

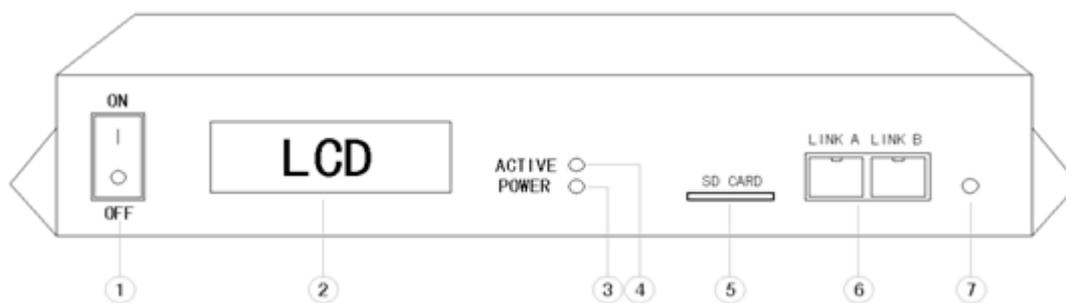
# Instructions for ORJ-SD50 Video Player

## Overview of the player functions

ORJ-SD50, used as an off-line master controller, has a load of 120,000 points with SD card storage and a remote control unit equipped. It realizes off-line set-time play, section playing selection, whole brightness control, white balance adjustment, play speed adjustment, built-in animation test program and RGBW lighting control. All these meet requirements of customers greatly in application and debugging.

## Chapter 1 Product Appearance and Illustrations

### 1. Front view and illustrations of ORJ-SD50 off-line player



- ① Power switch      ② display screen      ③ Power indicator      ④ Work indicator  
 ⑤ SD card socket      ⑥ RJ-45 internet access      ⑦ Infrared indicator



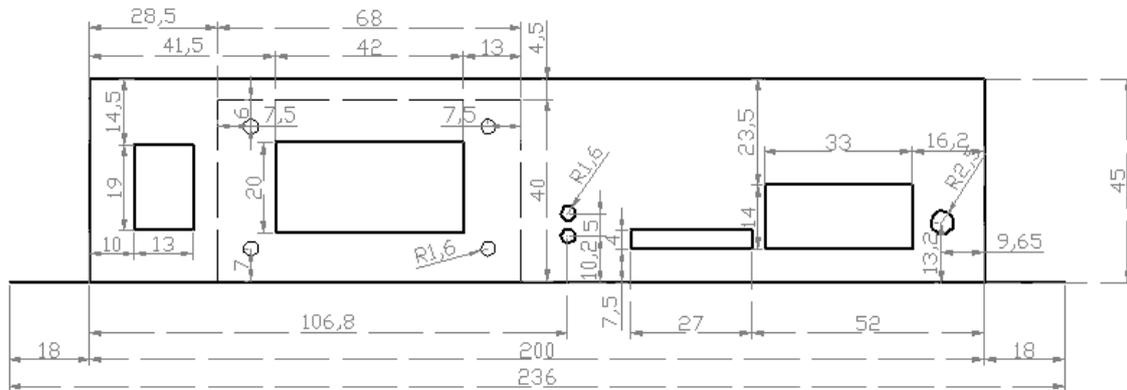
- ⑧ Power socket

### 2. Basic parameters of controller

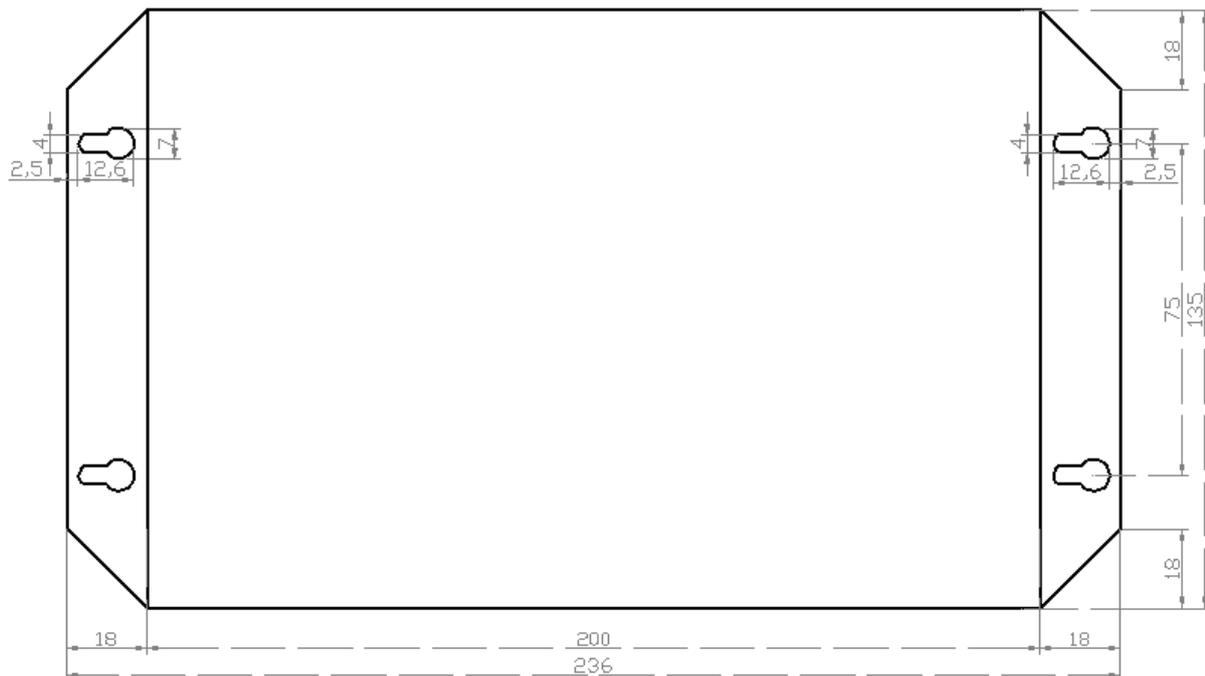
Input voltage	AC 220V
Rated power	15W
Length	23.60CM
Width	13.50CM
Height	4.50CM
Fixed hole pitch	7.50CM;21.84CM

