



DDW LCD Video Wall Processor (Basic) User Manual

**Model No.: P600A
Version:II**



- ◆ Non-professionals are not suitable for the equipment operation, users must accept professional training and guidance.
- ◆ Please read user manual carefully before using this machine, and keep the manual properly for sparing.

P600A standard configured interfaces:

Interface DVI, VGA interfaces,HDMI Interface ,CVBS
Interface,CVBS loop out interfaces,RS232 control input
interface,RS232 control input ring the interface, infrared interface.

Tips

- ◆For the safe of you and the machine, please make sure to read the manual carefully before using the machine.
- ◆If you have any questions during the use of the process, please read the manual at first, there are details on equipment operation in the manual, please follow the steps. If you still have questions, please contact us, we will give you a satisfactory answer as soon as possible.
- ◆If any changes about the user manual version, there is no further notice, please forgive u

Appearance

Top view



Side View



Left View



Right View



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Safety Precautions:

- ◆ When the device has a special smell smoke or out of immediate concern to power on and off the power plug. In determining to stop emitting smoke, the contact supplier to repair. If you do not check the continued use may result in fire or electric shock injuries.
- ◆ When the display screen without any image displayed, the immediate concern will be power on to off and the power plug, contact supplier for repair. If you do not check the continued use may result in fire or electric shock injuries.
- ◆ When water or other foreign material from entering the equipment, the immediate concern to the closed state of the power and open source plug, contact supplier for repair. If you do not check the continued use may result in fire or electric shock injuries.
- ◆ When the equipment broke down or the cabinet, immediately turn off the power to open concern to the state and the power plug, then contact supplier for repair. If you do not check the continued use may result in fire or electric shock injuries.
- ◆ Equipment should not block the air vents, or to impede the air flow around, the temperature inside the device and then easily lead to fires will increase.
- ◆ not set this device in the smoke, steam, such as through into the

kitchen or dusty environment.

◆ Cannot set this device in the wind or rain, or wind down the screen will be accidents, rainwater into the equipment may cause fire or electric shock accident.

◆ Do not be easily demolished machine back cover, because the chassis has high-voltage, electrical shock if not careful easy.

◆ Please do not disassemble or modify the user has to avoid the occurrence of fire or electric shock; such need of repair, please contact the supplier.

◆ Do not easily change the location of the power cord, do not try to forcibly bend, do not close to the heat source, to avoid occurrence of fire or electric shock.

◆ The device cannot be placed in the humid environment, moisture cannot be placed in the device near the regulator, too humid environment can cause fire or electric shock occurred, and the screen will lead to degradation or broken and cause injury accidents.

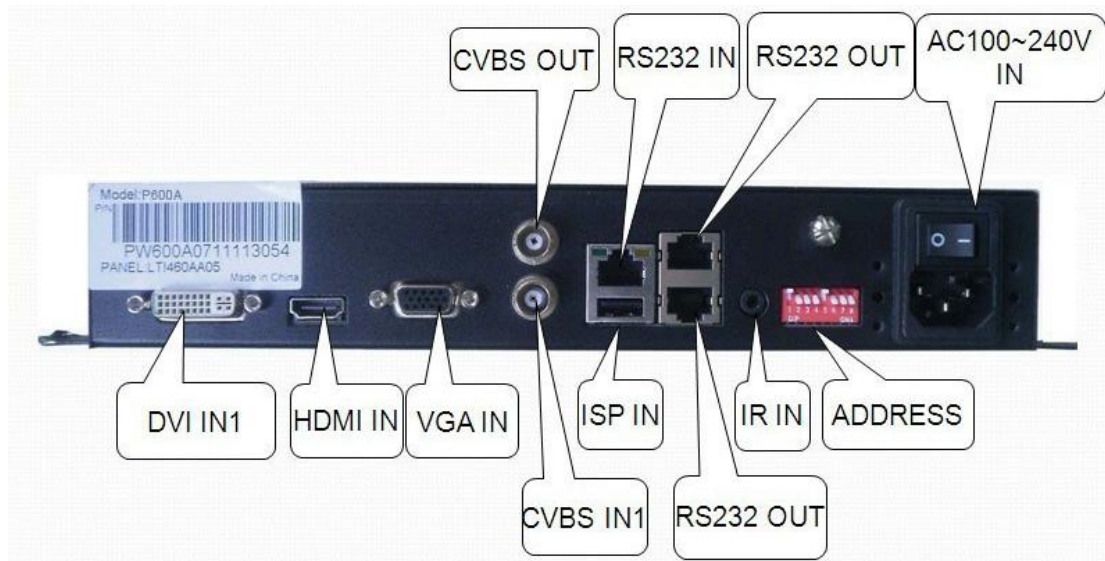
◆ When the power off pull the plug, make sure the power to seize and pull the plug; not use wet hand to plug the power plug

◆ Do not place the device or place heavy objects on the steps of the device in order to avoid loss of balance equipment fell off,

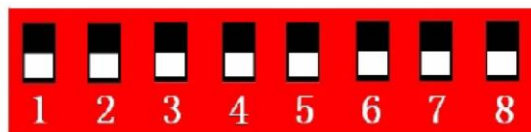
Damage.

- ◆ When the equipment without a long-term placement, to ensure safety, be sure to cut off the power to pull the plug. If the remote control to cut off power supply when the device is still the standby state, power of fire prevention.
- ◆ Identified to provide ground connection to the device power terminal, otherwise risk of electric shock.
- ◆ Grade power cord use can cause fire or electric shock accident.
- ◆ Don't connect a lot of loads in one port, or overloading may cause fire or electric shock accident.
- ◆ The system composed of all mechanical and electronic have special security protection. The protection for the examination often go unnoticed and ignored, but they assumed protective effect (such as high-rated voltage, power, etc.) is the other alternative of the parts cannot do.

Controller Unit Instruction and ID Set



DIP switch (pull up is valid, pull down is invalid.)



Details are as follows:

1, 2, 3, 4 is row address: bit 1 represents number 1; bit 2 represents number 2;
bit 3 represents number 4; bit 4 represents number 8 (All the numbers add up, row address can cover the range of 0-15)

5, 6, 7, 8 is column address: bit 5 represents number 1; bit 6 represents number 2; bit 7 represents number 4; bit 8 represents number 8 (All the numbers add up, column address can cover the range of 0-15)

For example, 3 * 3 splice (row 3, column 3):

The first screen of the first row should be pulled bit 1 (row: bit 1 represents the number 1) and bit 5 (column: bit 5 represents the number 1).



The second screen of the first row should be pulled bit 1 (row: bit 1 represents the number 1) and bit 6 (column: bit 6 represents the number 2)

The third screen of the first row should be pulled bit 1 (row: bit 1 represents the number 1) and 5,6 (column: bit 5 represents the number 1, bit 6 represents the number 2, two numbers added up are 3, so pull the two bit).

The first screen of the second row should be pulled bit 2 (row: bit 2 represents the number 2) and 5 (column: bit 5 represents the number 1).

