

# What are Smart Strings?

- Complete DIY solution for controlling RGB “LED” lights
  - Controllers
  - Power distribution
  - RGB lights
- Control thousands of RGB LED lights
- Create amazing displays

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# **INTRODUCTION TO SMARTSTRINGS**

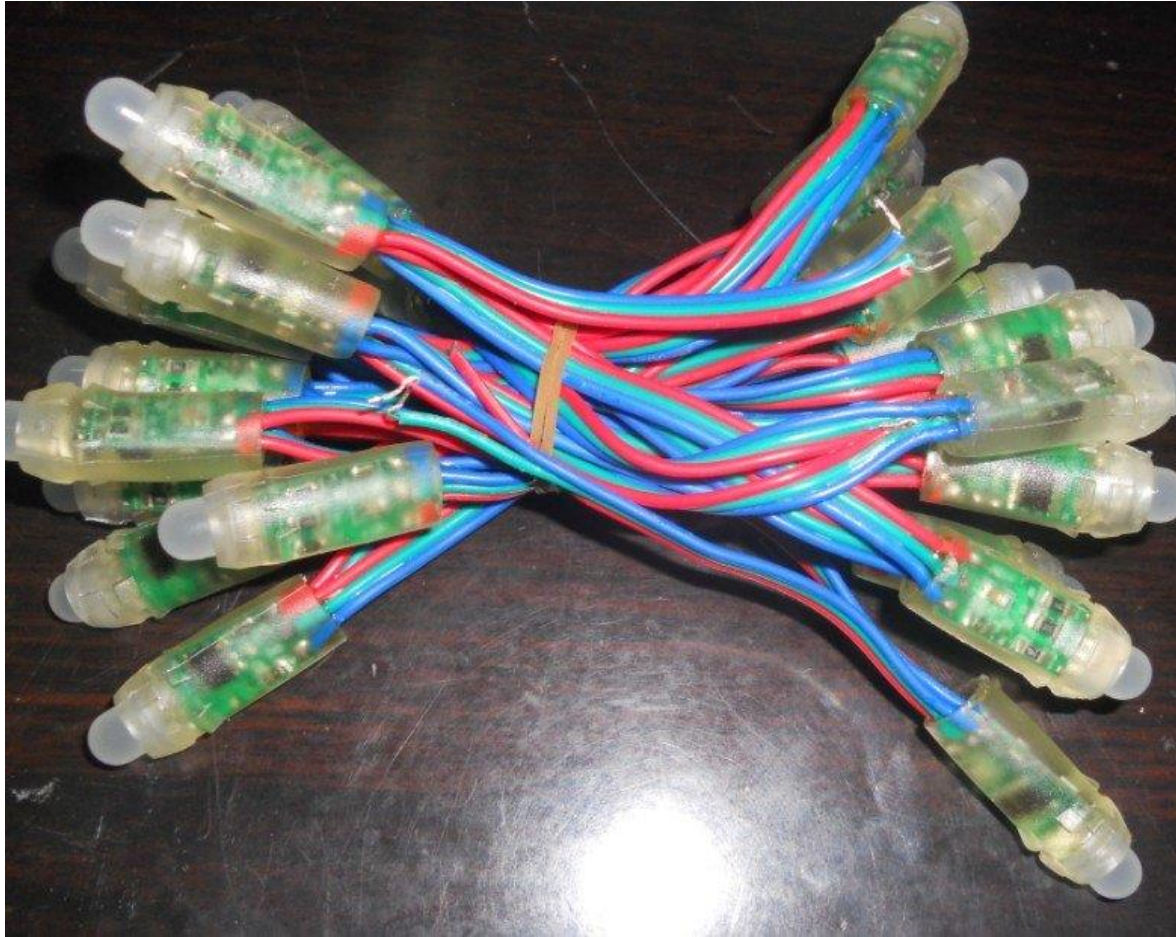
# Why Smart Strings?

- Extremely flexible
  - High channel count
    - 4096 channels per hub
    - 4 hubs per dongle (16386 LED lights!)
  - Control both PixelNet and DMX devices from single hub
  - Easy power management
    - Easier cabling with data and power on single Cat5
  - Control multiple RGB SmartStrings throughout the yard with longer runs due to lower voltage drop (12v vs. 5v)
- Low price per pixel
- Works with existing software including Vixen, xLights and LightShow Pro
  - LOR can be used with xLights as scheduler
- Works with Lynx Etherdongle Conductor
  - PC free show scheduler
- Test and proven

# Smart Strings Components

Component	Description
PixelNet Dongle	USB PC Controller
EtherDongle	Ethernet Controller
EtherDongle Conductor	Standalone Show Controller. Requires Etherdongle, Run your show PC free
SmartString Hub	Distributes Power and data to 16 SSC Inputs PixelNet from Dongle Output to SmartString Controllers
SmartString Controller (SSC)	Controller for SmartString Lights Connects to SmartString Hub
Smart Strings	RGB Lights

