

Pixel Port 1 Pixels: 310	BoscoyoTree-Small-1 Pixels: 70 <b>Port 1</b>	BoscoyoTree-Small-2 Pixels: 70 <b>Port 2</b>	BoscoyoTree-Small-3 Pixels: 70 <b>Port 3</b>	BoscoyoTree-Medium-2 Pixels: 100 <b>Port 4</b>
Pixel Port 2 Pixels: 80	BoscoyoTree-Small-1-Star Pixels: 20 <b>Port 5</b>	BoscoyoTree-Small-2-Star Pixels: 20 <b>Port 6</b>	BoscoyoTree-Small-3-Star Pixels: 20 <b>Port 7</b>	BoscoyoTree-Large-Star Pixels: 20 <b>Port 8</b>
Pixel Port 3 Pixels: 398	CandyCane-Large-Left-1 Pixels: 99 <b>Port 9</b>	CandyCane-Large-Left-2 Pixels: 99 <b>Port 10</b>	CandyCane-Large-Right-1 Pixels: 99 <b>Port 11</b>	CandyCane-Large-Right-2 Pixels: 99 <b>Port 12</b>
Pixel Port 4 Pixels: 192	Snowflake-Garage-Left-1 Pixels: 48 <b>Port 13</b>	Snowflake-Garage-Left-2 Pixels: 48 <b>Port 14</b>	Snowflake-Garage-Left-3 Pixels: 48 <b>Port 15</b>	Snowflake-Garage-Right-1 Pixels: 48 <b>Port 16</b>
Pixel Port 5 Pixels: 0				
Pixel Port 6 Pixels: 0				
Pixel Port 7 Pixels: 0				
Pixel Port 8 Pixels: 0				
Pixel Port 9 Pixels: 0				

Groups of 4 Ports correspond to a single 16 port long range expansion board. Hinkle calls each of these Pixel Ports as "Streams" when using long range receivers.

**Example of 16 port Smart Receiver**

For simplicity I have correlated the HinksPix board ID 0 with xLights "A" and ID 1 with xLights "B" and so on.

The 4 port HinksPix long range receivers can be set to any ID 0 through 15 and in any order. This corresponds with xLights smart remote "A" through "P"

The 16 port HinksPix long range receiver can start with Board ID 0, 4, 8, or 12 which would correspond with xLights A, E, I, M. A 16 port long range receiver is modeled in the visualizer as a series of 4, 4 port remotes as shown above. If you set a board ID of 0 your xLights receivers would be A, B, C, & D. If you set an ID of 4 your xLights receivers would be E, F, G, & H etc...

Currently if this configuration is pushed to the HinksPix you must manually change the long range output board type to 16 port. Take a screen shot of the long range configuration output, delete the 4, 4 port receivers, add a 16 port receiver, set the board ID and update the Start Pixel number from the data shown in the screen shot.

Hide models assigned to other controllers

- Strings: 1
- Garage Outline-Lower  
Strings: 1
- Garage Outline-Upper  
Strings: 1
- Living Room Outline  
Strings: 1
- MickeySpinner-Left  
Strings: 1
- MickeySpinner-Right  
Strings: 1
- P5 Panel  
Strings: 96
- P5 Panel-TuneTo  
Strings: 96
- Pex-Porch  
Strings: 1
- Pex-Walkway  
Strings: 1
- Present-Large  
Strings: 1

Box Size:  Font Size: