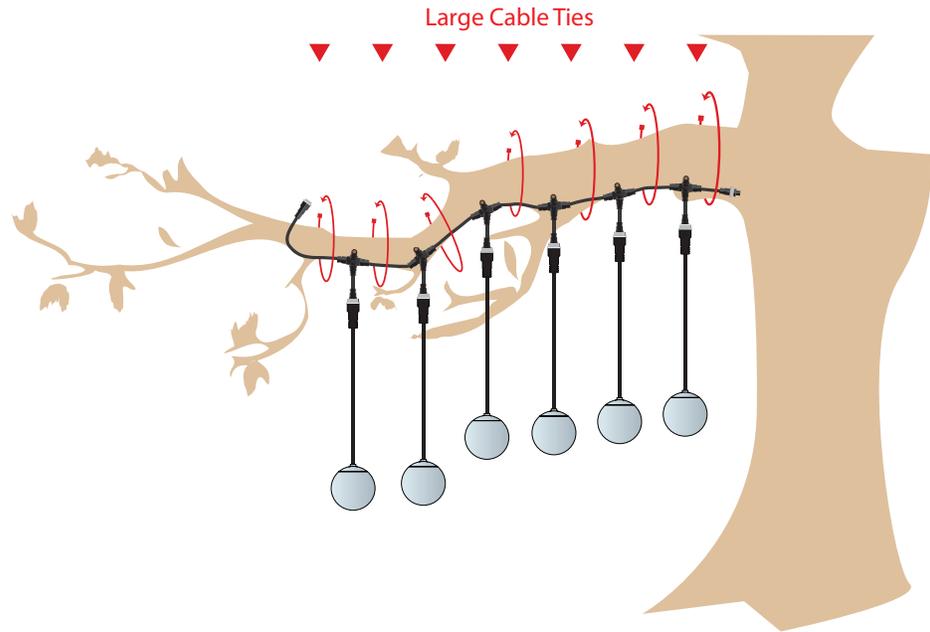Step 2   Connect the T-Cables end-to-end. You can connect up to (8) T-Cables ((48) Orbs) directly.

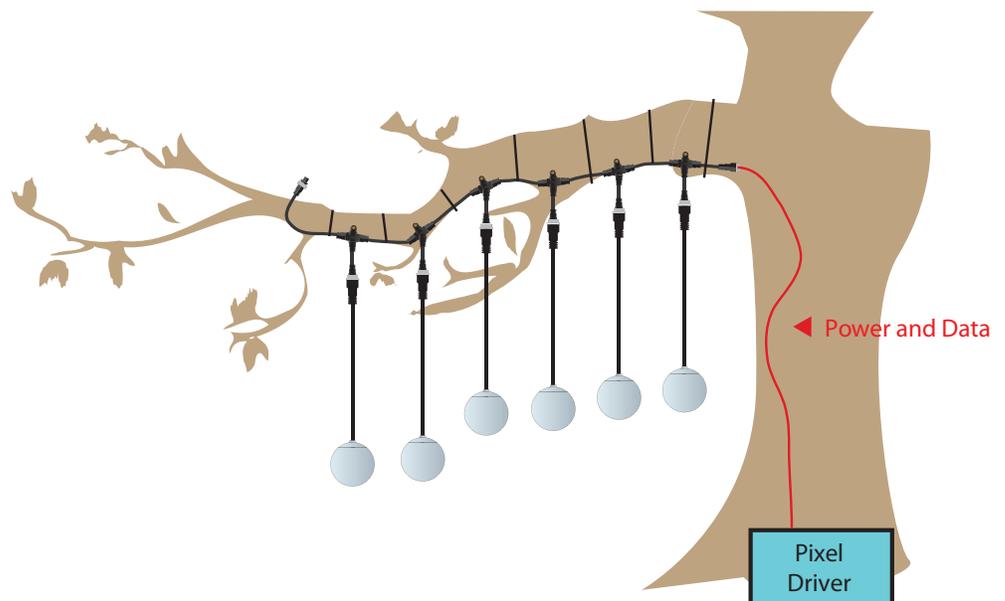Step 3   Place an End Cap on your last string to prevent water damage.

Installing Orbs in a Branch Tree (con't.)

Step 4   Secure the Orbs and T-Cables to the branches of the Tree using Large Cable Ties. Use the
                provided hanging locations or simply cable tie the wire around each Orb like shown here.
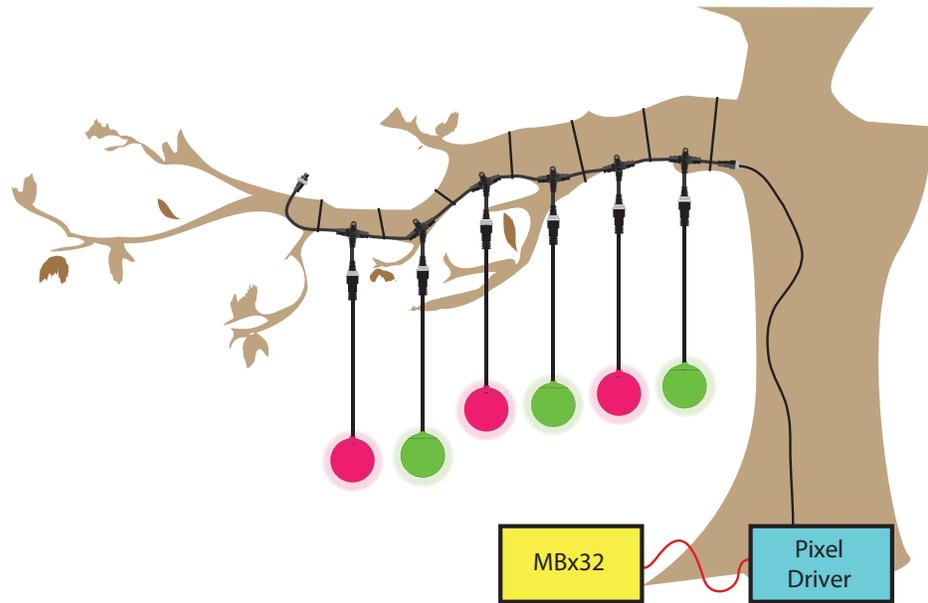
Large Cable Ties

Step 5   Connect the Power and Data cable from your Pixel Driver to your first set of Orbs and secure
                these cables.

◀ Power and Data

Pixel
Driver

Installing Orbs in a Branch Tree (con't.)

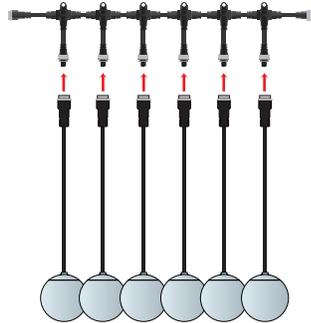Step 6   Connect the MBx32 and then run your show!

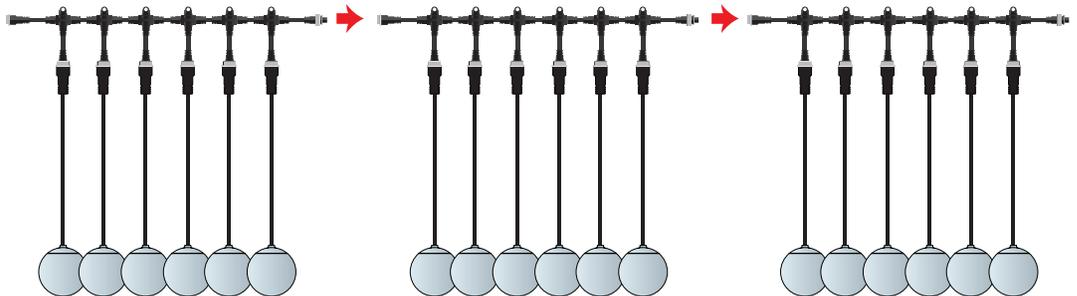# Tutorial - Installing Orbs in a Spruce Tree
This tutorial assumes Qty(48) or less Orbs are used.

