

PixLite Mk3 Long Range Quick Start Guide

1 - Transmitters and Receivers

PixLite Mk3 long range systems are built by pairing a transmitter with a receiver type. Each pairing has unique purposes and advantages, particularly in how many pixel runs can be connected, and what pixel types can be used. These are shown below. Each transmitter has a maximum number of receivers it can connect to. In situations where more receivers are required, multiple transmitters can be used alongside each other in the same system.

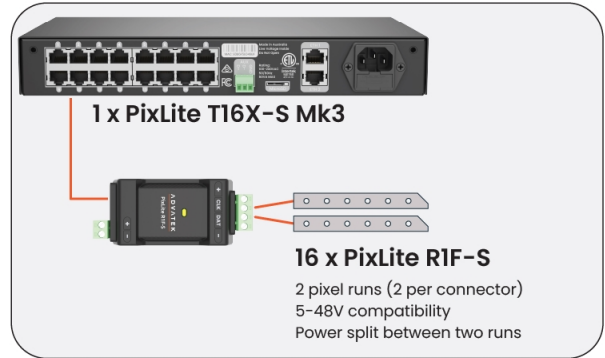
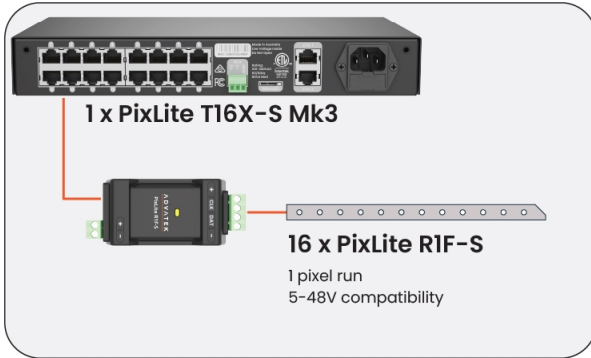
Expanded Mode Disabled

Any pixel type
1020 RGB / 768 RGBW pixels per run



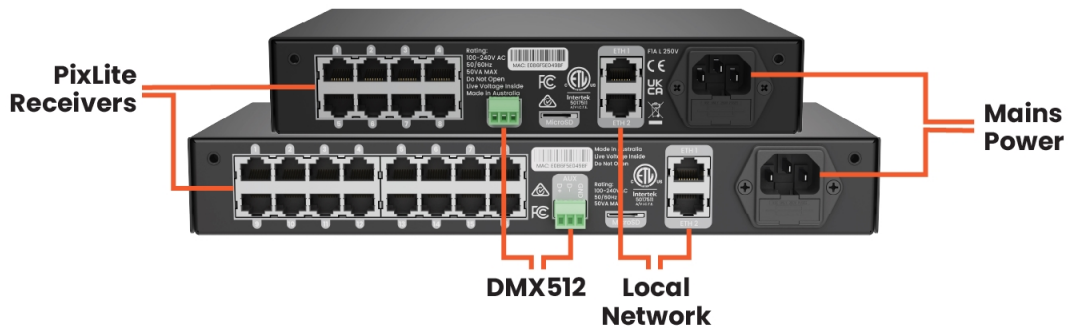
Expanded Mode Enabled

Data-only pixel types
510 RGB / 384 RGBW pixels per run

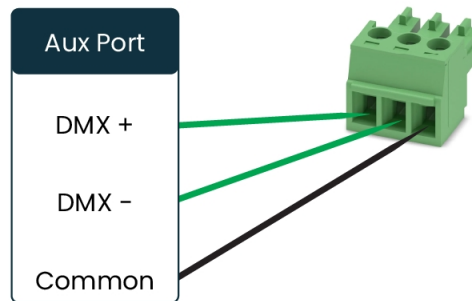


2 - Wiring a Transmitter

The transmitter can be connected to mains power (100-240V AC, 50/60Hz) with the IEC power input. An Ethernet cable should also be connected to either of the Ethernet Ports, allowing connection to a local network, or directly to a PC. The numbered RJ45 ports are for connection to the receivers, using twisted pair cable with nominal 100 Ohm characteristic impedance (e.g. Cat 5 or Cat 6 cable), and can be up to 300 meters in length. The Aux Port is used for connecting DMX512 (configurable as input or output). These connections for the different transmitter options are all shown below.



The Aux Port pinout is shown below.



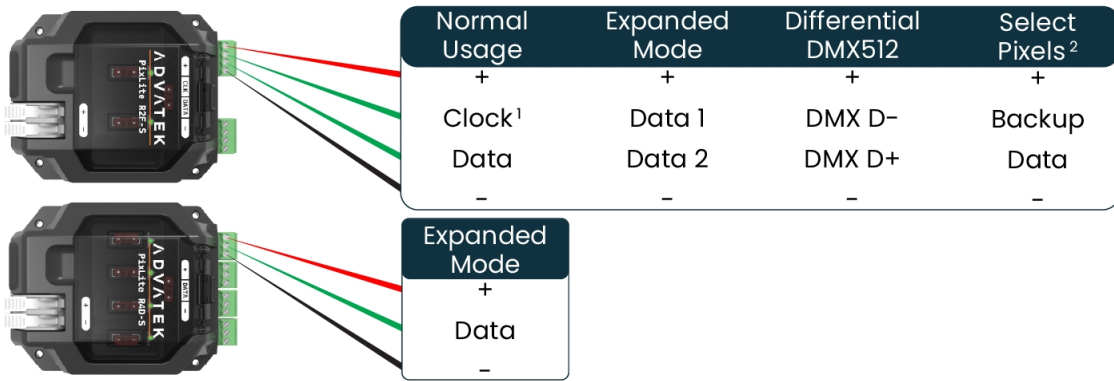
3 - Wiring a Receiver

Receivers and their connected pixels are powered by connecting a DC power source to the receiver's input power terminal. Voltage range, output current capacity, and suitable wire is found in the receiver's user manual and printed on the enclosure.

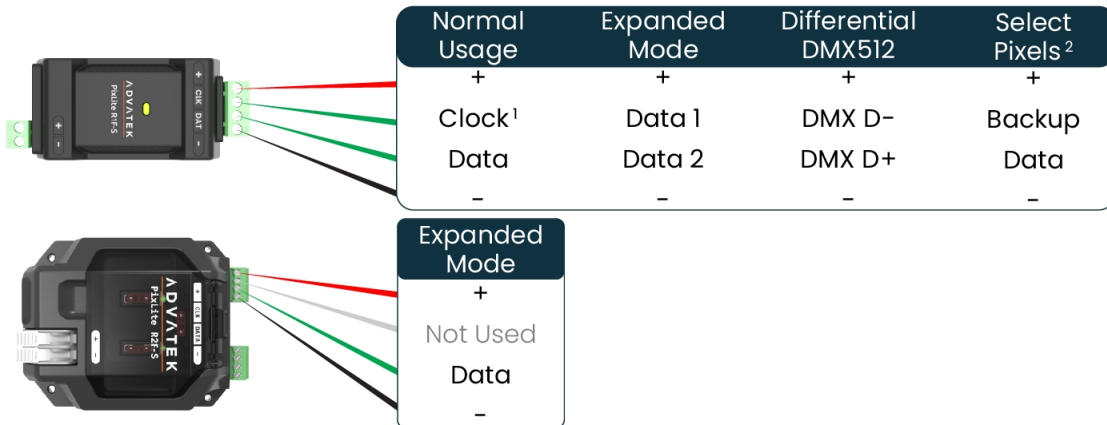
Connections to the PixLite transmitter, pixel LEDs, and DC power supply are as follows:



When connecting to a **PixLite T8-S Mk3**, pixels are connected as follows:



When connecting to a **PixLite T16X-S Mk3**, pixels are connected as follows:



¹For pixels that do not have a clock input, this pin is not connected.

²Many pixels with a backup data input do not require it to be connected to the PixLite as shown. See pixel glossary on the Advatek website to confirm pixels which require a backup connection to the PixLite.

4 - Startup & Network Connection

4.1 - Startup

Upon startup for the first time, the PixLite will be using DHCP/AutoIP and the status LED will flash green, indicating normal operation. If you have a router, then DHCP will automatically assign an IP address to both the PixLite and your computer.

