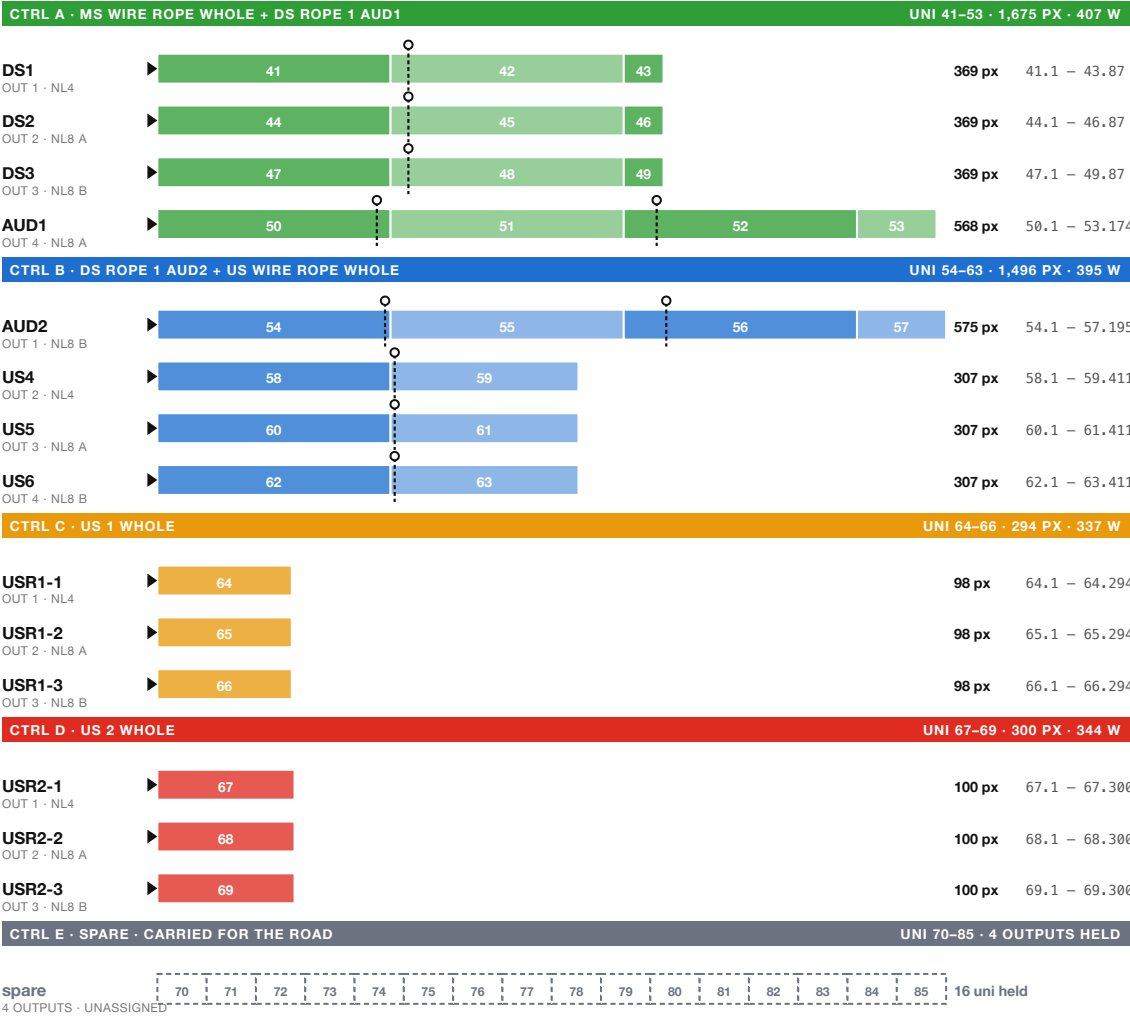


14 OUTPUTS	4 PXL-CTRL	3,765 PIXELS	11,295 DMX CHANNELS	29 LIVE UNIVERSES (41-69)	70-85 HELD FOR THE SPARE (CTRL E)
---------------	---------------	-----------------	------------------------	------------------------------	--------------------------------------

UNIVERSE MAP · BAR LENGTH IS TRUE TO PIXEL COUNT



CTRL A CTRL B CTRL C CTRL D Data in (lowest channel) Segment join · power injection only, data passes through

Alternating shade = one universe (170 px / 510 ch)

Read it this way. One bar = one controller output = one continuous pixel string. Every output starts on a fresh universe at channel 1, and no pixel is split across a universe boundary, so the last universe of each run is partly filled. Segment joins are power injection points only: they are **not** patched separately and never restart a universe.