# Smart String Pixels



Available in 50, 75, 100 and 128 counts  
3.5" spacing  
Easy to cut and splice

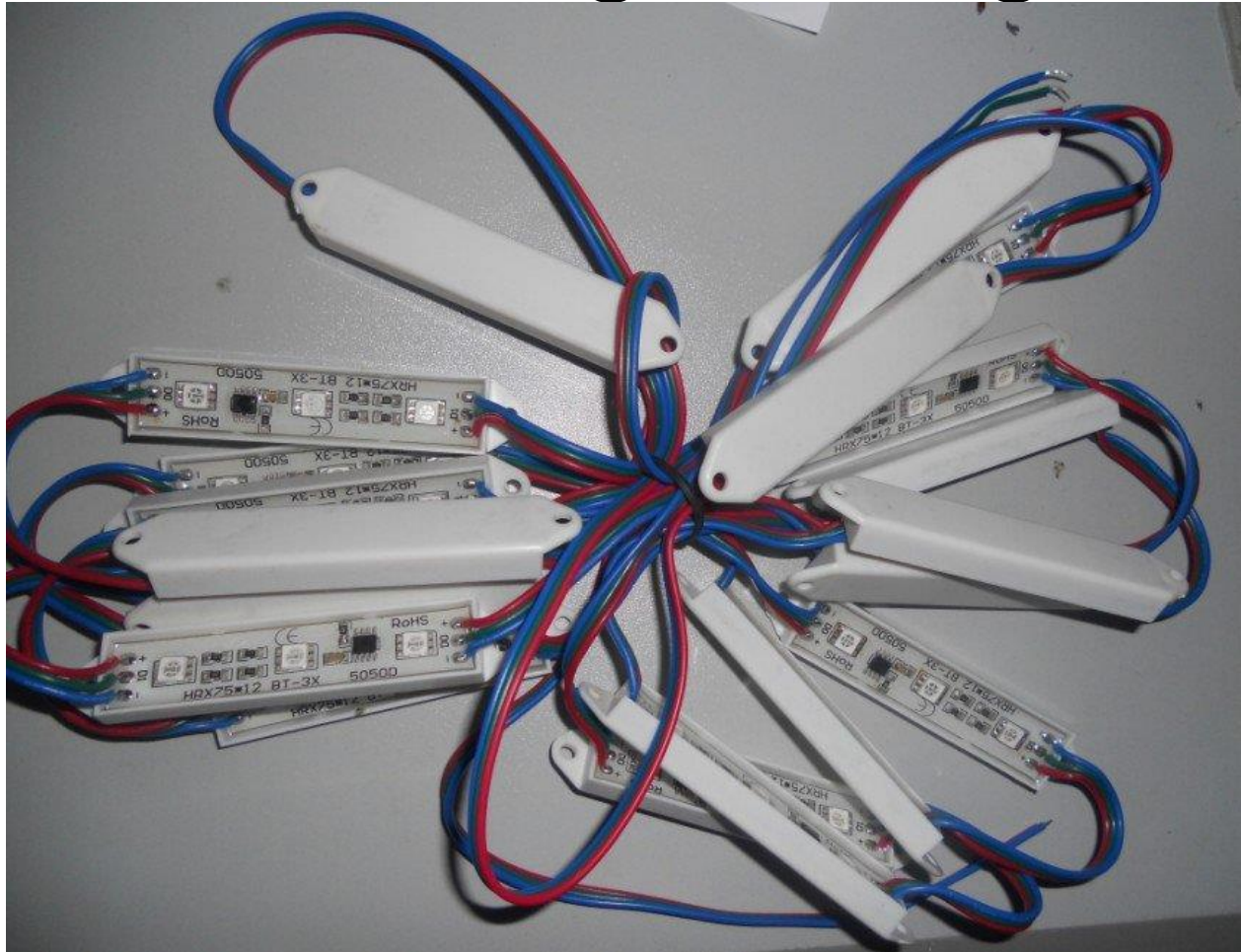
# Smart String Flex Strip



120 RGB Nodes  
15 feet long  
Cut at fixed locations



# SmartString Rectangles



3.5" spacing

Group of 3 RGB per rectangle

Easy to cut and splice

# Type of Smart Strings

		Length	Cost *
RGB Pixels	25, 50, 75, 100 and 128 count	3.5" spacing	US \$10.00 (qty 25) By longer and cut
Flex strips	120 RBG LEDs per roll	14 <sup>ft</sup> long	US \$48.00
Rectangles	Lots of 20	3.5" spacing	US \$20.00
Rigid strips	18 mm		US \$14

\* Shipping NOT Included. Contact Ray for combined shipping!



# Power Requirements

- Determine power requirements
- LED power requirements can quickly add up
  - Don't underestimate your power requirements
- Standard PC Power Supply
  - Single Rail
  - 65+ AMPS
- Use high quality power supply
- Connect ALL connectors to hub

# Newegg.com Example

## Spec

Type	ATX12V v2.31/ EPS12V v2.92
Maximum Power	750W
Fans	1
PFC	Active
Main Connector	20+4Pin
+12V Rails	Single
PCI-Express Connector	4 x 6+2-Pin
SATA Power Connector	8
SLI	Ready
CrossFire	No
Modular	No
Efficiency	Up to 85%
Energy-Efficient	80 PLUS BRONZE Certified
Over Voltage Protection	Yes
Input Voltage	90 - 264 V
Output	+3.3V@30A, +5V@30A, +12V@62A, -12V@0.8A, +5VSB@3.0A



