



Start here

LED shop prep https://bea.kg3.io/chance/led-prep/	Cut, leads, label, test. Every rope piece with live check-off that syncs to everyone. checklist PDF: https://bea.kg3.io/chance/pdf/BEA-LED-Segment-Checklist.pdf
Rack outputs and controllers https://bea.kg3.io/chance/rack/	Which controller is which, every output to its NL4 / NL8 port, IPs, universes, setup steps. rack sheet PDF: https://bea.kg3.io/chance/pdf/BEA-Rack-Outputs-Controllers.pdf
Tech kit https://bea.kg3.io/chance/kit/	Every PDF of record plus the controller configs, in one list. index PDF: https://bea.kg3.io/chance/pdf/BEA-Tech-Kit-Index.pdf
Patch https://bea.kg3.io/patch/	Interactive patch builder. Patch of record is sACN 41-69. patch map PDF: https://bea.kg3.io/chance/kit/KG3-26-BEA-PatchMap.pdf

Maps

Patch Elevation https://bea.kg3.io/chance/kit/KG3-26-BEA-PatchElevation.pdf	The runs as they hang, universe bands on each rope. Your troubleshooting sheet.
Power and Data Plan https://bea.kg3.io/power/	Rack, NL8 feeders, drop chains, per-group loads.
Injection Cable Map R2 https://bea.kg3.io/chance/kit/BEA-Injection-Cable-Map.pdf	Every drop, wye and jumper to scale per column.
Wye Chain Plan R4 https://bea.kg3.io/chance/kit/BEA-Wye-Chain-Plan.pdf	Drop cable and wye chain with NL4 joints and rings.
Feeder Cable Map https://bea.kg3.io/chance/kit/BEA-Feeder-Cable-Map.pdf	Rack to run feeders, what is used where.
LD Programmer Data Map https://bea.kg3.io/chance/kit/KG3-26-BEA-LD-Programmer-DataMap.pdf	Stage map, one box per segment.
Rigging Weights https://bea.kg3.io/rigging/	Per-pickup weights.
Rigging Ring Detail https://bea.kg3.io/chance/kit/BEA-Rigging-Ring-Detail.pdf	5/8 in eye, 22 mm bore.
Truck Pack Rev D https://bea.kg3.io/truck-pack/	3D pack, case contents.

Cable pinouts (build sheets)

NL8 Pixel Data + Power Cable https://bea.kg3.io/diagrams/nl8-trunk/	16/6, both ends.
NL8 to NL4 SPI Splitter https://bea.kg3.io/diagrams/nl8-splitter/	OUTPUT 1 (8 ft) + OUTPUT 2 (2 ft).
NL8 Rack Jack, 4-wire https://bea.kg3.io/diagrams/nl8-rack-4w/	Inside the rack: 16/4 per run, 2+ / 4+ = clock.
Injection 2fer (Wye) https://bea.kg3.io/diagrams/tee-2fer/	12/3 molded Y, terminate.
Injection 3fer https://bea.kg3.io/diagrams/tee-3fer/	Shop built.
Power Through Jumper https://bea.kg3.io/diagrams/power-jumper/	20 in NL4 M to F.
Audience AP Drops https://bea.kg3.io/diagrams/ap-drop/	12/3 to NL4, 50 ft.

Production and shop

NeonOS neon job (BBDB) https://os.kg3.io/neon/54cf8685-c57b-4fd4-be7e-13662667abe2	Pieces, cutting plan, prep workflow.
NeonOS piece labels https://os.kg3.io/neon/54cf8685-c57b-4fd4-be7e-13662667abe2/labels	Print piece and reel labels.
P-touch label proof https://bea.kg3.io/chance/kit/BBDB-LED-labels-proof.pdf	Band labels, IN and OUT per piece.

Pull Sheet PS1 https://bea.kg3.io/chance/kit/KG3-26-BEA-PullSheet.pdf	Everything that ships.
Potential Cuts to LED https://bea.kg3.io/chance/kit/KG3-26-BEA-Potential-Cuts-to-LED.pdf	V2.2 vs potential V2.4 lengths. Not decided until rehearsals. Do not cut to it yet.
Controller Update Package (Rev 2) https://bea.kg3.io/chance/kit/KG3-26-BEA-Controller-Update-Package-20260915.zip	.conf per box (v1.9, fw 3.15.0) + output settings CSV. Single files under Tech kit.
tasks.kg3.io https://tasks.kg3.io	Your task board.