The second screen of the second row should be pulled bit 2 (row: bit 2 represents the number 2) and 6 (column: bit 6 represents the number 2)

The third screen of the second row should be pulled bit 2 (row: bit 2 represents the number 2) and 5,6 (column: bit 5 represents the number 1, bit 6 represents the number 2, two numbers added up are 3, so pull the two bit).

The first screen of the third row should be pulled bit 1, 2 (row: bit 1 represents the number 1, bit 2 represents the number 2) and bit 5 (column: bit 5 represents the number 1).

The second screen of the third row should be pulled bit 1, 2 (row: bit 1 represents the number 1, bit 2 represents the number 2) and 6 (column: bit 6 represents the number 2)

The third screen of the third row should be pulled bit 1, 2 (row: bit 1 represents the number 1, bit 2 represents the number 2) and 5,6 (column: bit 5 represents the number 1, bit 6 represents the number 2, two numbers added up are 3, so pull the two bit).

1-5 screen1	1-6 screen2	1-5,6 screen3
2-5 screen4	2-6 screen5	2-5,6 screen6
1,2-5 screen7	1,2-6 screen8	1,2-5,6 screen9

Remote Controller Description



- POWER
- PHASE
- CLOCK
- BRIGHTNESS
- CONTRAST
- SATURATION
- HUE
- SHARPNESS
- SOURCE
- MODE
- POS.
- FREEZE
- 1 (F1)
- 2 (F2)
- 3 (F3)
- 4 (F4)
- 5 (F5)
- 6 (F6)
- 7 (FLIP)
- 8 (CSC.)
- 9 (TEST.P)
- 0 (TUNE)
- SHIFT
- D.SEL
- SAVE
- RESET
- LAYOUT
- INFO.
- GAIN
- OFFSET
- DRIVER
- CUTOFF
- R
- G
- B

ON/OFF
POSITION
SIZE
SWAP
INPUT

2.1.1 Curtain Wall Options

This function is used in any mode.

Adjusting: ID.SEL choose which wall to control

Note: All key operations of the remote control are necessary to activate curtain wall at first (does not include POWER, INFO.)

1. The following menu will appear when pressing on this button

< Address > X X
Address selection:- -

X X: Curtain Address State
- -: Enter 2 digits. Respectively for the curtain wall unit to select the horizontal address, vertical address

2. The following prompted menu will appear when Continuously pressing this button twice

< Address state > X X
Wall address selection:- - - -

X X: curtain address state
- - - -: Enter 4 digits. Respectively for the curtain wall unit to select the horizontal starting address, the vertical starting address, the horizontal ending address and the vertical ending address

2.1.2 Input Source Selection

This key can only be used in normal mode.

Adjusting: SOURCE selects the input source

2.1.3 Contrast and Brightness Adjustment

This function for the RGB-1, DVI, VIDEO, S-VIDEO, YPBPR and all other user mode, each user mode can be adjusted independently. The initial value of contrast and brightness were "128" and "95."

Adjusting: CONTRAST → ◀ ▶
BRIGHTNESS → ◀ ▶

2.1.4 Clock Frequency Adjustment

This function can adjust the image jitter caused by unstable clock frequency of sampling clock. Although the design clock frequency is stable, but if the signal source or signal cable has interference, this can also cause image jitter. The adjustments for each input signal are valid. If the input signals

change, you need to re-adjust.

Note: This regulatory function is only valid for the analog RGB signal, it does not apply to digital input and composite video input signal

Adjusting: CLOCK → ◀ ▶

2.1.5 Clock Phase Adjustment

This function can adjust the image jitter caused by phase shift of sampling clock. Although the design clock phase is stable, but if the signal source or signal cable has phase shift, this can also cause image jitter. The adjustments for each input signal are valid. If the input signals change, you need to re-adjust.

Note: This regulatory function is only valid for the analog RGB signal, it does not apply to digital input and composite video input signal

Adjusting: PHASE → ◀ ▶

2.1.6 Saturation Adjustment

This function adjusts the image color saturation

Note: This regulatory function is only valid for video (Video, S-VIDEO) input signal

Adjusting: SATURATION → ◀ ▶

2.1.7 Hue Adjustment

This function adjusts the image hue mode

Note: This regulatory function is only valid for video (Video, S-VIDEO) input signal

Adjusting: HUE → ◀ ▶

2.1.8 Definition Adjustment

This function adjusts the image hue mode.

Note: This regulatory function is only valid for video (Video, S-VIDEO) input signal

Adjusting: SHARPNESS → ◀ ▶

2.1.9 Real-time Drawings Adjustment

The function freezes image

Note: The regulatory function is valid for all input signals, press the function key FREEZE to freeze image, press it again to return moving image.

Adjusting: FREEZE

2.1.10 Open the Picture in Picture Function

Open the Picture in Picture function

Note: The regulatory function is valid for all input signals, press the ON / OFF key in the PIP function region to open the picture in picture function

Adjusting: ON / OFF

2.1.11 Switch Secondary Image

The function switches source input images

Note: The regulatory function is valid for all input signals, press the function key INPUT to exchange.

Adjusting: INPUT

2.1.12 Exchange of Primary and Secondary Image of Picture in Picture

The function exchanges primary and secondary image of picture in picture
 Note: The regulatory function is valid for all input signals, press the function key SWAP to implement

Adjusting: SWAP

2.1.13 Adjustment of the Secondary Image Size

The function adjusts the secondary Image size.

Note: The regulatory function is valid for all input signals, press the function key SIZE to switch, divided into three modes: large, medium and small.

Adjusting: SIZE → ◀ ▶

2.1.14 Adjustment of the Secondary Image Position

The function adjusts the secondary image display location. Minimum adjustment unit is one pixel. The regulatory function is valid for every input signals of the secondary image. If the input signal changes, need to re-adjust. Through this regulation the secondary image can roam in the wall.

Adjusting: POSITION → 

2.1.17 Status Display

This function displays the current set state of the system.

Adjusting: INFO.

2.3.1 Set Digital Wall Display Unit to the Correct Layout Location

The display units are in the adjustment mode:

A. Press the remoter ID SEL key to select the wall to control

* Note: The curtain Address layout is as follows

11	12	13	14	15	16	17	18	19	...
21	22	23	24	25	26	27	28	29	...
31	32	33	34	35	36	37	38	39	...
41	42	43	44	45	46	47	48	49	...
51	52	53	54	55	56	57	58	59	...
61	62	63	64	65	66	67	68	69	...
71	72	73	74	75	76	77	78	79	...
81	82	83	84	85	86	87	88	89	...
91	92	93	94	95	96	97	98	99	...
...

For example: in a 9x9 curtain wall, you need to address between the ID 33 and ID 55 to splice into a 3X3. Then enter the ID SEL: 33 55

B. Press MENU key to enter the main menu, select the curtain wall set to adjust the parameters set and curtain wall

C. Make sure that the enlarged image can be perfectly displayed

D. If line or circle of the display unit can not be perfectly displayed, press the POSITION keys to adjust the display unit to make the image can be perfectly displayed.

2.3.4 Automatic Image Adjustment

This function automatically adjusts the image phase, clock, and color, press MENU key to enter the main menu, select in Display Settings automatic adjustment item

Note: This regulatory function is only valid for analog RGB signal and digital input, it does not apply to the video input signal.

