



## Essential Safety Notes!

Switch off power during installation and maintenance.

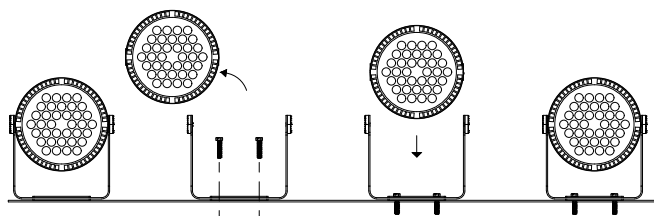
Do not attempt installation in wet or severe weather conditions.

Protect cables from sharp edges and objects to prevent damage.

Ensure unused connectors and fixtures are not exposed to harsh or wet weather conditions, this might lead to corrosion and malfunction.

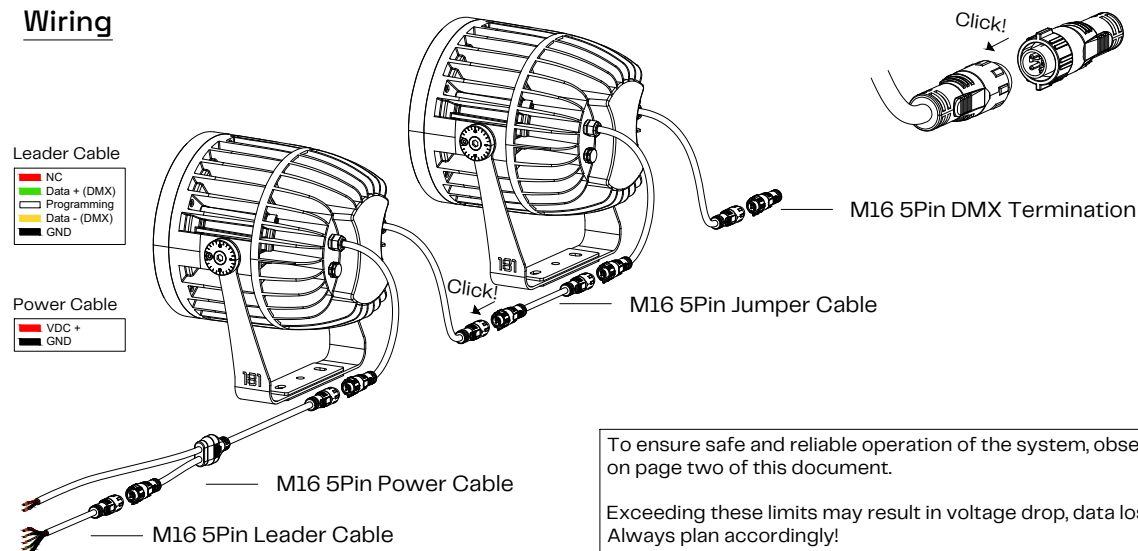
Fixtures and cables are IP and IK rated. Ensure that the installation environment complies with the specified protection ratings.

## Fixation



↘ Mount using the provided Ø9mm holes in the bracket.  
Recommended bolt: M8. Once fixed set the fixture to the desired angle and lock the mounting bracket with a 8mm allen key.

## Wiring



To ensure safe and reliable operation of the system, observe the maximum run lengths on page two of this document.

Exceeding these limits may result in voltage drop, data loss, or fixture malfunction. Always plan accordingly!

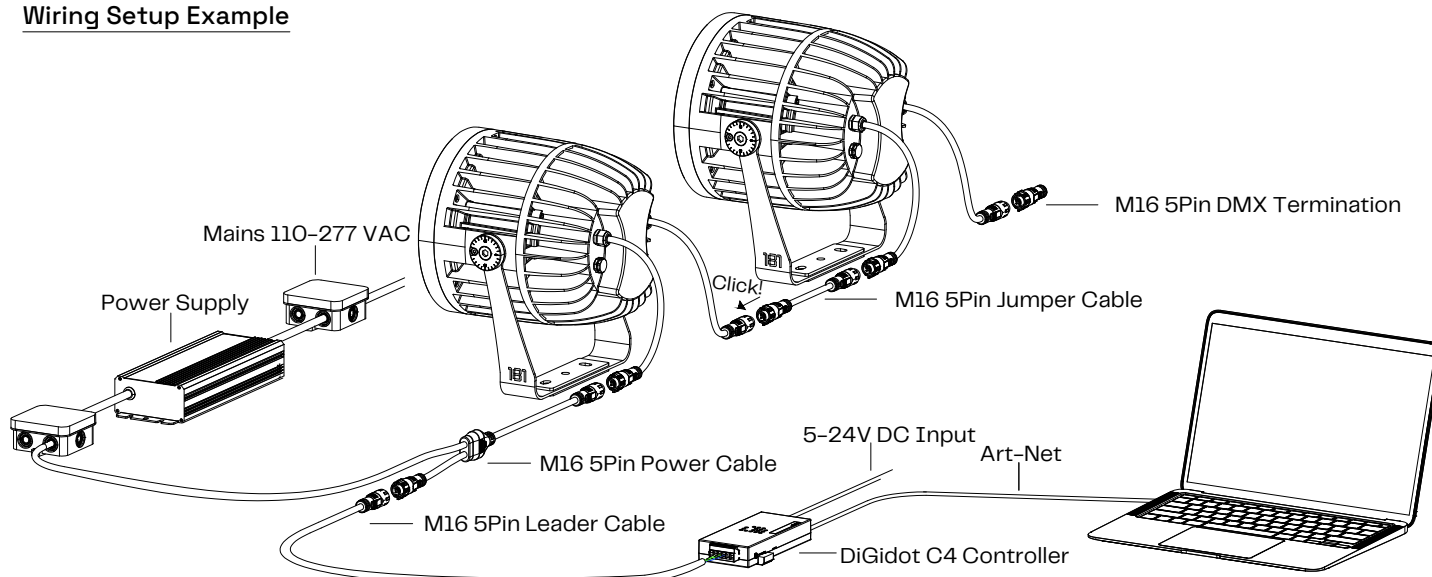
↘ Begin by connecting the leader cable from the DMX controller to the power cable and to the first fixture in the run.

↘ Connect each subsequent fixture's input connector to the previous fixture's output connector.

↘ Use jumper cables between fixtures if necessary.

↘ Finish by installing the end cap on the output connector of the last fixture to guarantee the required sealing.

## Wiring Setup Example



	PxLNet @40fps					PxLNet @60fps					DMX RDM @45FPS
Maximum Run Length of fixtures for Data (pcs)	250 kbps	500 kbps	750 kbps	1000 kbps		250 kbps	500 kbps	750 kbps	1000 kbps		250 kbps
Multi Color RGBW	128	256	384	512		64	128	200	256		64
White/Tunable White	171	341	512	683		85	171	267	341		85
Maximum Run Length Data including Leader and Jumper Cables (m)	300	220	180	150		300	220	180	150		300
Maximum Run length of fixtures per dedicated power cable (pcs)	6										
Maximum total length of Jumper cables per Power Cable (m)	20										
Maximum Leader Cable Length (m)	10										
Maximum Data Leader Cable Length (m)	300	220	180	150		300	220	180	150		300