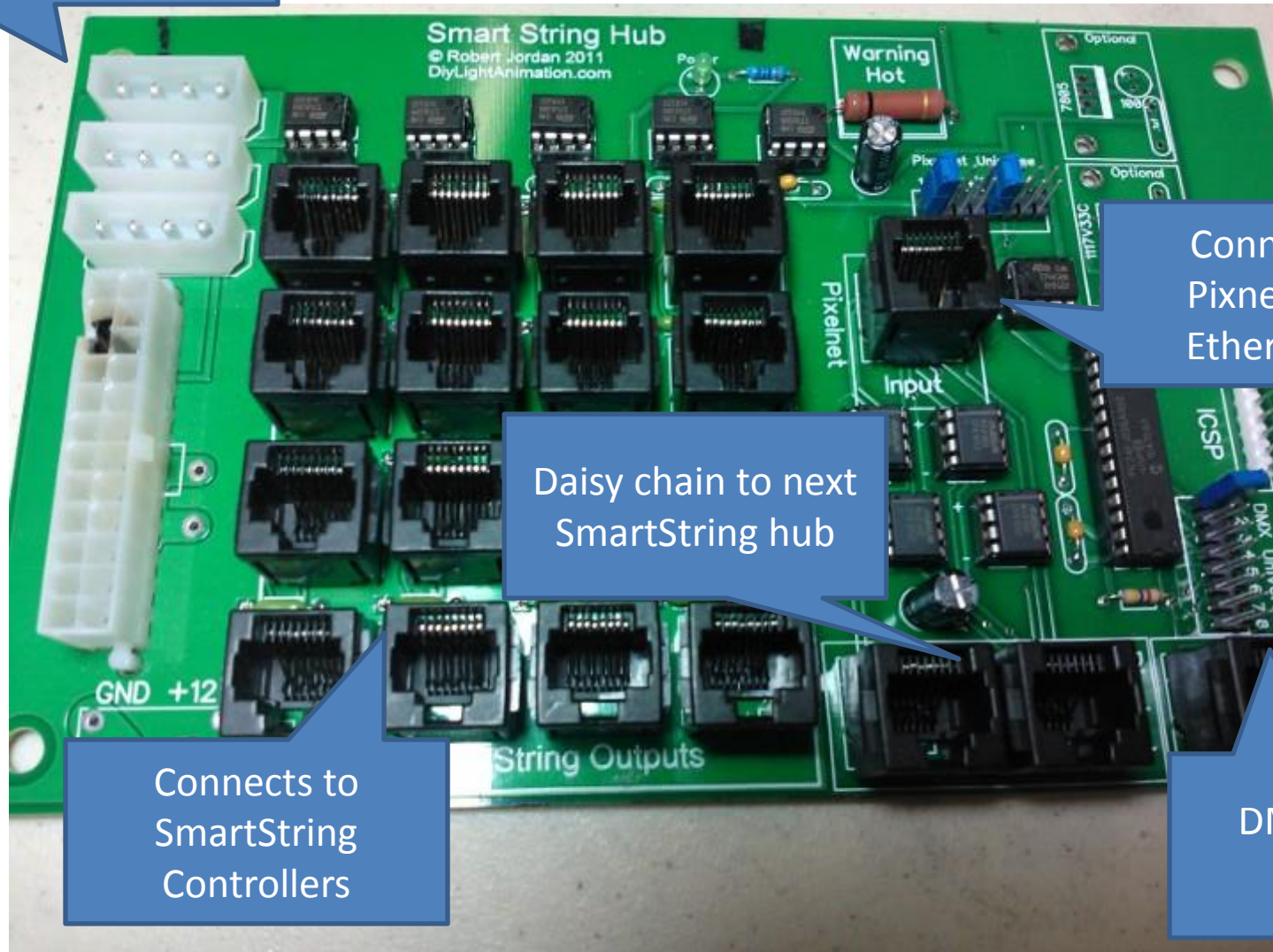
\$110

# Example Power Requirements

- 128 nodes
  - $128 \text{ nodes} \times .356 \text{ watt} = 45.57 \text{ watts}$
  - $45.57 \text{ watts} / 12 \text{ volts} = 3.7975 \text{ amps}$
  - $3.7975 \text{ amps} + .05 \text{ amps} = 3.8475 \text{ amps}$
- Full hub with 128 nodes.
  - require at a minimum :
  - $16 \times 3.8475 \text{ amps} = \mathbf{61.56 \text{ amps}}$

# Smart String Hub

Connect all connectors to power supply



Connects to PixelNet or EtherDongle

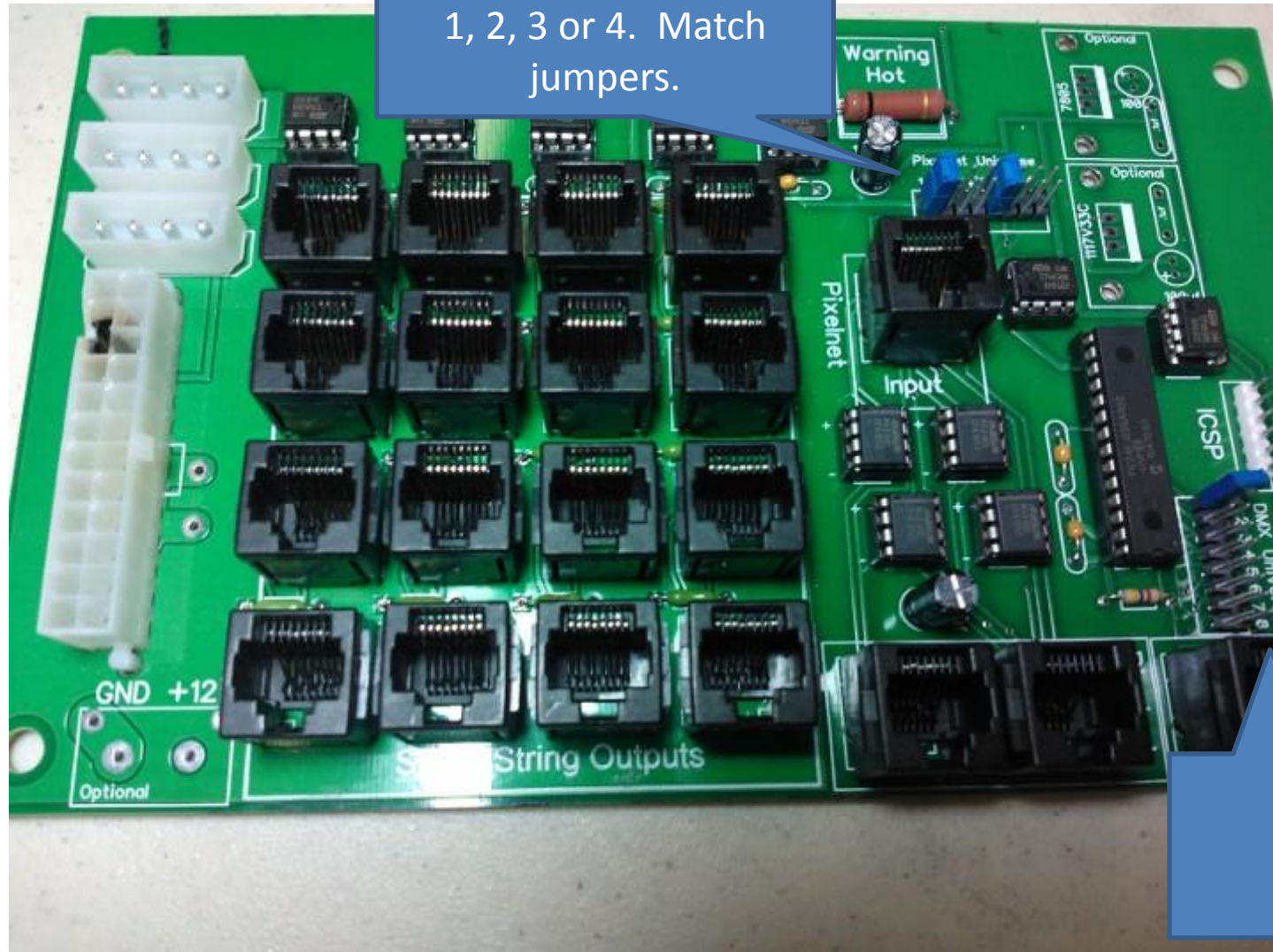
Daisy chain to next SmartString hub

Connects to SmartString Controllers

DMX Universe (Optional)

# Smart String Hub

Sets PixelNet Hub  
1, 2, 3 or 4. Match  
jumpers.



DMX  
(Optional)