2.3.5 Framework Structure Adjustment

The function adjusts the framework of the image.

Press MENU key to enter the main menu, select in the activity set the framework item 'ON', adjust the horizontal frame, vertical frame to resolve the wrong behavior that curtain wall conform to the screen border.

2.3.7 Picture Display Mode Adjustment

This function calls the factory pre-existing pattern.

Press MENU key to enter the main menu, select the plan set to save and call plan

Adjusting: MODE

2.3 System Reset

This function implements system initialization

Press MENU key to enter the main menu, select system reset item in the system set

OSD Option Description

MAIN MENU	
DISPLAY SETUP	
COLOR SETUP	
ACTIVE WINDOWS	
WALL SETUP	
FUNCTION SETUP	
PIP SETUP	
MISCELLANEOUS	
PRESET SETUP	

DISPLAY SETUP	
CONTRAST	50
BRIGHTNESS	50
CLOCK	50
PHASE	100
ADC CALIBRATION	
VIDEO CALIBRATION	
AUTO CONFIG	

Contrast: adjust the white level of the background screen image

Brightness: adjust the screen image of the black level prospects

Clock: adjust the image frequency

Phase: Adjusts the phase

Auto Adjustment: Automatically adjust the image effect

ADC CALIBRATION	
R OFFSET	127
G OFFSET	127
B PFFSET	127
R GAIN	127
G GAIN	127
B GAIN	127
AUTO TUNE	

Offset - Red: adjust the offset of the analog signal red

Offset - Green: adjust the offset of the analog signal green

Offset - Blue: Regulating the offset analog signal blue

Gain - Red: the red analog signal conditioning gain

Gain - Green: Green the gain of analog signal conditioning

Blue Gain: adjust the gain of analog blue

VIDEO CALIBRATION		
HUE		50
SATURATION		50
SHARPNESS		50
3D	NR	MID

Tone: adjust the image's color mode

Saturation: adjust the image color depth extent

Definition: adjust the screen image clarity and focus together

Noise: Select noise reduction: low, medium, high, automatic

COLOR SETUP		
CONTRAST-R		128
CONTRAST-G		128
CONTRAST-B		128
BRIGHT-R		10
BRIGHT-G		10
BRIGHT-B		10

Dark Balance - Red: adjusted balance dark red

Dark Balance - Green: regulation dark green balance

Dark Balance - Blue: regulation dark blue balance

Light balance - Red: Adjust the brightness balance of red

Light balance - Green: Adjust the brightness balance of the green

Light balance - Blue: adjusted balance of blue light

ACTIVE WINDOWS	
H-POSITION	50
V-POSITION	50
REDISPLAY	ON
H-SCALE	0
V-SCALE	0
IMAGE MODE	NORMAL
OVER SCAN	

Horizontal position: adjust the screen's left, turn right move

Vertical Position: adjusts the screen up, move down

Frame structure: function of the image frame. On / Off

Level framework: the level of image processing

Vertical frame: Image of the vertical processing

WALL SETUP	
WALL MODE	NORMAL
H-START	1
V-START	1
H-END	1
V-END	1
WALL ADJUST	

Curtain mode: wall mode (standard, 4:3, Zoom)

Wall width: the number of walls required level of splicing

Wall height: the vertical wall mosaic required number of

Level starting address: curtain stitching required level of start address

Vertical Start Address: vertical wall starting address required for splicing

The level of the end of address: the level of splicing the end wall address required

Vertical end of the address: the end of the vertical wall mosaic address required

Wall adjustment: curtain wall mosaic adjustment



Backlight: backlight brightness adjustment

Automatic adjustment: VGA signal switch automatically adjusts

Fan: fan running switch

Temperature: Temperature Operation switch

Boot mode: The system boot mode. Off automatic memory mode, open normally open mode

Boot logo: LOGO mode switch boot

Screensaver Logo: screensaver mode open LOGO



Multi-image: multi-screen adjustment (off, picture in picture, paintings paintings)

Sub-screen source: sub picture signal source selection

Edge Color: sub-edge of the screen color

Horizontal position: the horizontal position of the mobile screen

Vertical position: the vertical sub-screen mobile

Size: Sub screen size (small / medium / large)

Frame exchange: the main screen and sub-frame exchange

MISCELLANEOUS	
OSD LANGUAGE	ENGLISH
OSD H POS.	50
OSD V POS.	50
OSD TIMER	15
TRANSPARENCE	42
SYSTEM RESET	
SYSTEM INFO	

Menu language: the language selection menu

Menu horizontal position: left of the screen adjustment menu, turn right move

Menu vertical position: adjusted the menu screen up, move down

Menu disappears Time: Sets the menu display on the screen of time

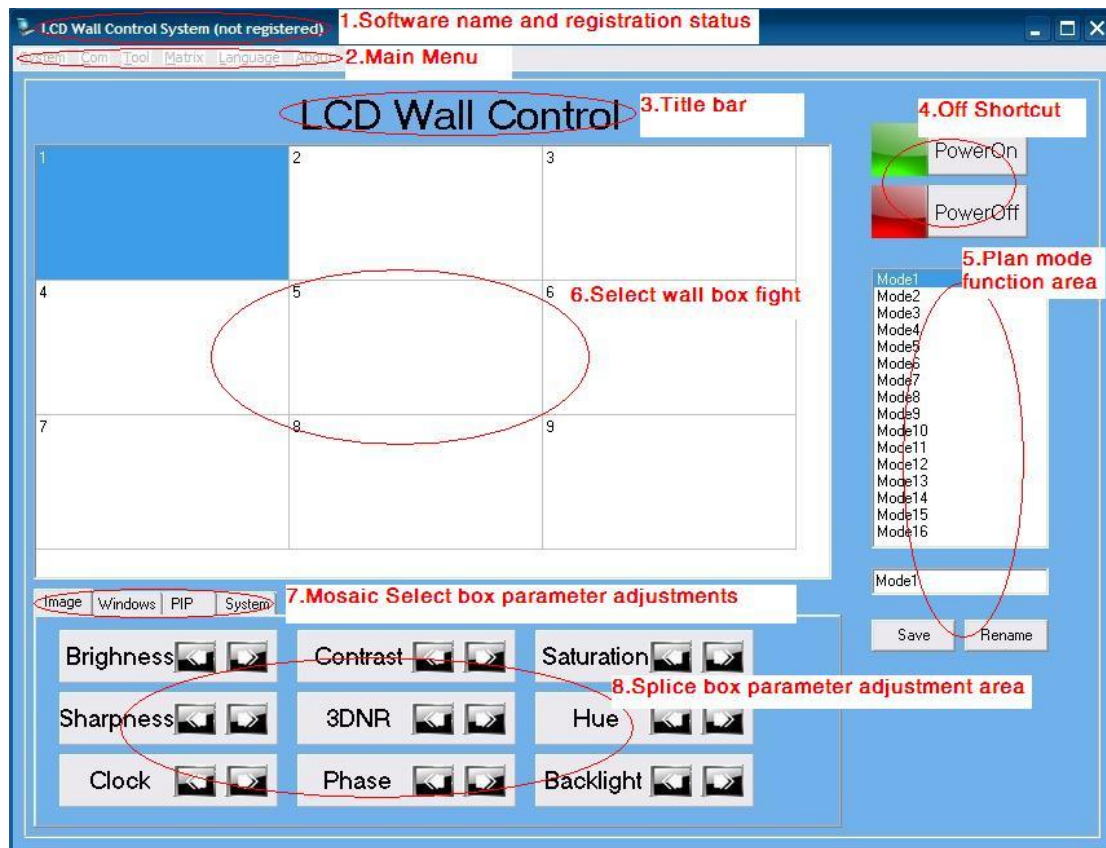
Menu Transparency: the degree of transparency adjustment menu

System reset: initialization settings included

System Information: Displays the current input source and version information, etc.

