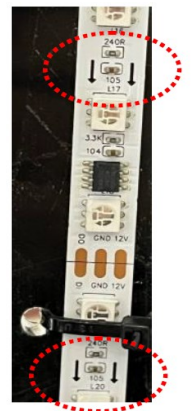DodgeBall LED troubleshooting

figure 1

Dodge Ball uses a neo pixel LEDS to illuminate the arches. The serial data line starts on the left hand side of the game continues through the top rail and ends on the bottom right. When installing the game make sure the arrows on the LED strips are installed in the correct direction installing them incorrectly will cause the data to be stopped at that point (see figure 1).

The Neo Pixel LEDs are 12v devices there will always be a constant 12vdc between the orange and the black wires. The White line is the data line. If you suspect that there is a bad led strip you can take a jumper wire and connect from output of the last working led to input of the led strip after the suspected bad LED to confirm the strip to be bad. If the fault still remains it is possible that the output data is not being sent from the last working LED strip.

Suspected bad LED

Jump the white lines here