# Smart String Hub



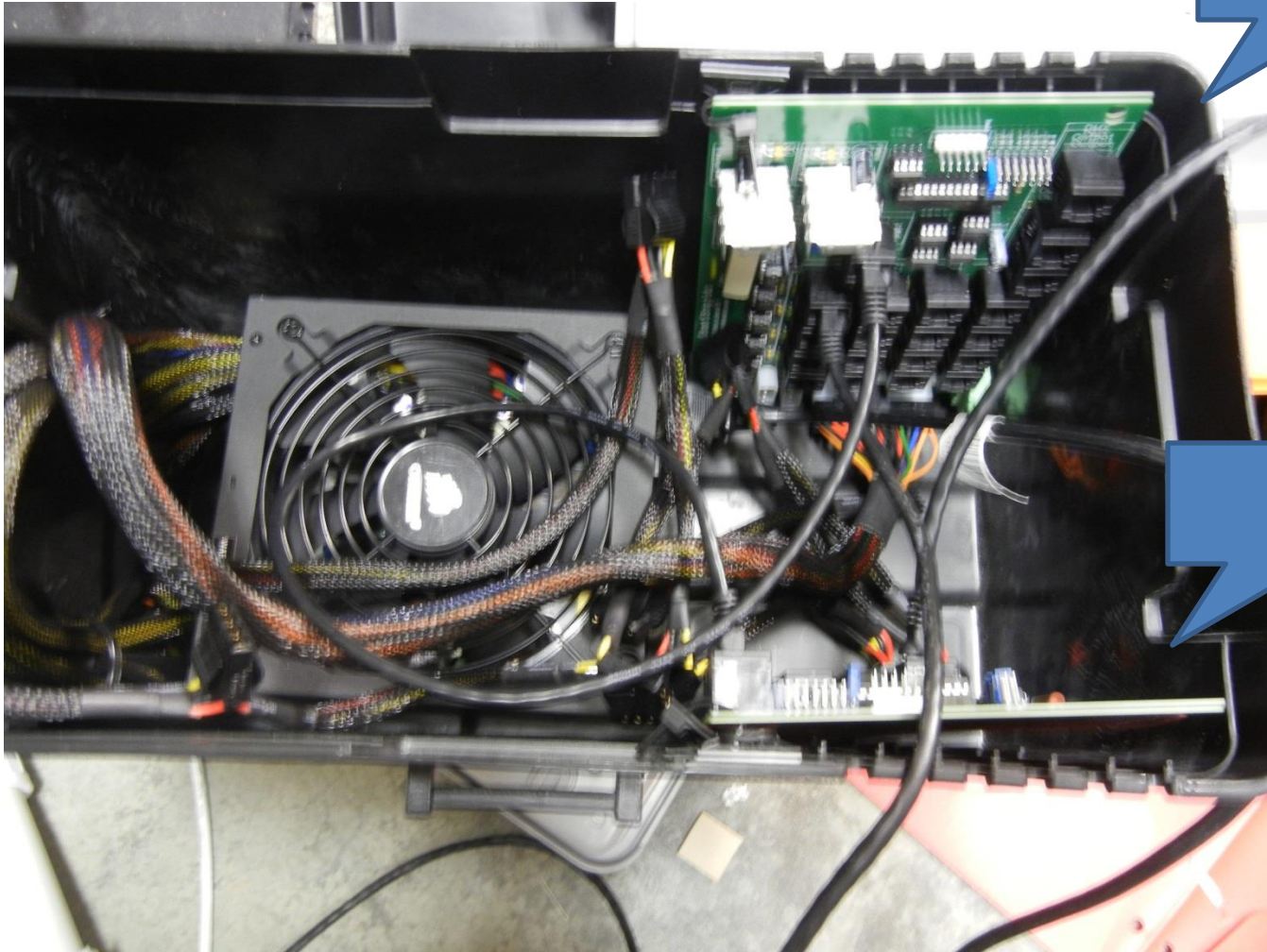
12 Volt Option

12 Volt Option  
(Optional)

12 Volt options uses:  
Power second Hub, DMX only, low current

# Smart Strings Enclosure

- Marine battery box Walmart ~8\$



Hub 1

Hub 2



# Smart String Controller (SSC)

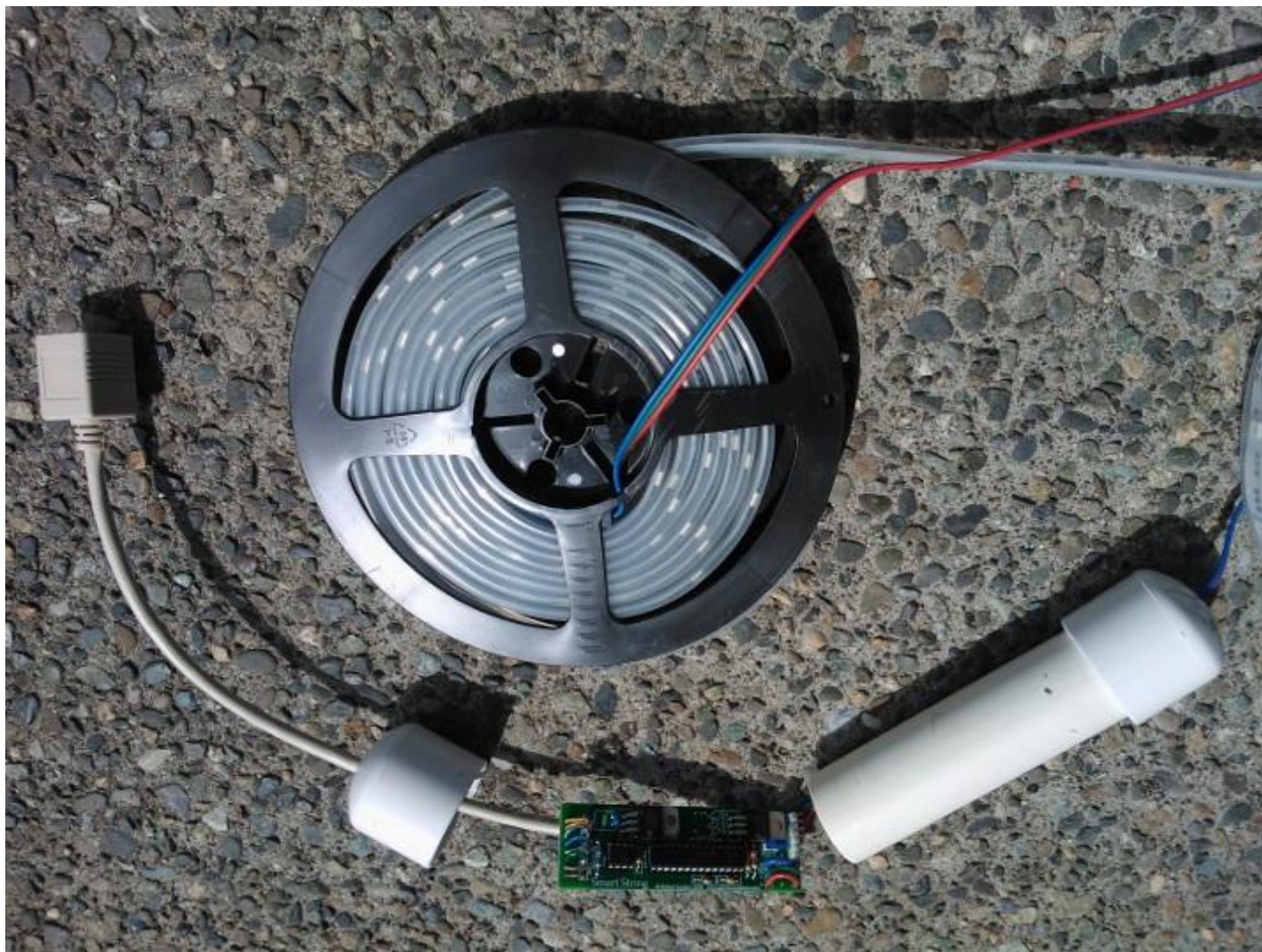


CAT5 to SS Hub

Program / Operate  
Jumper

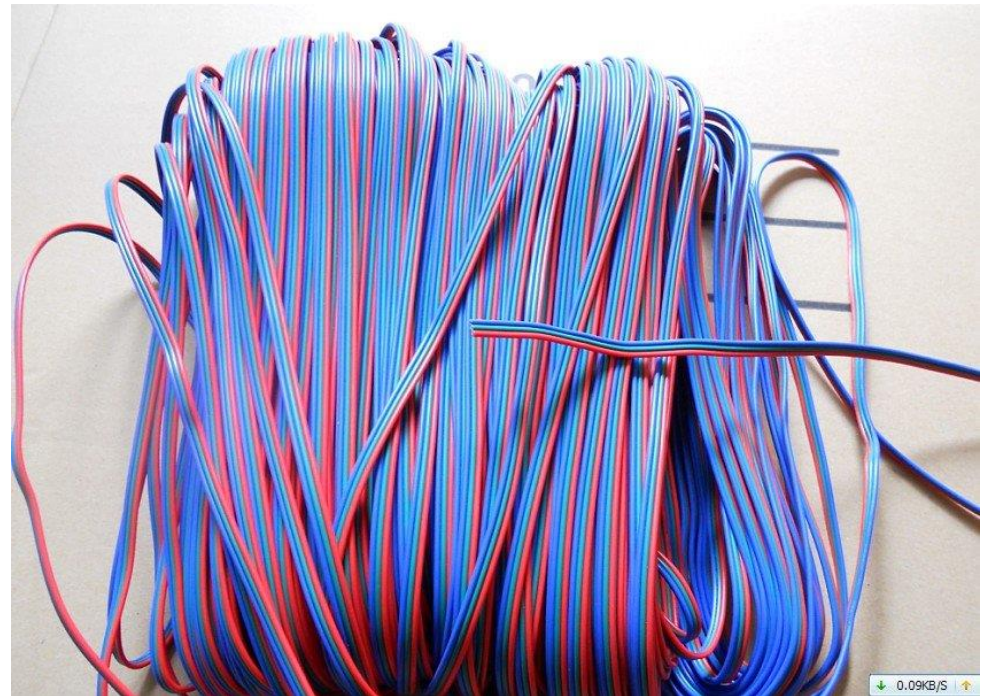
RGB Lights

# SSC + Flex Strip





# Connectors



# Testing





# Weather Protect Controllers

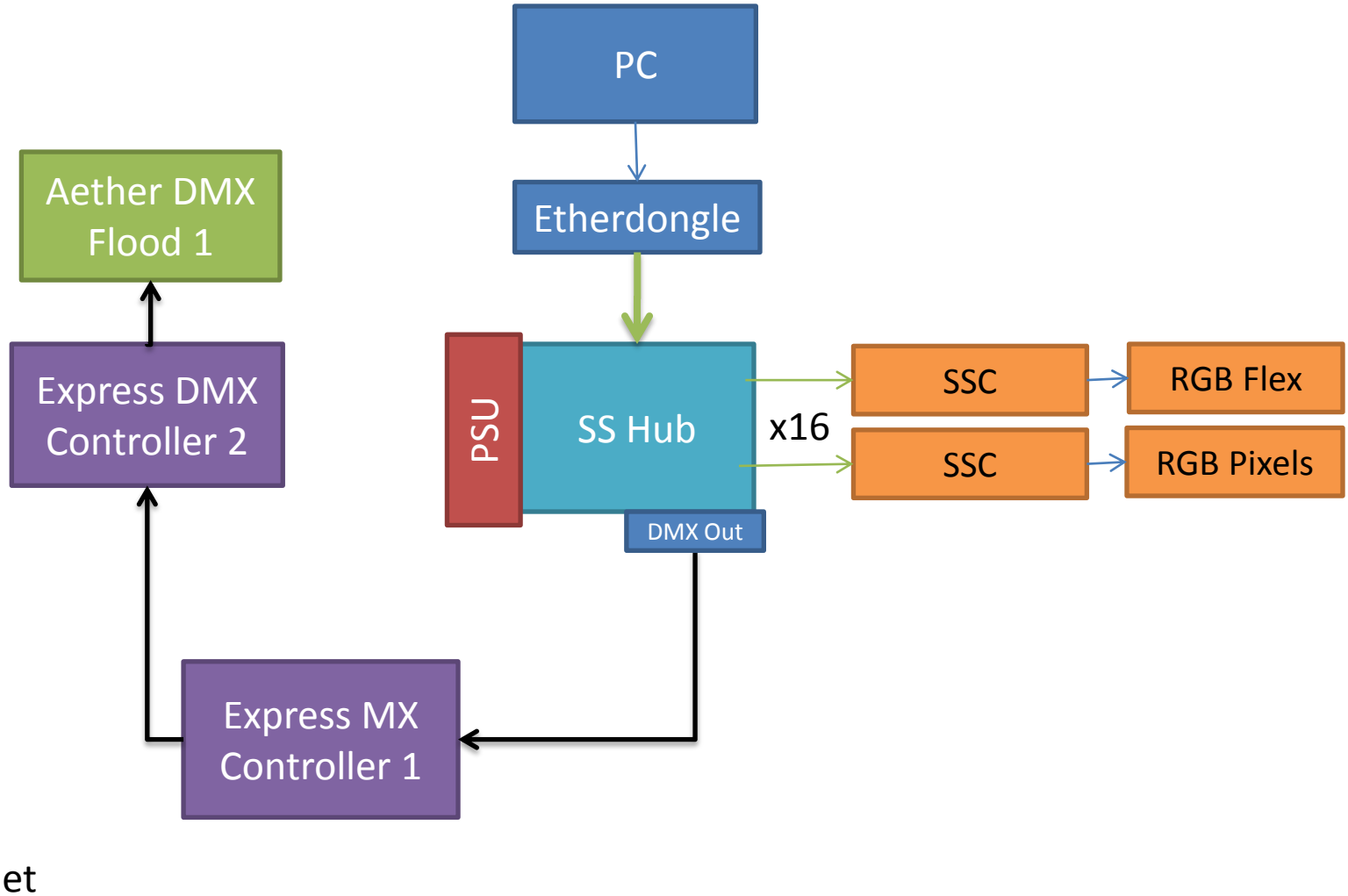


# Standalone Controller



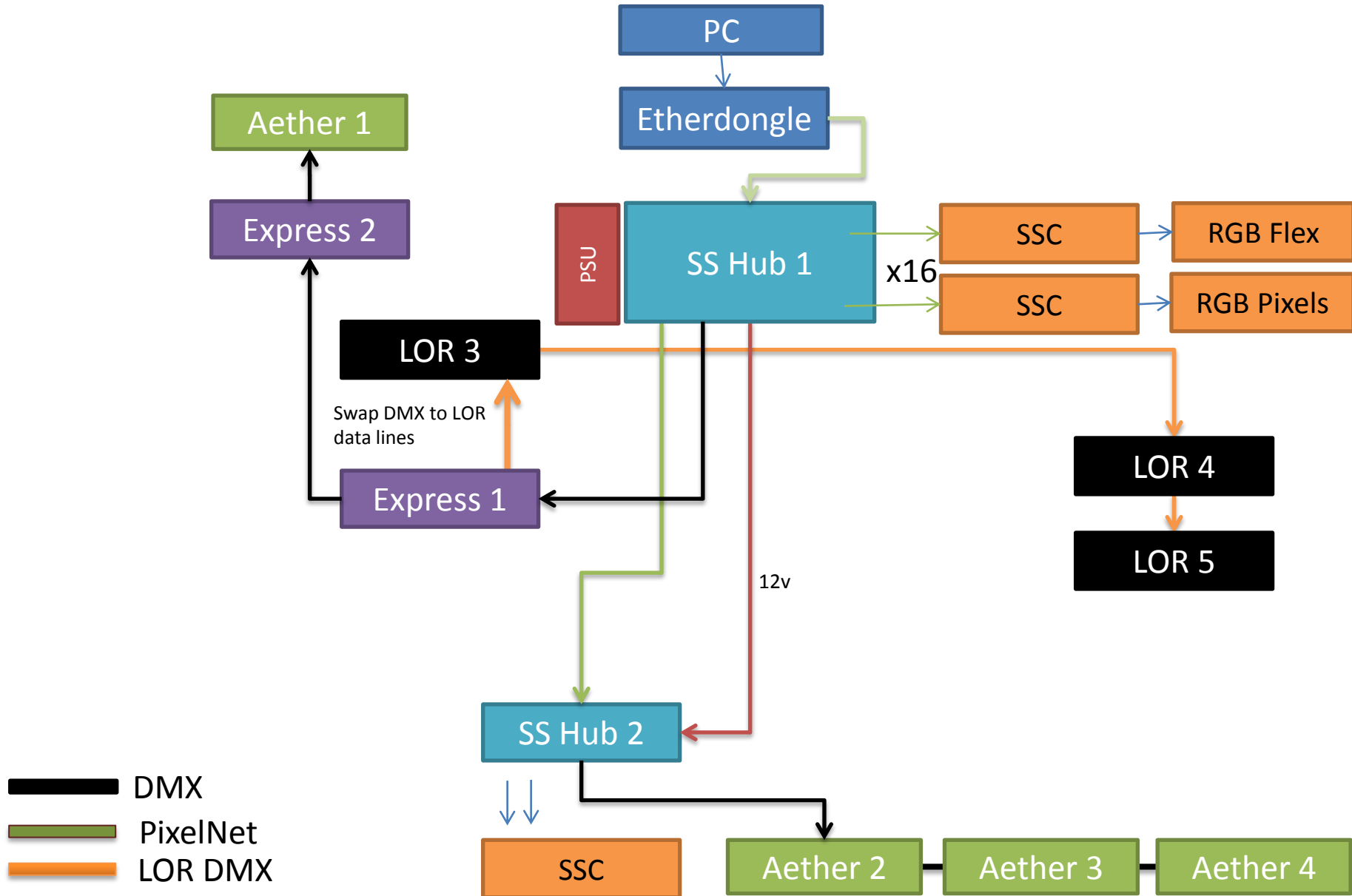
Useful for testing RGB pixels without the need of a PC  
\$20 + \$20 for shipping from Ray Wu

# Typical Setup





# Advanced Setup



# Understanding Channel Numbers

- Most common error is due to channel numbers not being set correctly
- Lots of different set of numbers to track
  - PixelNet universe (Jumper 1,2,3 or 4)
  - Smart String Controller (1-4096)
  - LSP/Vixen channel number (1-16384)
  - DMX (1-512)
  - DMX Out (Jumper 1-8)
