

Next Level Mapping

Level 1 - Whole Display

01.1.0 Everything But Starburst
01.1.0A Everything But Starburst Over-ride
01.1.0.B Everything But Starburst & Matrix Over-ride
01.1.1 FPG Starburst
01.1.2 FPG Mega Tree
01.1.3 FPG Matrix
01.2.0 Everything But Mega Trees/Stars/Starburst/ Globe
01.3.0 House Less Yard
01.4.0 House Outline
01.5.0 All Arches
01.6.0 All Candy Canes
01.7.0 All Icicles
01.8.0 All Mini Trees
01.9.0 All Snowflakes
01.10.0 All Stars
01.11.0 Horizontals
01.12.0 House Matrices
01.13.0 Yard Outline
01.14.0 Verticals
01.15.0 Windows

Level 2 - Model Groups

02.0A Left Yard	02.15.0A Right Yard
02.1.0 Candy Canes Yard	02.15.0 Mini Trees Mid Size
02.2.0 Triple Arches	02.16.0 Mini Trees Small
02.3.0 Twig Tree	02.17.0 Stars Mini Trees
02.4.0 Outline Left Yard	02.18.0 Arches Right Yard
	02.19.0 Snowflakes Right Arch
02.5.0A Garage	02.20.0 Pixel Poles
02.5.0 Matrices Garage Window	02.21.0 Stars Pixel Poles
02.6.0 Garage Door	02.24.0 Ground Spinner
02.7.0 Spinners	02.25.0 Snowflakes All House
02.8.0 Snowflakes Garage Small	02.26.0 Outline Right Yard
02.9.0 Snowflakes LLS	02.27.0 Spin Arches
02.10.0 Spiral Trees	
02.11.0A Right House	
02.12.0 Snowflakes Roof Small	
02.13.0 Candy Canes House	
02.14.0 Floods	

Level 3 - Individual Models

03.1.0 Starburst
03.2.0 Peace Stakes
03.3.0 Mega Tree 16 x 50
03.4.0 Mega Tree 32 x 160
03.5.0 Tree Sphere
03.6.0 PPD Wreath
03.7.0 GE Rosa Wreath
03.8.0 Large Matrix
03.9.0 Large Snowflake
03.10.0 Inverted Mega Tree
03.11.0 Window Wreath
03.12.0 Mega Tree Star
03.13.0 Tune to Sign
03.15.0 Showstopper Snowflake
03.16.0 Showstopper Spinner

Map everything you have from Level 1, then pick and choose from Levels 2 and 3 to match your display. Groups and Models are numbered and appear in order on the import screen. Names of Groups and Full Models are in All Caps, Sub-Models are upper and lower case. Go from level to level as your display grows each year.