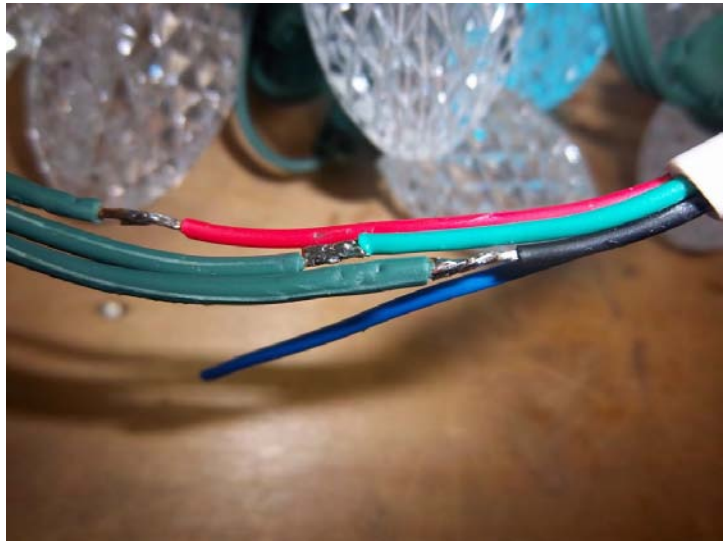


Wiring GE Pixels to the Sandevices E680 and E681 Pixel Controllers

The GE ColorEffects pixels have three wires as shown in the left-hand photo:



Note that the photo shows the wires from the original controller, leading INTO the first pixel of the string. With the orientation shown, from left to right, the connections are +5V (V+), DATA (D), and GROUND (V-).

The center wire is always DATA, **so the trick is to make sure that you identify +5V and GROUND properly, as reversing these wires would most likely damage your pixel string.**

Another distinguishing feature of the GROUND wire is that it has ribs, or ridges, along its outside edge, while the +5V wire is smooth. If there is any doubt, check the +5V and GROUND wires with a voltmeter prior to removing the original controller module.

After removing the original coloreffects controller module, connect the pixel leads to the cable that runs to the Sandevices controller.

If connecting using standard white Sandevices waterproof cables, connect as follows:

| | |
|-------|-------------|
| RED | +5V wire |
| GREEN | Data wire |
| BLACK | GROUND wire |
| BLUE | not used |

When splicing the pixel wires to the controller cable, it helps if you 'stagger' or offset the splices slightly, to reduce the likelihood of a short circuit, as shown in the right-hand photo. If the splices are properly staggered, you can just use a single wrapping of electrical tape, or a single piece of shrink-wrap (preferred), and not have to separately tape each splice. Tape the unused blue wire so that it can't short to other wires.

If using the E680 controller, it is strongly recommended that you insert an inline fuse of about 3 to 5 amps, in the +5V lead to each string to protect the wiring from an accidental short circuit. The E681 has fuses built in.