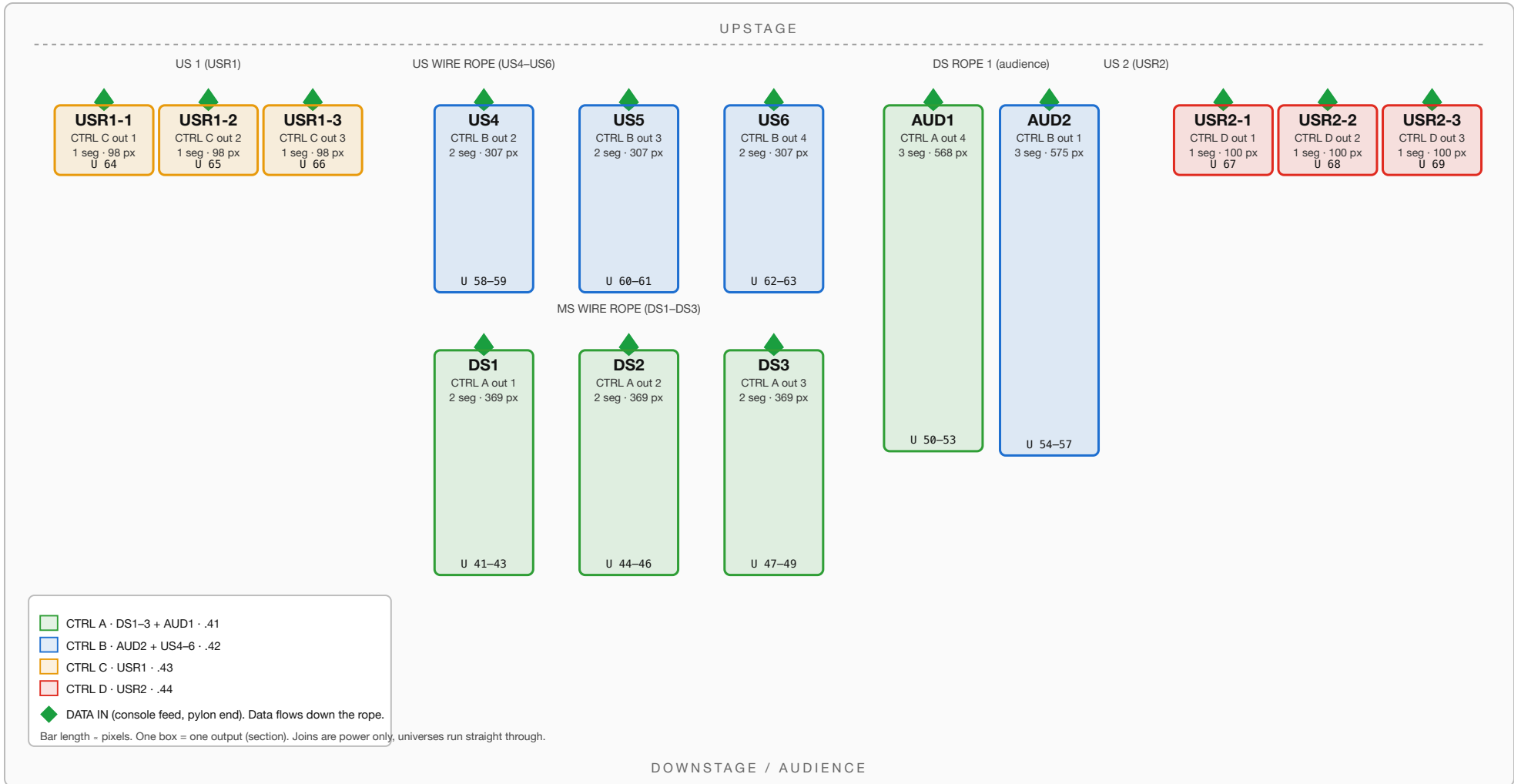






SECTION PIXEL TOTALS

Spec # KG3-BEA-DM-02 · Beabadoobee 2026 · one section = one controller output = one continuous pixel string

SECTION	ZONE (PRODUCTION NAME)	OUTPUT	#SEG	SEGMENTS	SECTION PX	CH	UNIVERSES	START – END
DS1	MS WIRE ROPE	CTRL A out 1	2	DS1-1 → DS1-2	369	1107	41–43	41.1 – 43.87
DS2	MS WIRE ROPE	CTRL A out 2	2	DS2-1 → DS2-2	369	1107	44–46	44.1 – 46.87
DS3	MS WIRE ROPE	CTRL A out 3	2	DS3-1 → DS3-2	369	1107	47–49	47.1 – 49.87
AUD1	DS ROPE 1	CTRL A out 4	3	AUD1-1 → AUD1-2 → AUD1-3	568	1704	50–53	50.1 – 53.174
AUD2	DS ROPE 1	CTRL B out 1	3	AUD2-1 → AUD2-2 → AUD2-3	575	1725	54–57	54.1 – 57.195
US4	US WIRE ROPE	CTRL B out 2	2	US4-1 → US4-2	307	921	58–59	58.1 – 59.411
US5	US WIRE ROPE	CTRL B out 3	2	US5-1 → US5-2	307	921	60–61	60.1 – 61.411
US6	US WIRE ROPE	CTRL B out 4	2	US6-1 → US6-2	307	921	62–63	62.1 – 63.411
USR1-1	US 1	CTRL C out 1	1	USR1-1	98	294	64	64.1 – 64.294
USR1-2	US 1	CTRL C out 2	1	USR1-2	98	294	65	65.1 – 65.294
USR1-3	US 1	CTRL C out 3	1	USR1-3	98	294	66	66.1 – 66.294
USR2-1	US 2	CTRL D out 1	1	USR2-1	100	300	67	67.1 – 67.300
USR2-2	US 2	CTRL D out 2	1	USR2-2	100	300	68	68.1 – 68.300
USR2-3	US 2	CTRL D out 3	1	USR2-3	100	300	69	69.1 – 69.300
TOTAL · 14 sections			24		3,765	11,295	41–69 (29)	