

User's Manual

SD Card Laser Light Control System



First: Key Operate



MODE



DOWN



UP



ENTER

As the figure shown:

Mode is Menu Key, ENTER is ensure key, UP is flip,, DOWN is next. After opening, Machine state is saved when the last shutdown state, This time, Press MODE key to exit the mode selection menu, LCD

First line display “mode select”, The second line display Operate Mode:

Program Table

Key Seek

Audio Mode

Auto Mode

DMX Mode

Slave Mode

System set can set color mode, Audio sensor effect, X/Y phase

System Set working file set

Repeat press “MODE” key jump to the working mode you want, press “ENTER” key ensure.

Mode State and operate

1. Program Table: LCD first line display “SD Program Show”, Second line display current list of player names, that time, press “UP” and “DOWN” select play list.
2. Key Seek: LCD first line display “Show File”, Second line display current play ILDA file document name, that time, press “UP” and “DOWN” select ILDA file.
3. Audio Mode: LCD first line display “Audio show”, Second line display System Development Company Name “Aurora Studio”, that time, play card interior integrated program, the rhythm and the sound effect changed by the environment
4. Auto Mode: LCD first line display “ Auto Show” , Second line display System Development Company Name “Aurora Studio”, that time, play card interior integrated program.
5. DMX Mode: LCD first line display current DMX address, press “UP” address add 1, press “Down” address Subtract 1, continuously press “UP” or “DOWN” will fast continuously change. When adjust to required “DMX” address, press “ENTER” ensure.

6	zooming	0-10	Without zooming
		11-100	Manually adjust the size

		101-150	Enlarge
		151-200	Shrink
		201-255	Cycle Shrink
7	Around X-axis rotating	0-10	Without rotating
		11-110	Manually adjust
		111-255	Auto rotating
8	Around Y-axis rotating	0-10	Without rotating
		11-110	Manually adjust
		111-255	Auto rotating
9	Around Center rotating	0	Without rotating
		1-180	Manually adjust
		181-217	Auto clockwise rotating
		218-255	Auto counterclockwise rotating
10	Drawing	0-10	Without change
		10-74	Manually adjust rotating
		75-104	Auto drawing (Add)
		105-144	Auto drawing (Subtract)
		145-184	Auto cycle drawing
		185-224	Auto end to end drawing(Add)
		225-255	Auto end to end drawing (Subtract)
11	Waving	0-9	Without waving
		10-199	Waving speed can adjust
		200-255	Waving width can adjust
	Color		
12	RGB	0-16	White
		17-33	Red
		34-50	Green
		51-67	Blue
		68-84	Yellow

6. Slave Mode: At this time play state according Master mode change to change
7. System set: LCD first line display "System Set", Second line display setting parameters, that time continuously press "UP" or "DOWN" select required setting parameters, then press "ENTER" ensure, "Color Mode Set" color mode setting, "Audio Set" audio effect setting, "Phasic Set" phase setting.
8. Folder set: LCD first line display "Folder Select", Second line display folder name, press "UP" or "Down" to required folder , press "ENTER" ensure.

Second: Channel Description

Channel Description				
Channel		Value	Control Description	
1	Mode Select	0-73	Light Shut Off	
		74-110	PRG Mode	
		111-147	ILD Mode	
		148-184	Audio	
		185-221	Auto	
		222-255	Manually Mode	
2	Graphic/Folder Select	0-255	Manually Mode	PRG/ILD Mode
			Graphic change, per 2 value is one graphic	Folder select
3	Strobe/Folder Select	0-10	Without Strobe	Play file select
		11-199	Auto Strobe	
		200-255	Audio Strobe	
4	X-axis direction moving	0-125	Manually adjust location	
		126-185	Auto left and right cycle move	
		186-225	Auto jump left and right cycle move	
		226-245	Auto without rule jump	
		246-255	Audio without rule jump	
5	X-axis direction moving	0-125	Manually adjust location	
		126-185	Auto up and down cycle move	
		186-225	Auto jump up and down cycle move	
		226-245	Auto without rule jump	
		246-255	Audio without rule jump	
12	RGB	85-101	Violet	
		102-118	Cyan	
		119-135	White, red, green, blue four color partition	
		136-152	Blue, yellow, violet, cyan four color partition	
		153-169	White, red, green, blue, yellow, violet, cyan, seven color partition	
		170-186	White, red, green, blue four color flow	
187-203	Blue, yellow, violet, cyan four color flow			

		204-220	Blue, yellow, violet, cyan four color flow
		221-237	According breakpoint partition display
		238-255	Audio discolor
	RGY	0-27	White
		28-55	Red
		56-83	Green
		84-111	Yellow
		112-139	Red, green double color partition
		140-167	White, red, green, blue four color partition
		168-195	Red, green double color flow
		196-223	White, red, green, blue four color flow
		224-255	Audio discolor
		13	Display Mode
64-127	Highlights display		
128-191	Partition display		
192-255	Point display		

Third: Attention

1. This system only support FAT32 file system, if use a new SD Card, first formatted as FAT32 format.
2. This system only support short file name, file name(including folder name) maximum of 8-bit file name and 3-bit extend name, file name and extend name composed by letters、 numbers and underscores. File name can't surpass 8-bit, without Chinese characters, if not system can't identification.
3. SD Card need profile card private, don't mixed store with other file, maximum can support 100 folder, every folder maximum can store 255 file.
4. Program list: User can use Text editor (Notepad) edit program list, its extend name is .PRG. Program list composed by play file name、 play speed、 play time, the middle with “ , ” separated. Every line edits one program item. For example one program composed by three files file1.ild、 file2.ild、 file3.ild., File1.ild pay speed is 12K, repeat play three times, file2.ild play speed is 20K, play one time, file3.ild play speed is 18K, play four times.

So prg1.prg content as follows:

File1.ild, 12, 3

File2.ild, 20, 1

File3.ild, 18, 4

When create one folder, need to create a folder under the file folder with the same name as the PRG file, and put the folder in all the required documents to the PRG file editing, at this time edited play speed is the play speed of “Key seek” mode, for example, blow aurora folder create one aurora.prg file,.

After add ILDA file, need add this file to prg file, in order to correctly find this file when we select play file on the keyboard, and play the file with you required speed.

5. This system support file is standard ILDA format file, that is meaning extend name is ILD file.