- Map out channels using Excel spreadsheet
  - Spreadsheet on wiki

# Understanding Channel Numbers

- Each hub supports channels 1-4096. (4 hubs per Etherdongle)
- Smart Strings Controller (SSC) should be programmed using the smart string configuration utility to values between 1 – 4096.
  - One common error is to program the SSC with a channel number greater than 4096.
- In Lightshow Pro, you can use the entire range of channels 1 – 16384 and the software will automatically map these to correct universe based on the E1.31 table below.

Hub	PixelNet Jumpers	SSC Channel #	LSP Channel #
1	1 & 1	1 - 4096	1 - 4096
2	2 & 2	1 - 4096	4097 – 8192
3	3 & 3	1 - 4096	8193 -12288
4	4 & 4	1 - 4096	12289- 16384

# Programming SSC Channel Number

- Connect all CAT5 Cables
- Move jumper on SSC to program
- Apply power to Smart String Hub
- Start Smart Strings Utility
- Configure settings
- Press **Transmit**
- All lights flash white
- Move jumper to operate
- Press **Stop**
- Disconnect and reconnect Cat5 to SSC

LYNX Smart String Utility

File Settings About



Start Channel  ? Program with ☒ USB Dongle ☐ EtherDongle ?

Mode

☒ Individual Pixels ☐ 3 Channel String ☐ Hybird ?

Direction


☒ Forward ☐ Backwards ?

Node Count  ? Null Nodes  ?

Smart String Device Type

☒ String ☐ Flexible Ribbon ☐ Rigid Strip ☐ Rectangle Modules ☐ Square Modules ?



Max 4096

Blank Nodes used  
for spacing

# Using DMX Out

- Each hub can control a single DMX universe
- Use multiple hubs to control multiple DMX universes
- Jumper on hub reserves range of Pixelnet channels to use for DMX devices
- Its possible to control both PixelNet RGB + DMX channel together using a single channel number
- DMX devices (Express, Aether, LOR) most likely will have a different channel number than used in sequence software (Vixen, LSP)
- Don't panic! Use Excel channel mapping XLS

# Using DMX Out

Hub 1

DMX Jumper On Hub 1	DMX Channel # Express/Aether/LOR	LSP Channel # Start	LSP Channel # End
1	1 – 512	1	512
2	1 – 512	513	1024
3	1 – 512	1025	1536
4	1 – 512	1537	2048
5	1 – 512	2049	2560
6	1 – 512	2561	3072
7	1 – 512	3073	3584
8	1 – 512	3585	4096