Splicing control software Description

A. Software main interface



1. Software name and registration status

Consists of two parts, the previous name for the software, followed by a registered state.

Registration State said:

Without brackets: do not register, you can use.

(Not registered): registration key is not set, can not be used.

(Trial version): registration key has been set, are used to time constraints, can be used.

(Expired): not registered and has passed the validity period can not be used.

(Registered): Registered, unlimited use.

2. Main Menu

Serial port settings: Set to use the serial port parameters.

Matrix Set: Set matrix parameters.

About: Software registration, and view the software version.

System - Administrator: administrator login.

System - System initialization: administrator dedicated to restore splicing box for the system default settings.

System - curtain set: Set the horizontal and vertical wall unit volume.

Flag settings: administrator dedicated, set the title bar display.

Exit: exit the software system.

3. Title bar

In Administrator mode: Main Menu - System - flag set to change its contents.

4. Off Shortcut

Box stitching machine control switch.

5. Select wall box fight

Hold down the left mouse button drag the selection to the splicing operation unit, and then control the operation.

Click the right mouse button to open the channel switch select box.

6. Plan mode function area

The system plan for the provision of a total of 16 groups.

Redeployment plan: the plan model check box to bring up the plans for double-click this plan can be transferred out.

Preservation plan: select the location to save the plan, click the Save button can save the plan.

Rename to plan: the plan to rename selected in the box below to rename the name of the output to be re-ordered and click Rename.

7. Mosaic Select box parameter adjustments

Image processing: adjust brightness, contrast, saturation, sharpness, noise reduction, color, clock, phase, backlight.

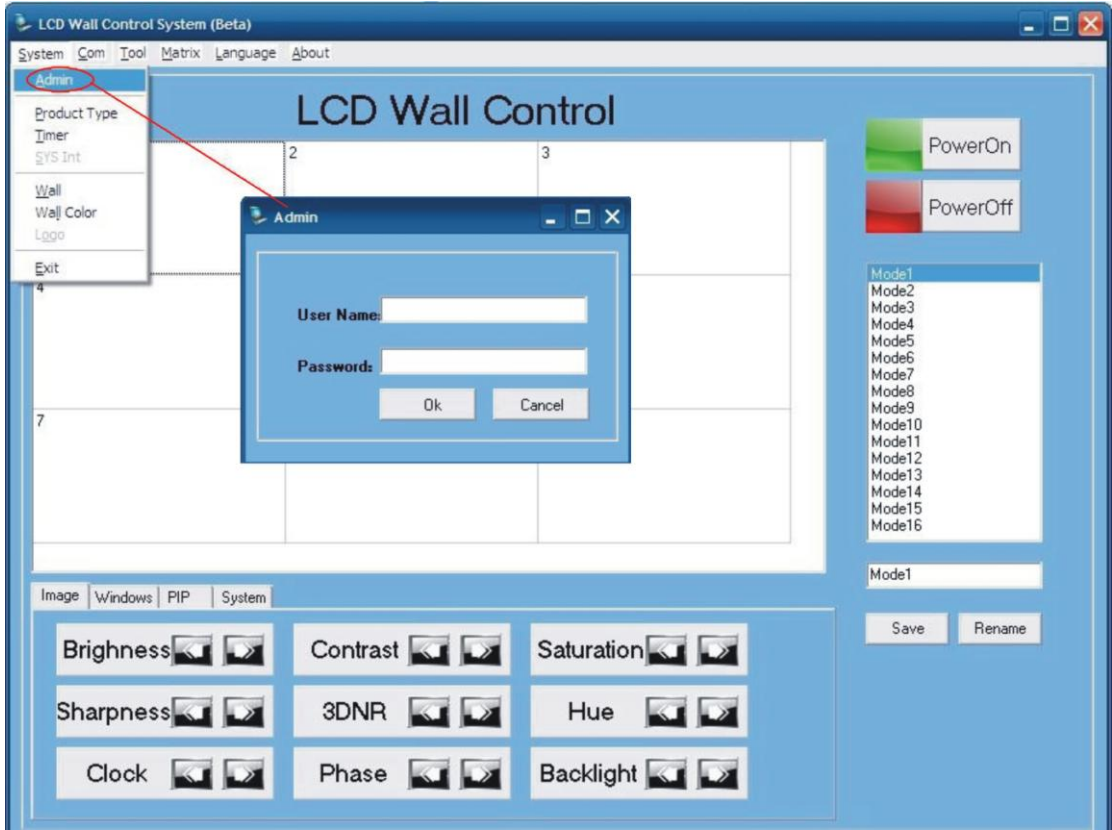
Window Treatment: Adjust the screen position, mosaic frame, phase and color adjust, ADC, and white balance.

Picture in Picture: Picture in Picture parameter adjustments.

System: see system information, screen static, parameter save.