PATCH BY OUTPUT

OUT	RUN	FEED	M	PX	CH	UNIVERSES	START	END
CTRL A · 41-53 · 4 OF 4 OUTPUTS USED								
1	DS1	NL4	18.44	369	1,107	41-43	41.1	43.87
2	DS2	NL8 a	18.44	369	1,107	44-46	44.1	46.87
3	DS3	NL8 b	18.44	369	1,107	47-49	47.1	49.87
4	AUD1	NL8 a	28.32	568	1,704	50-53	50.1	53.174
CTRL B · 54-63 · 4 OF 4 OUTPUTS USED								
1	AUD2	NL8 b	28.70	575	1,725	54-57	54.1	57.195
2	US4	NL4	15.29	307	921	58-59	58.1	59.411
3	US5	NL8 a	15.29	307	921	60-61	60.1	61.411
4	US6	NL8 b	15.29	307	921	62-63	62.1	63.411
CTRL C · 64-66 · 3 OF 4 OUTPUTS USED								
1	USR1-1	NL4	4.88	98	294	64	64.1	64.294
2	USR1-2	NL8 a	4.88	98	294	65	65.1	65.294
3	USR1-3	NL8 b	4.88	98	294	66	66.1	66.294
CTRL D · 67-69 · 3 OF 4 OUTPUTS USED								
1	USR2-1	NL4	4.98	100	300	67	67.1	67.300
2	USR2-2	NL8 a	4.98	100	300	68	68.1	68.300
3	USR2-3	NL8 b	4.98	100	300	69	69.1	69.300
RIG TOTAL		14 outputs	187.8	3,765	11,295	41-69	29 universes	

CONTROLLERS

CTRL	CONTENTS	OUTS	SPARE	PX	BLOCK	RACK W	IP
CTRL A	MS WIRE ROPE whole + DS ROPE 1 AUD1	4	0	1,675	41-53	407	192.168.41.41
CTRL B	DS ROPE 1 AUD2 + US WIRE ROPE whole	4	0	1,496	54-63	395	192.168.41.42
CTRL C	US 1 whole	3	1	294	64-66	337	192.168.41.43
CTRL D	US 2 whole	3	1	300	67-69	344	192.168.41.44
CTRL E	spare, carried for the road, not in the rack	0	4	–	70-85	–	192.168.41.45
TOTAL		14	2 + 4	3,765	41-85	1,483	

For LX. Our block is **Universe 41 through 85**; **41-69** is the live patch across the four controllers in the rack, **70-85** is held for CTRL E, a spare 4-output controller carried for the road at 192.168.41.45. **Media server clear from 86 up**. Host addresses are our proposal; reassign if that range is spoken for.

Rack power. The pylon rack sources 1,483 W of the 4,326 W rig (34%) on a 3,000 W bus: 49% loaded. The 7 flown PWR-NJCT carry the rest on their own TRUE1 feeds. Rack W column above is the controller-to-first-injection share, not the run total.

CHAINED RUNS · WHERE EACH SEGMENT LANDS

SEGMENT	LENGTH	PX	RUN PX	ADDRESS RANGE
DS1				
DS 1-1	30'0"	183	1–183	41.1 – 42.39
DS 1-2	30'6"	186	184–369	42.40 – 43.87
DS2				
DS 2-1	30'0"	183	1–183	44.1 – 45.39
DS 2-2	30'6"	186	184–369	45.40 – 46.87
DS3				
DS 3-1	30'0"	183	1–183	47.1 – 48.39
DS 3-2	30'6"	186	184–369	48.40 – 49.87
AUD1				
AUD 1-1	26'2"	160	1–160	50.1 – 50.480
AUD 1-2	33'4"	204	161–364	50.481 – 52.72
AUD 1-3	33'5"	204	365–568	52.73 – 53.174
AUD2				
AUD 2-1	27'2"	166	1–166	54.1 – 54.498
AUD 2-2	33'7"	205	167–371	54.499 – 56.93
AUD 2-3	33'5"	204	372–575	56.94 – 57.195
US4				
US 4-1	28'4"	173	1–173	58.1 – 59.9
US 4-2	21'10"	134	174–307	59.10 – 59.411
US5				
US 5-1	28'4"	173	1–173	60.1 – 61.9
US 5-2	21'10"	134	174–307	61.10 – 61.411
US6				
US 6-1	28'4"	173	1–173	62.1 – 63.9
US 6-2	21'10"	134	174–307	63.10 – 63.411

SINGLE-SEGMENT OUTPUTS

RUN	CTRL	LENGTH	PX	ADDRESS RANGE
USR1-1	CTRL C out 1	16'0"	98	64.1 – 64.294
USR1-2	CTRL C out 2	16'0"	98	65.1 – 65.294
USR1-3	CTRL C out 3	16'0"	98	66.1 – 66.294
USR2-1	CTRL D out 1	16'4"	100	67.1 – 67.300
USR2-2	CTRL D out 2	16'4"	100	68.1 – 68.300
USR2-3	CTRL D out 3	16'4"	100	69.1 – 69.300