In this setup, we will use cable ties to secure Vivid RGB Orbs onto Spruce style trees.
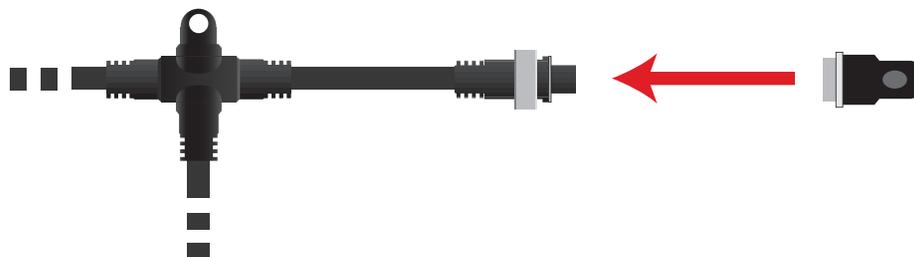
Step 1   Connect the Orbs to the T-Cables. Each T-Cable will hold (6) Orbs.

Step 2   Connect the T-Cables end-to-end. You can connect up to (8) T-Cables ((48) Orbs) directly.

Step 3   Place an End Cap on your last string to prevent water damage.
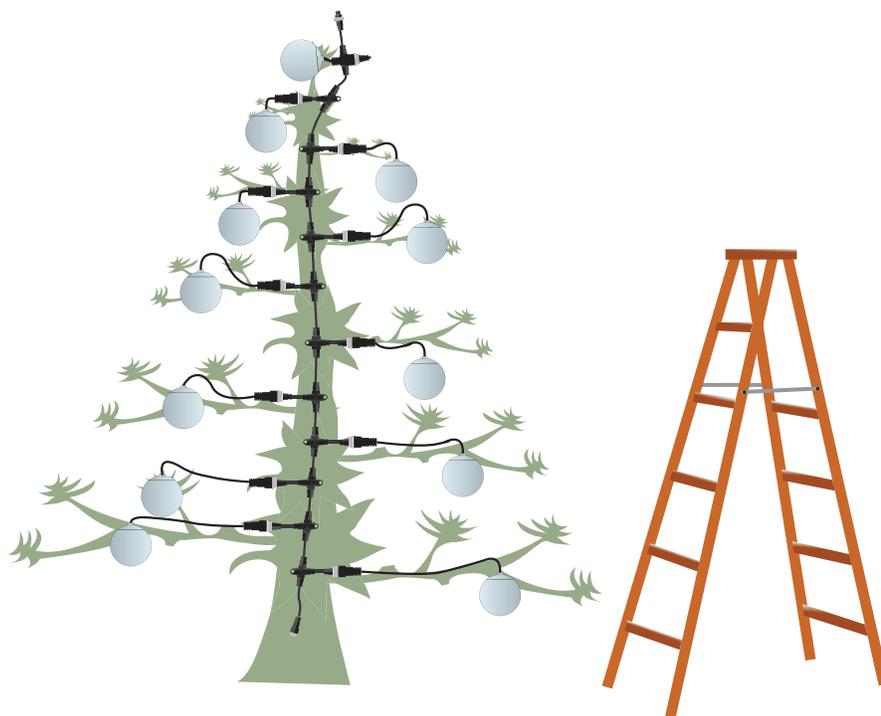
Installing Orbs in a Spruce Tree (con't.)

Step 4   Secure the Orbs and T-Cables to the branches of the Tree using Large Cable Ties (just like in the previous tutorial), but instead of running the T-Cable horizontally and letting the Orbs hang down, try running the T-Cable vertically, then move the Orbs around as needed.
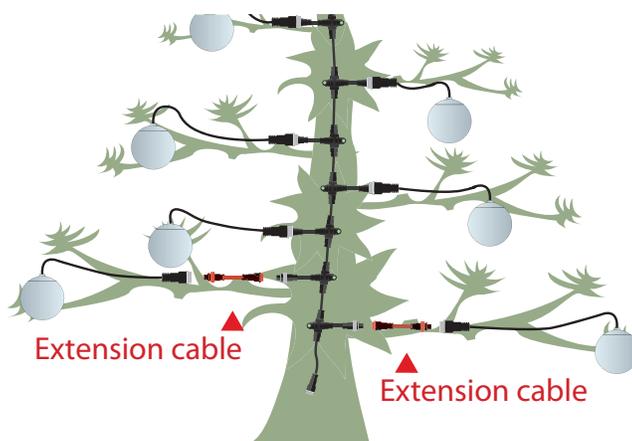
Important

Be very careful when working on installations, especially when working with ladders.

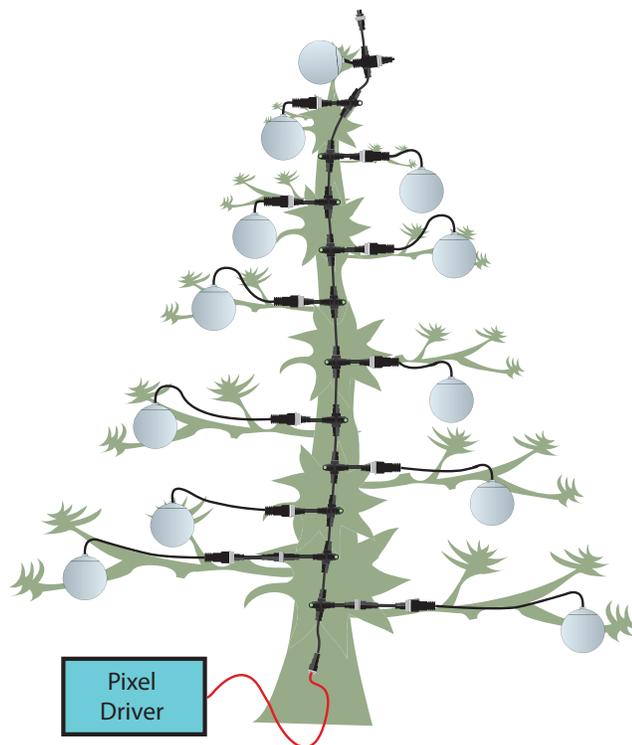Step 5   Insert extension connectors where more length of cable is needed.
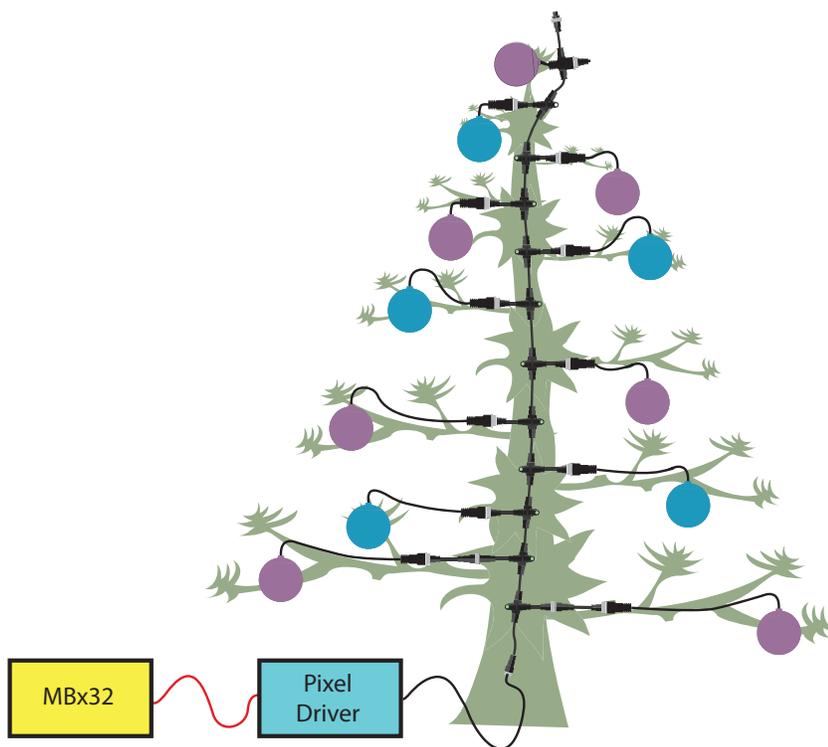
Extension cable

Extension cable

Installing Orbs in a Spruce Tree (con't.)

Step 6   Connect the Pixel Driver to the T-Cables, using extension cables if needed.

Step 7   Connect the MBx32 and then run your show!

Contact Us for Support

For sales inquiries, please email us at

sales@animatedlighting.com

For technical support, please email us at

support@animatedlighting.com

For sales or support, you can reach us by phone at

(816) 941-0400