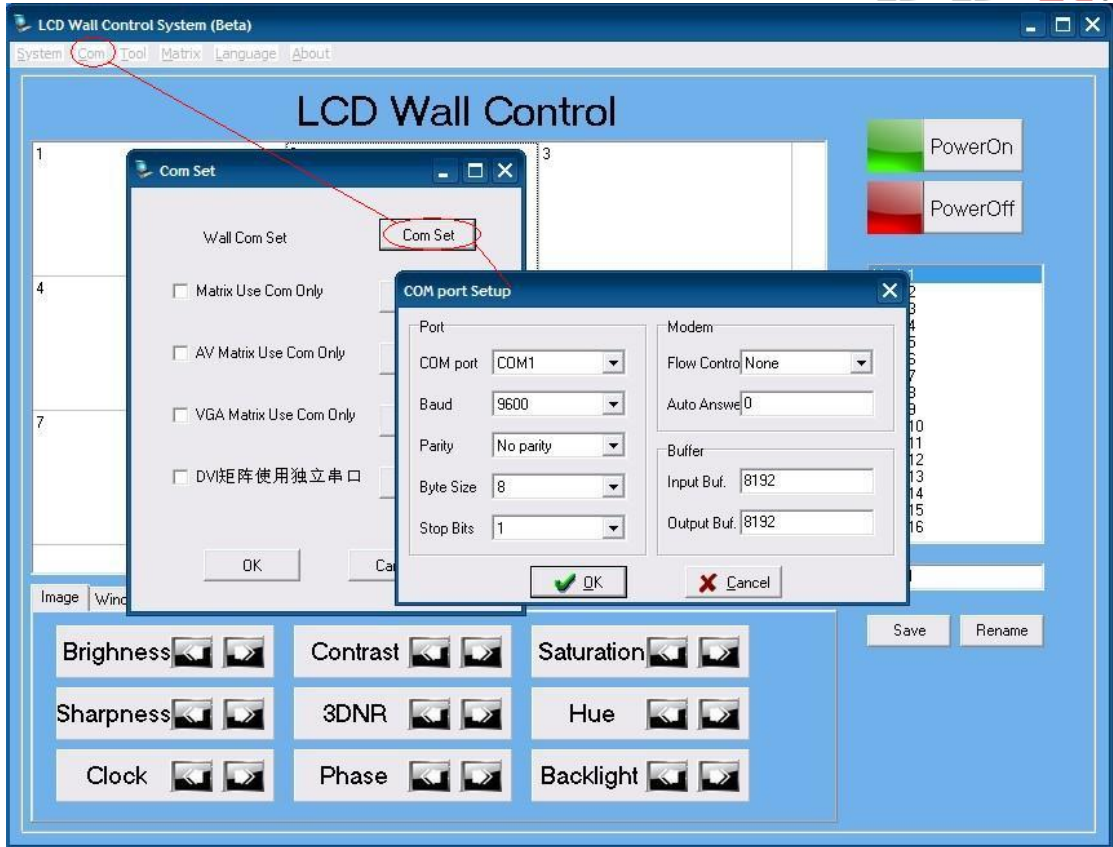
B. Administrator Login

Login administrator can change the title bar in Figure 1 3 shows the contents of the. Sign method shown in Figure 5 to open the administrator login screen. In the box. User name: **admin**, password: **welcome**.



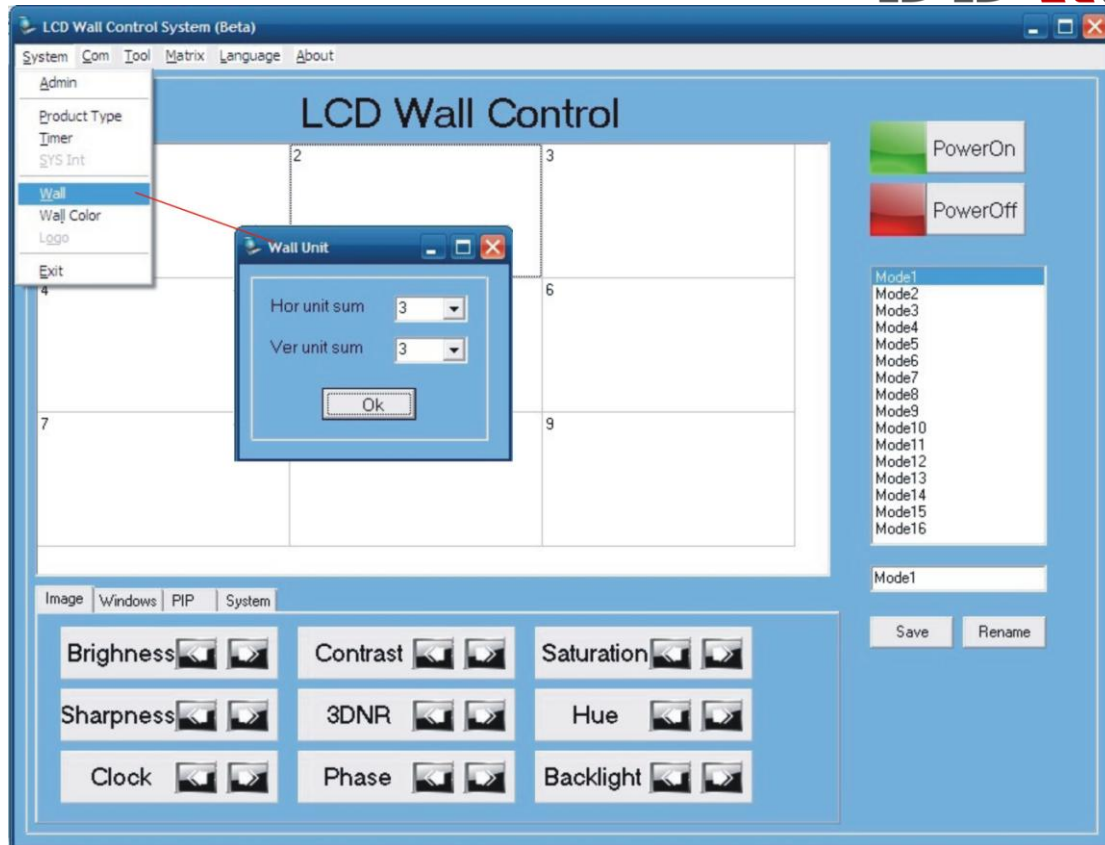
C.Serial port settings

Serial port settings shown in Figure 6, the port is usually COM1, baud rate is fixed at 9600.



D. Curtain Set

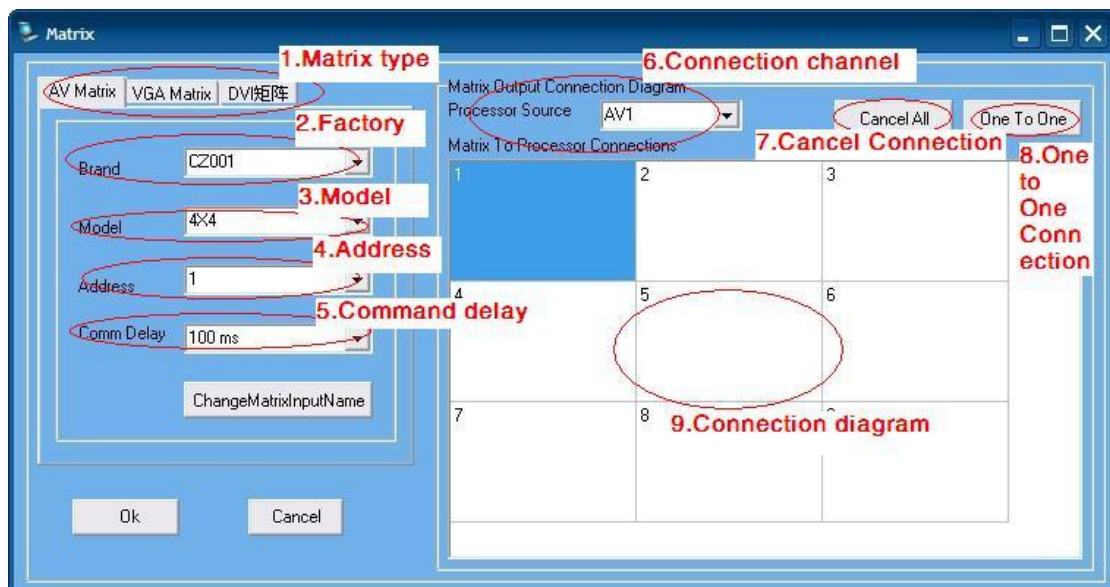
Curtain set to set according to the size of the wall control software.