Hub 2

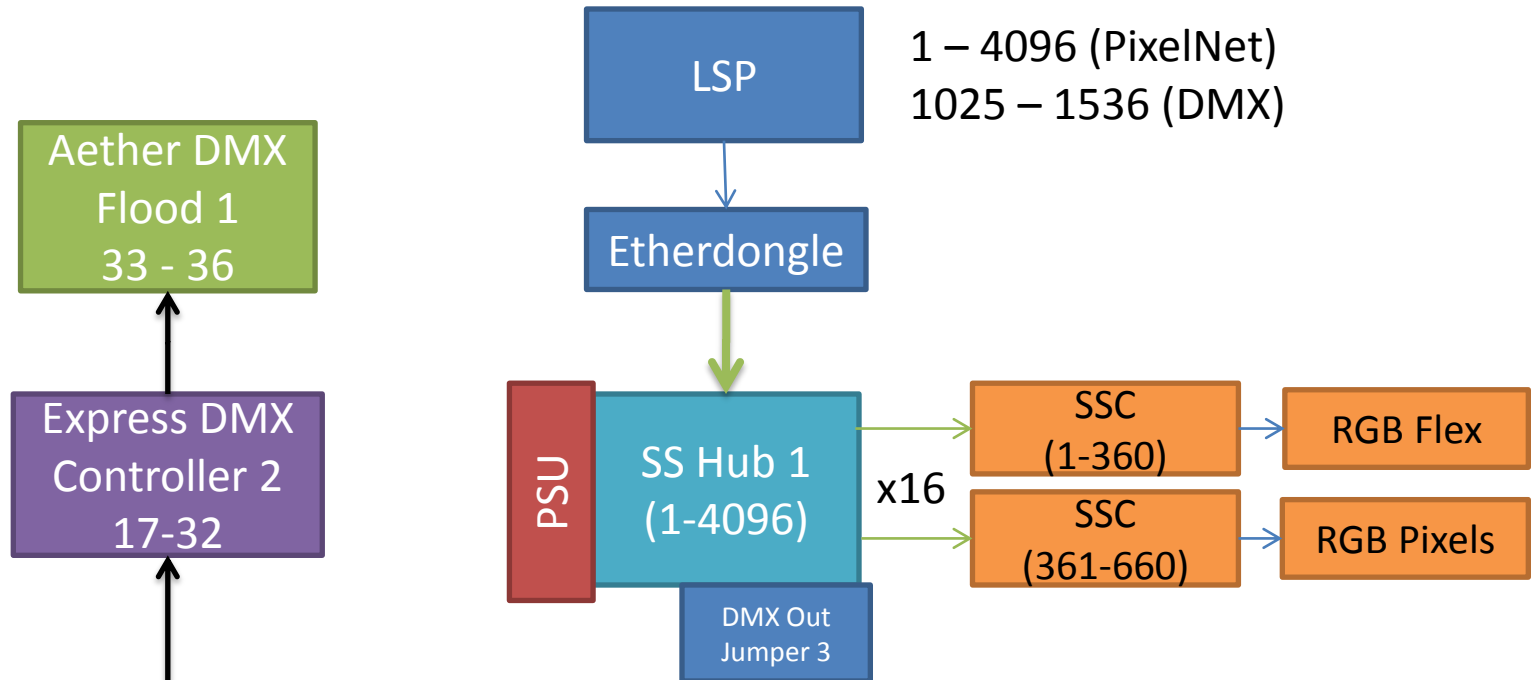
DMX Jumper On Hub 2	DMX Channel # Express/Aether/LOR	LSP Channel # Start	LSP Channel # End
1	1 – 512	4097	4608
2	1 – 512	4609	5120
3	1 – 512	5121	5632
4	1 – 512	5633	6144
5	1 – 512	6145	6656
6	1 – 512	6657	7168
7	1 – 512	7169	7680
8	1 – 512	7681	8192



# PixelNet and DMX Example

- Assume DMX jumper = 3 on Hub 2.
- LSP channel **5121** will control DMX channel **1** + any SmartString LED programmed with channel **1025** connected to Hub 2
  - Remember SSC map to 1 - 4096 for each hub
  - 1025 = Channel 5121 – Max per hub 4096
- DMX devices still use channels 1-512

# Channel Numbers

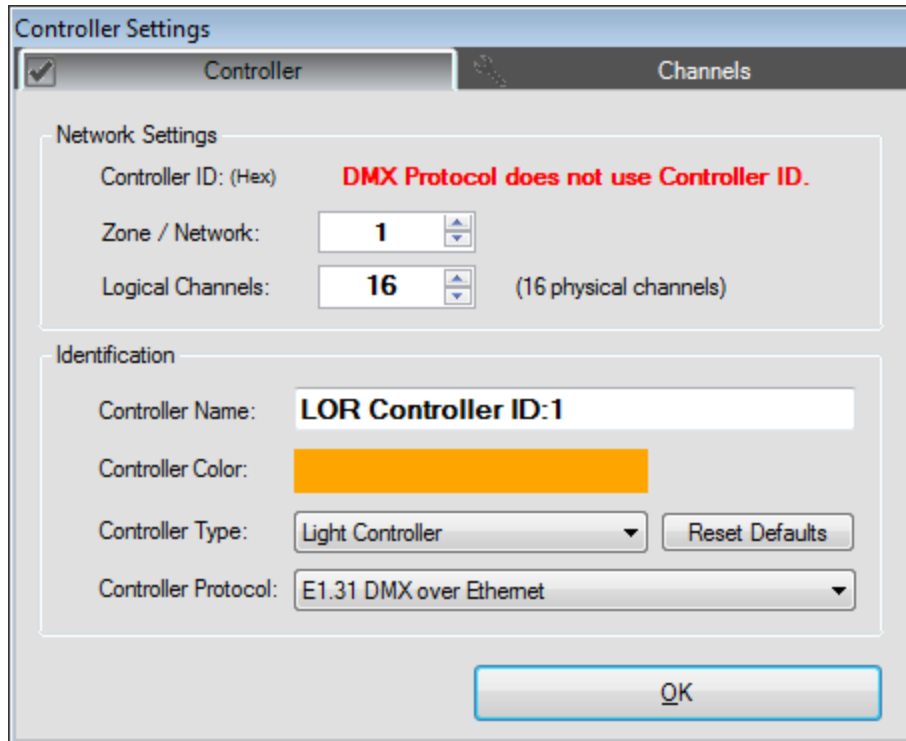


LSP Channel	Device
1	RGB Flex
361	RGB Pixel
1025	Express 1 ch 1
1042	Express 2 ch 17
1058	Aether ch 33

# Sequencing Software

- Vixen
- LightShow Pro
- xLights

# LSP 2.0 Setup



The screenshot shows the 'Controller Settings' window for a LOR controller configured for DMX. The 'Controller' tab is selected. Under 'Network Settings', the 'Controller ID: (Hex)' field is disabled with a red warning message: 'DMX Protocol does not use Controller ID.'. The 'Zone / Network' is set to 1, and 'Logical Channels' is set to 16, with a note '(16 physical channels)'. Under 'Identification', the 'Controller Name' is 'LOR Controller ID:1', the 'Controller Color' is orange, the 'Controller Type' is 'Light Controller', and the 'Controller Protocol' is 'E1.31 DMX over Ethernet'. An 'OK' button is at the bottom right.