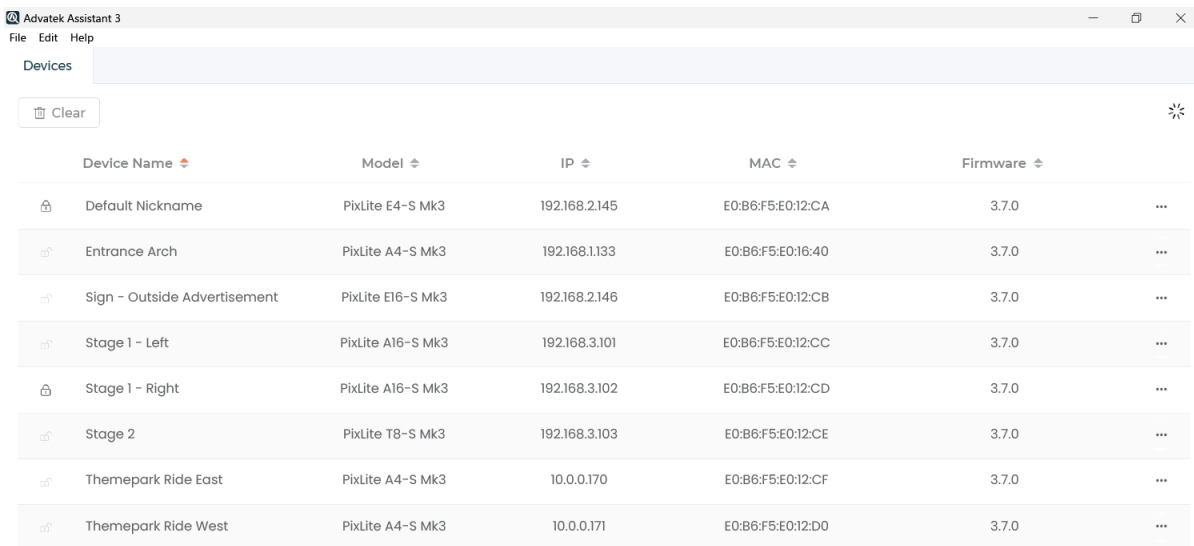
No Router? No Problem. Simply connect the PixLite directly to your computer, and open Advatek Assistant 3.

4.2 - Advatek Assistant 3

The easiest method for connecting to the device is by discovering through Advatek Assistant 3. Advatek Assistant 3 can be downloaded and installed, using the URL below:

www.advateklighting.com/advatek-assistant-3

Any active PixLite devices on the network will automatically be discovered and displayed. Double click to open its Management Interface, and begin configuring your new PixLite.



The screenshot shows the Advatek Assistant 3 application window. The title bar reads "Advatek Assistant 3" and the menu bar includes "File", "Edit", and "Help". Below the menu bar is a "Devices" section with a "Clear" button and a refresh icon. A table lists the discovered devices with columns for Device Name, Model, IP, MAC, and Firmware. Each row has a double-click icon on the left and a three-dot menu icon on the right.

Device Name	Model	IP	MAC	Firmware
Default Nickname	PixLite E4-S Mk3	192.168.2.145	E0:B6:F5:E0:12:CA	3.7.0
Entrance Arch	PixLite A4-S Mk3	192.168.1.133	E0:B6:F5:E0:16:40	3.7.0
Sign - Outside Advertisement	PixLite E16-S Mk3	192.168.2.146	E0:B6:F5:E0:12:CB	3.7.0
Stage 1 - Left	PixLite A16-S Mk3	192.168.3.101	E0:B6:F5:E0:12:CC	3.7.0
Stage 1 - Right	PixLite A16-S Mk3	192.168.3.102	E0:B6:F5:E0:12:CD	3.7.0
Stage 2	PixLite T8-S Mk3	192.168.3.103	E0:B6:F5:E0:12:CE	3.7.0
Themepark Ride East	PixLite A4-S Mk3	10.0.0.170	E0:B6:F5:E0:12:CF	3.7.0
Themepark Ride West	PixLite A4-S Mk3	10.0.0.171	E0:B6:F5:E0:12:D0	3.7.0

5 - Further Information

For a more in-depth understanding of the device, including physical installation, electrical connections, network connections, operation, and specifications, you should consult the User Manual:

www.advateklighting.com/downloads/user-manuals/pixlite-t8-s-mk3

www.advateklighting.com/downloads/user-manuals/pixlite-t16x-s-mk3

www.advateklighting.com/downloads/user-manuals/pixlite-r1f-s

www.advateklighting.com/downloads/user-manuals/pixlite-r2f-s

www.advateklighting.com/downloads/user-manuals/pixlite-r4d-s

You'll find information on management and configuration of the device, including its internal SHOWTime feature set in the PixLite Mk3 Management Guide:

www.advateklighting.com/downloads/user-manuals/pixlite-mk3-management-guide

For any other questions, you can reach out to our support team at the link below:

www.advateklighting.com/contact

6 - Warranty Registration

For your complete peace of mind, this device comes with an industry leading extended warranty period of 5 years, subject to registration.

Please register your Advatek PixLite® Mk3 product using the link below.

www.advateklighting.com/warranty-registration

All products need to be used and installed as outlined in the user manual. See our terms and conditions of sale at the link below for information on returns, faults and warranty claims.

www.advateklighting.com/terms/sale-terms-and-conditions