E. Matrix Set

AV and VGA matrix interaction control is valid. AV and VGA, the two channels can be set up connections mode respectively.

①. Matrix set page is shown in Figure 8. The matrix set the diagram is shown in figure 9.



1. Matrix Type: Select AV / VGA to set the corresponding matrix, respectively.
2. Manufacturer: Set the manufacturers of the matrix used.
3. Model (input port number): Set the matrix model or matrix input port number.
4. Address: Matrix serial command address, and some matrix

has not such address.

5. Connecting Channels: Set AV1/AV2/VGA1/VGA2 respectively to the corresponding output port of the matrix.

6. Command delay:Set command delay.

7. Cancel Connection: Remove all connection between the selected channel and the output port connected of the matrix.

8. One to One Connection: Restore the default one to one connection.

9. Connection Diagram: Shows the connection mode between the current mosaic element of the selected channel and matrix output ports. You double-clicking a cell to set it at your will. Set to 0 means no connection.

② Matrix set general steps are:

1. Choose the matrix type to set (AV / VGA).

2. Set matrix manufacturer.

3. Set matrix type or input port number of the matrix.

4. Set the address of matrix (some matrices do not).

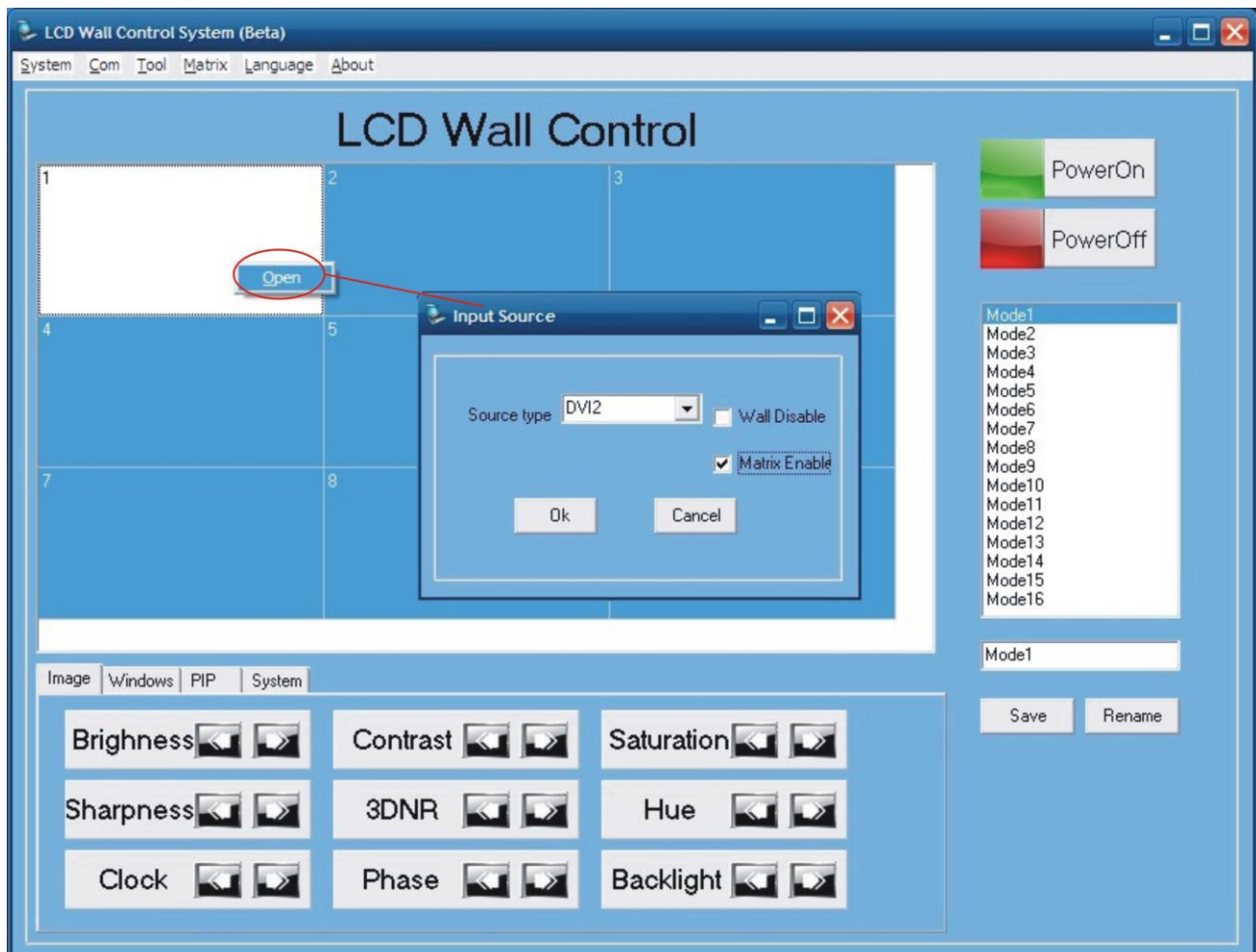
5. Select input channel of splicing box to set connection mode.

6. Set the connection mode, the default mode is one to one connection, you can double-click the Connection Settings box to modify it.

Note: One to One Connection: Number 1 output of the matrix connect to the first screen, Number 2 output of the matrix connect to the second screen, and so on. (The serial number of the screen, please refer to the figures shown in screen wall operation box of the main interface)

F. Switching signal source and splicing.

Operation in the main interface box wall, variant splicing unit to operate right-click to bring up a small menu input control. Select it to open the input control page shown in Figure 10.



Input Control page contains the source and the choice of input matrix, use matrix box (tick selected to control the Matrix does not control or matrix).

Steps:

1. In the main interface, select the spell to switch wall unit.
2. In the input control signal to switch the page to select the source.
3. If you choose to use the matrix switch matrix input port.
4. Click OK to complete the switching operation.

G. Mode operation plan

Steps:

1. Click the box to the main interface point plan mode Save button to save the current parameters of the plan to the selected mode.
2. Double-click the main interface box plan model parameters can be

retrieved on the selected plan.

3. Click the box to the main interface point plan to rename mode button to rename the input box enter the name of the plan change to the selected mode.

H. Splice box parameter adjustment

Steps:

1. In the main interface of the wall box operation, variant splicing unit to operate.
2. In the main interface of the following options to adjust the parameters of the project box splicing
3. Splicing box parameter adjustment area adjust the parameters.