Controller Settings

Controller Channels

Network Settings

Controller ID: (Hex) **DMX Protocol does not use Controller ID.**

Zone / Network: 1

Logical Channels: 16 (16 physical channels)

Identification

Controller Name: LOR Controller ID:1

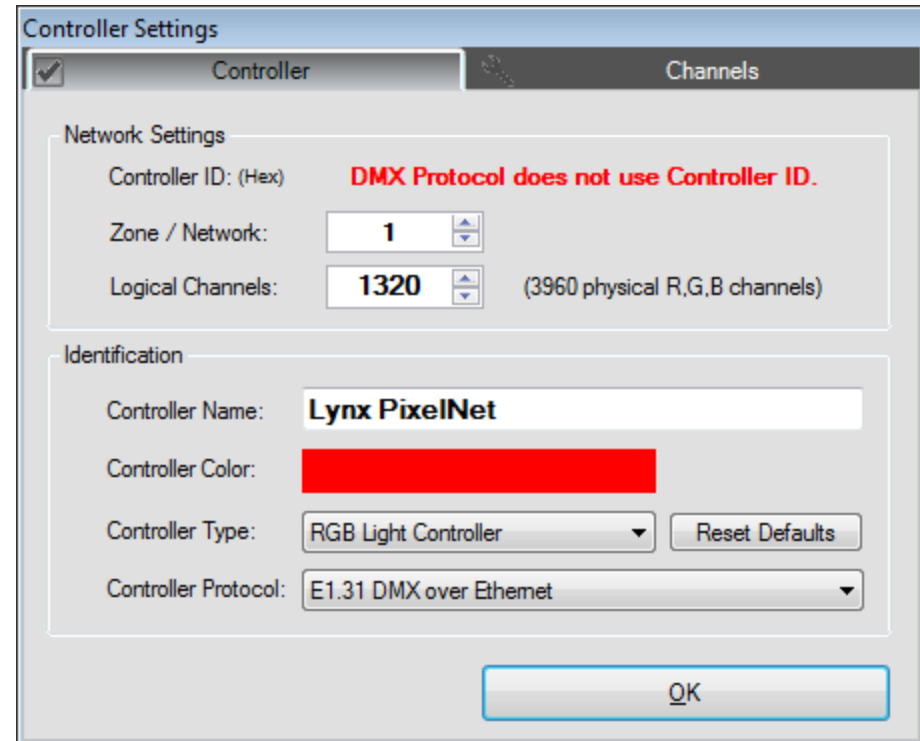
Controller Color:

Controller Type: Light Controller Reset Defaults

Controller Protocol: E1.31 DMX over Ethernet

OK

LOR Controller running DMX



The screenshot shows the 'Controller Settings' window for a LOR controller configured for PixelNet. The 'Controller' tab is selected. Under 'Network Settings', the 'Controller ID: (Hex)' field is disabled with a red warning message: 'DMX Protocol does not use Controller ID.'. The 'Zone / Network' is set to 1, and 'Logical Channels' is set to 1320, with a note '(3960 physical R,G,B channels)'. Under 'Identification', the 'Controller Name' is 'Lynx PixelNet', the 'Controller Color' is red, the 'Controller Type' is 'RGB Light Controller', and the 'Controller Protocol' is 'E1.31 DMX over Ethernet'. An 'OK' button is at the bottom right.

Controller Settings

Controller Channels

Network Settings

Controller ID: (Hex) **DMX Protocol does not use Controller ID.**

Zone / Network: 1

Logical Channels: 1320 (3960 physical R,G,B channels)

Identification

Controller Name: Lynx PixelNet

Controller Color:

Controller Type: RGB Light Controller Reset Defaults

Controller Protocol: E1.31 DMX over Ethernet

OK

LOR Controller running PixelNet

# E1.31 Setup

	Act	Universe	Start	Size	Destination	T
▶ 01	<input checked="" type="checkbox"/>	1	1	512	Multicast Local Area Connection	
02	<input checked="" type="checkbox"/>	2	513	512	Multicast Local Area Connection	
03	<input checked="" type="checkbox"/>	3	1025	512	Multicast Local Area Connection	
04	<input checked="" type="checkbox"/>	4	1537	512	Multicast Local Area Connection	
05	<input checked="" type="checkbox"/>	5	2049	512	Multicast Local Area Connection	
06	<input checked="" type="checkbox"/>	6	2561	512	Multicast Local Area Connection	
07	<input checked="" type="checkbox"/>	7	3073	512	Multicast Local Area Connection	
08	<input checked="" type="checkbox"/>	8	3585	512	Multicast Local Area Connection	
09	<input checked="" type="checkbox"/>	9	4097	512	Multicast Local Area Connection	

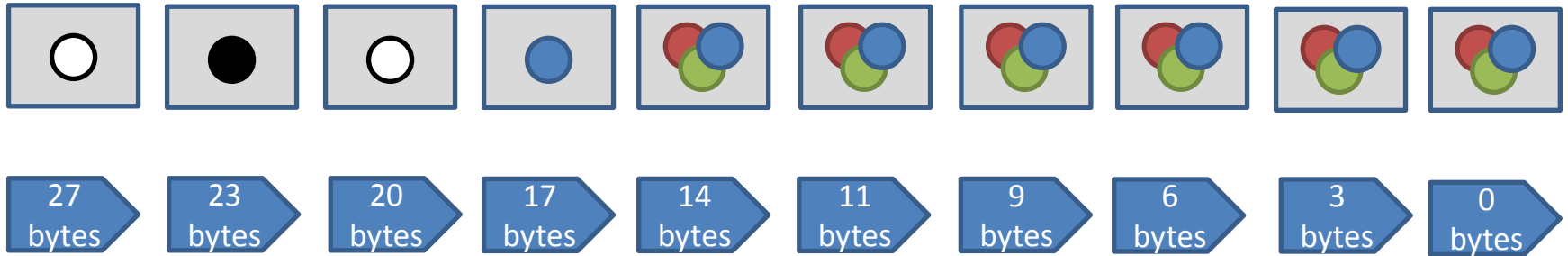
☐ Display ALL Warnings/Errors and wait For OK

☐ Gather statistics and display at end of session

30   Effect Generation Interval (ms)

0 Event Repeat Count.  
(Set to 0 to send all events to each universe,  
set to > 0 to skip 'x' events if data is unchanged on a per  
universe basis.)

# How Smart Strings work?



{255, 255,255} {0, 0,0} {255,255,255} {0,0 ,255} ...

White {  
Red = Dim level (255)  
Green = Dim level (255)  
Blue = Dim level (255)

First RGB reads first 3 bytes and passes the remaining bytes to the next RGB light. Repeat for the entire string.

# Recommendations

- Use xLights test to validate setup
  - Keep it simple
- Use Conductor or xLights for scheduling shows
- Use EtherDongle for better performance
- Use refresh rate of 50ms
- Water protect SSC and Cat5 Connectors
- Know your power requirements



# Shopping List

Item	Store
Cat5 Cables	Monoprice.com
Power Supply	Newegg.com
PVC pipe and Caps	Lowes / Home Depot
Marine Battery Case	Walmart
4 Wire Connectors (optional)	Ray Wu
4 conductor wire (optional)	Ray Wu