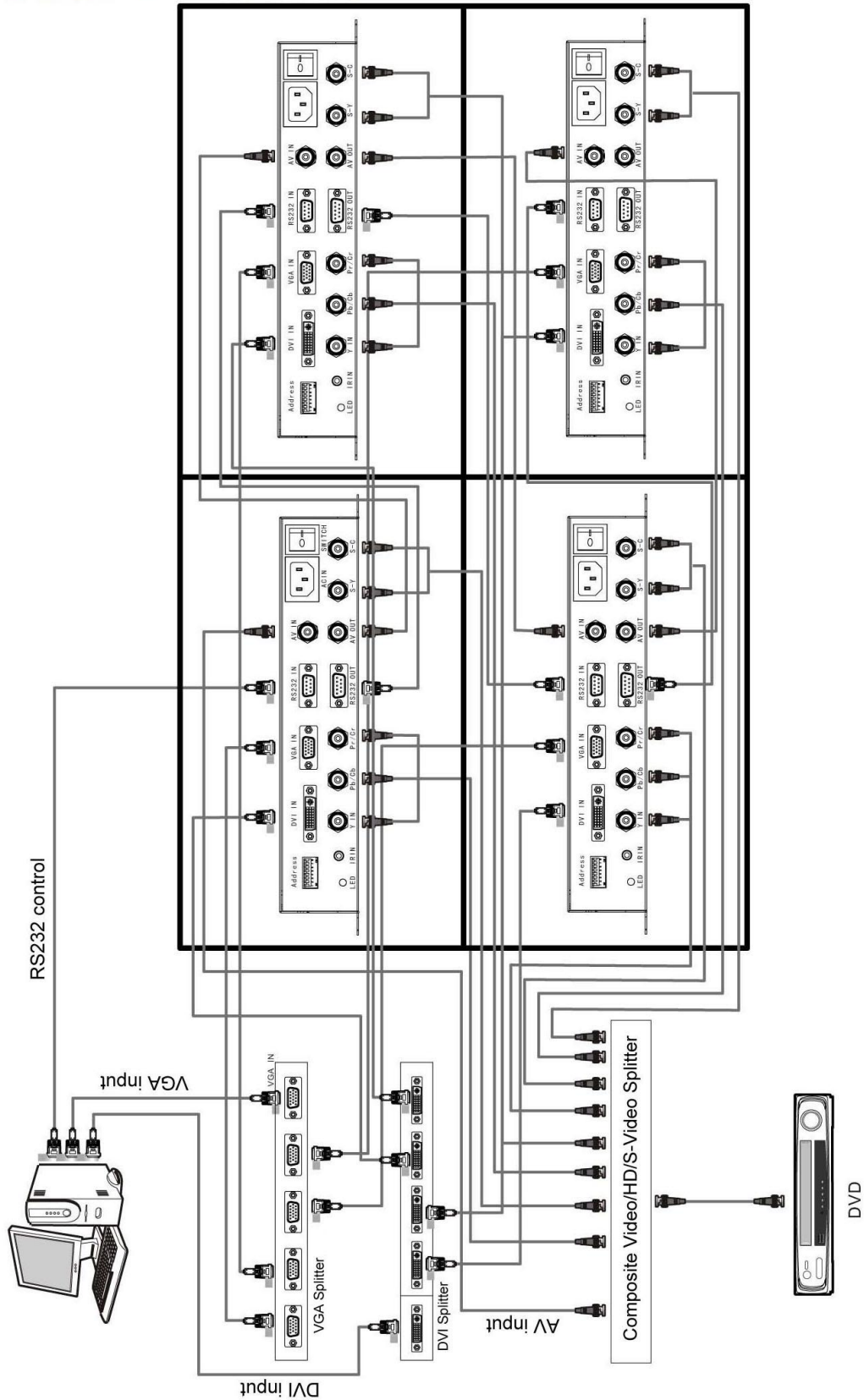
Input mode

Mode	Resolut ion	Hor Freq uy (kHz)	Ver Freque ncy (Hz)	PixelFrequ ency (MHz)	Hor Sync Polarity	Ver Sync Polarity	Stand ard Type
NTSC	--	15.7 34	59.940	16.521	NEGAT IVE	NEGAT IVE	--
PAL	--	15.6 25	50.000	16.406	NEGAT IVE	NEGAT IVE	--
TEXT- 60	640*35 0	21.3 39	59.713	16.620	POSITI VE	NEGAT IVE	Industr y Stand ard
TEXT- 85	640*35 0	37.8 61	85.080	31.500	POSITI VE	NEGAT IVE	VESA Stand ard
TEXT- 85	640*40 0	37.8 61	85.080	31.500	NEGAT IVE	POSITI VE	VESA Stand ard
VGA-6 0	640* 480	31.4 69	59.940	25.175	NEGAT IVE	NEGAT IVE	Industr y Stand ard
VGA-7	640*48	37.8	72.809	31.500	NEGAT	NEGAT	VESA

2	0	61			IVE	IVE	Standard
VGA-75	640*480	37.500	75.000	31.500	NEGATIVE	NEGATIVE	VESA Standard
TEXT-85	720*400	37.927	85.039	35.500	NEGATIVE	POSITIVE	VESA Standard
SVGA-56	800*600	35.156	56.250	36.000	POSITIVE	POSITIVE	VESA Guidelines
SVGA-60	800*600	37.879	60.317	40.000	POSITIVE	POSITIVE	VESA Guidelines
SVGA-72	800*600	48.077	72.188	50.000	POSITIVE	POSITIVE	VESA Standard
SVGA-75	800*600	46.875	75.000	49.500	POSITIVE	POSITIVE	VESA Standard
XGA-60	1024*768	48.363	60.004	65.000	NEGATIVE	NEGATIVE	VESA Guidelines
XGA-70	1024*768	56.476	70.069	75.000	NEGATIVE	NEGATIVE	VESA Standard
XGA-75	1024*768	60.023	75.029	78.750	POSITIVE	POSITIVE	VESA Standard
SXGA-60	1280*1024	63.981	60.020	108.000	POSITIVE	POSITIVE	VESA Standard
SXGA-70	1280*1024	79.976	75.025	135.000	POSITIVE	POSITIVE	VESA Standard
TEXT-60	1360*768	47.712	60.015	85.500	POSITIVE	POSITIVE	VESA Standard
UXGA	1600*1200	75.000	60.000	162.000	POSITIVE	POSITIVE	VESA Standard
TEXT-60	1920*1080	67.500	60.000	148.500	POSITIVE	POSITIVE	--

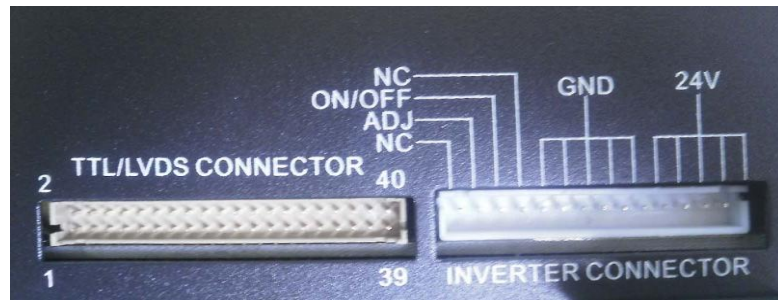
Connection diagram

Wiring Diagram(2x2 matrix sample)

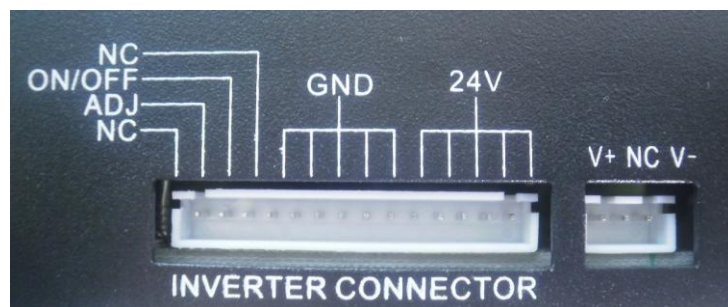


Interface definition and description

Left Interface



The right interfaces



Fan Connector

PIN	SYMBOL	NOTES
1	V-	Gnd
2	NC	No Connection
3	V+	Fan Power supply

LVDS Panel Signal Connector

PIN	SYMBOL	NOTES
1	VDD	Panel Power supply
2	VDD	Panel Power supply
3	VDD	Panel Power supply
4	VDD	Panel Power supply
5	VDD	Panel Power supply
6	GND	GND
7	GND	GND
8	GND	GND
9	RO0+	A-Link Positive LVDS Differential Data Output
10	RO0-	A-Link Negative LVDS Differential Data Output
11	RO1+	A-Link Positive LVDS Differential Data Output
12	RO1-	A-Link Negative LVDS Differential Data Output

13	RO2+	A-Link Positive LVDS Differential Data Output
14	RO2-	A-Link Negative LVDS Differential Data Output
15	GND	GND
16	GND	GND
17	ROCLK+	A-Link Positive LVDS Differential Data Output
18	ROCLK-	A-Link Negative LVDS Differential Data Output
19	RO3+	A-Link Positive LVDS Differential Data Output
20	RO3-	A-Link Negative LVDS Differential Data Output

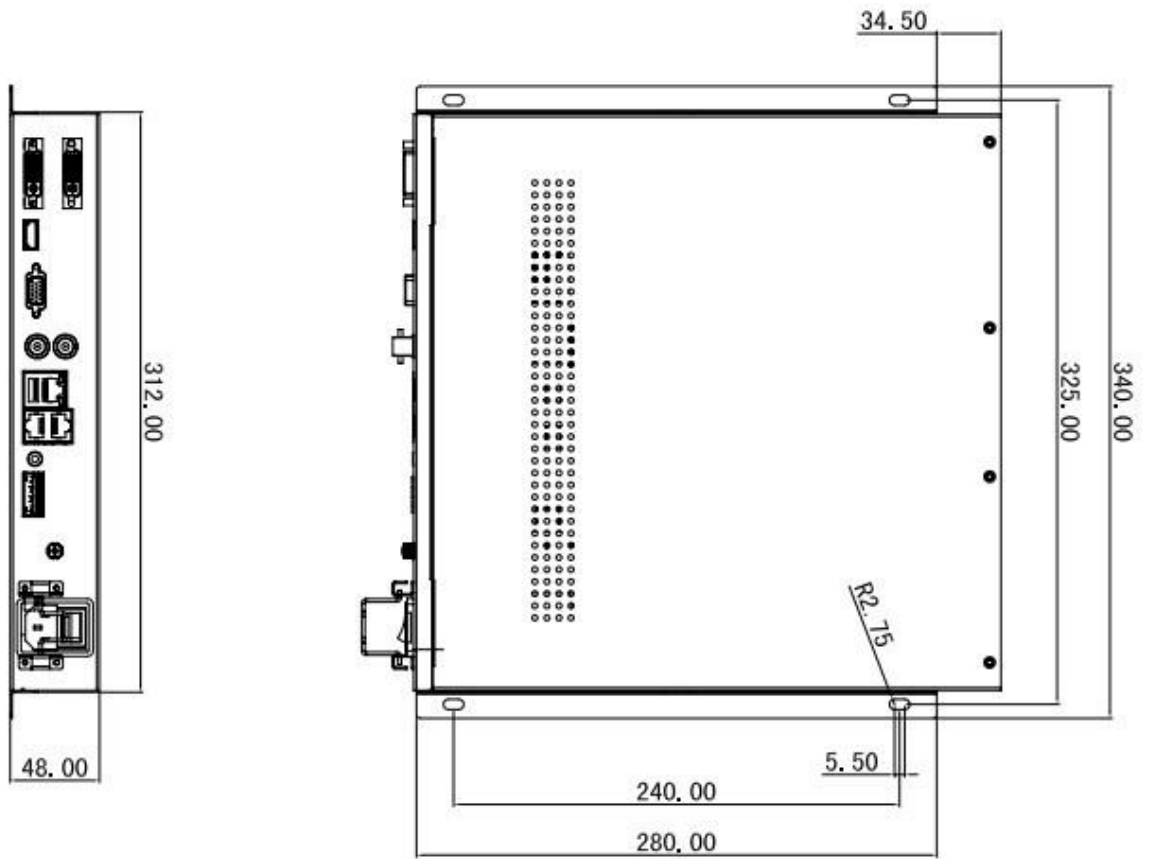
21	RE0+	B-Link Positive LVDS Differential Data Output
22	RE0-	B-Link Negative LVDS Differential Data Output
23	RE1+	B-Link Positive LVDS Differential Data Output
24	RE1-	B-Link Negative LVDS Differential Data Output
25	RE2+	B-Link Positive LVDS Differential Data Output
26	RE2-	B-Link Negative LVDS Differential Data Output
27	GND	GND
28	GND	GND
29	RECLK+	B-Link Positive LVDS Differential Data Output
30	RECLK-	B-Link Negative LVDS Differential Data Output
31	RE3+	B-Link Positive LVDS Differential Data Output
32	RE3-	B-Link Negative LVDS Differential Data Output
33	RE4+	B-Link Positive LVDS Differential Data Output
34	RE4-	B-Link Negative LVDS Differential Data Output
35	RO4+	A-Link Positive LVDS Differential Data Output
36	RO4-	A-Link Negative LVDS Differential Data Output
37	PDE	DE
38	PCLK	CLK
39	VS	V Sync
40	HS	H Sync

Inverter Connector

PIN	SYMBOL	NOTES
1	VDD	Panel Power supply
2	VDD	Panel Power supply
3	VDD	Panel Power supply
4	VDD	Panel Power supply
5	VDD	Panel Power supply
6	GND	GND
7	GND	GND

8	GND	GND
9	GND	GND
10	GND	GND
11	NC	No Connection
12	ON/OFF	Backlight on/off(on:2.4-5V,off:0-0.8V)
13	ADJ	Dimming Control(0V:Min,3.3V:Max)
14	NC	No Connection

Size Chart



Maintenance and Common Problem

Maintenance

- ※ When cleaning, please use clean soft cloth to wipe, don't use alcohol and other chemicals
- ※ Do not under fire, high temperature, damp places
- ※ Do not at work frequently boot, shutdown
- ※ Handle with Care, prohibiting beating
- ※ This product shall not exceed the total power 350W (size not more than 47 inches)
- ※ This product can be reused for a long time

Common Problem

- Black Screen:
1. Check the machine's indicator. The green light for the machine work, the red light for standby, light does not shine means the power did not come
 2. Check if there is poor connection between the INVERTER line to the screen.
 3. Check if there is poor connection between the screen line and the screen.

White Screen: Check if there is poor connection between the INVERTER line to the screen.

Error Screen Display: Check if there is poor connection between the screen line and the screen.

Note: if found other fault, please directly contact our company engineers. the screen.