### 3. Three views of the controller dimension

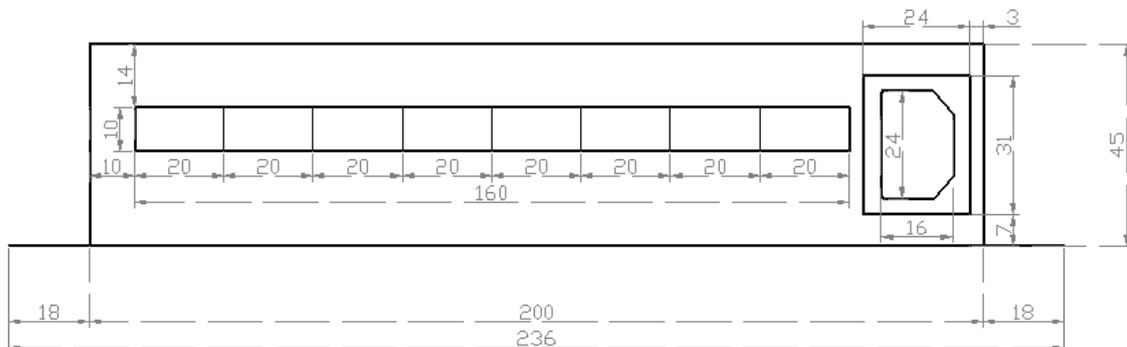
#### 1) Front view of ORJ-SD50 controller



#### 2) Top view of ORJ-SD50 controller

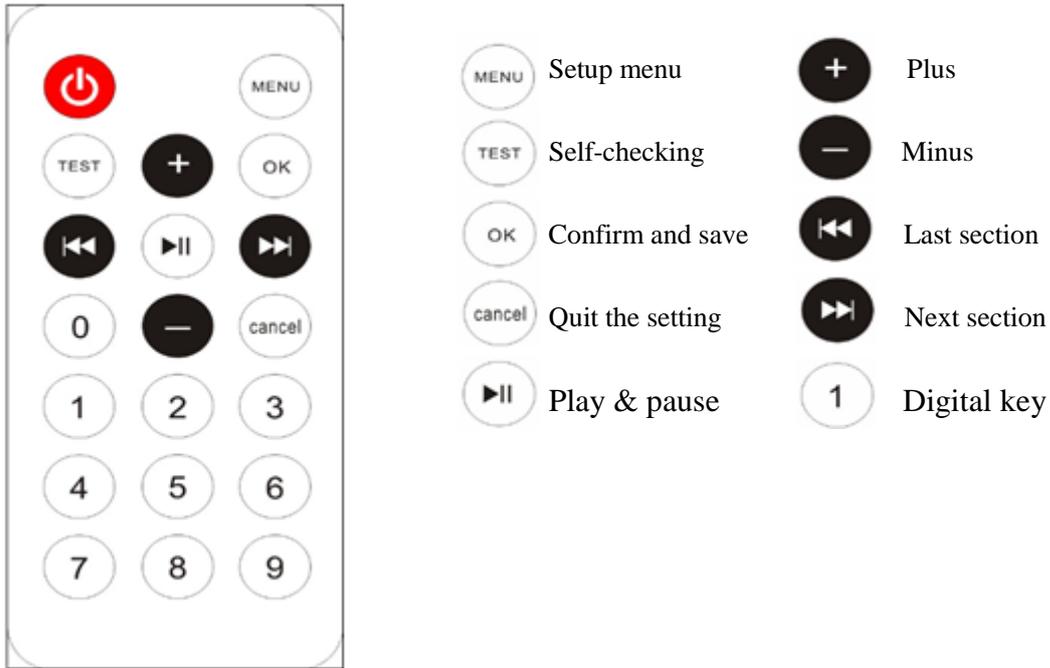


#### 3) Rear view of ORJ-SD50 controller



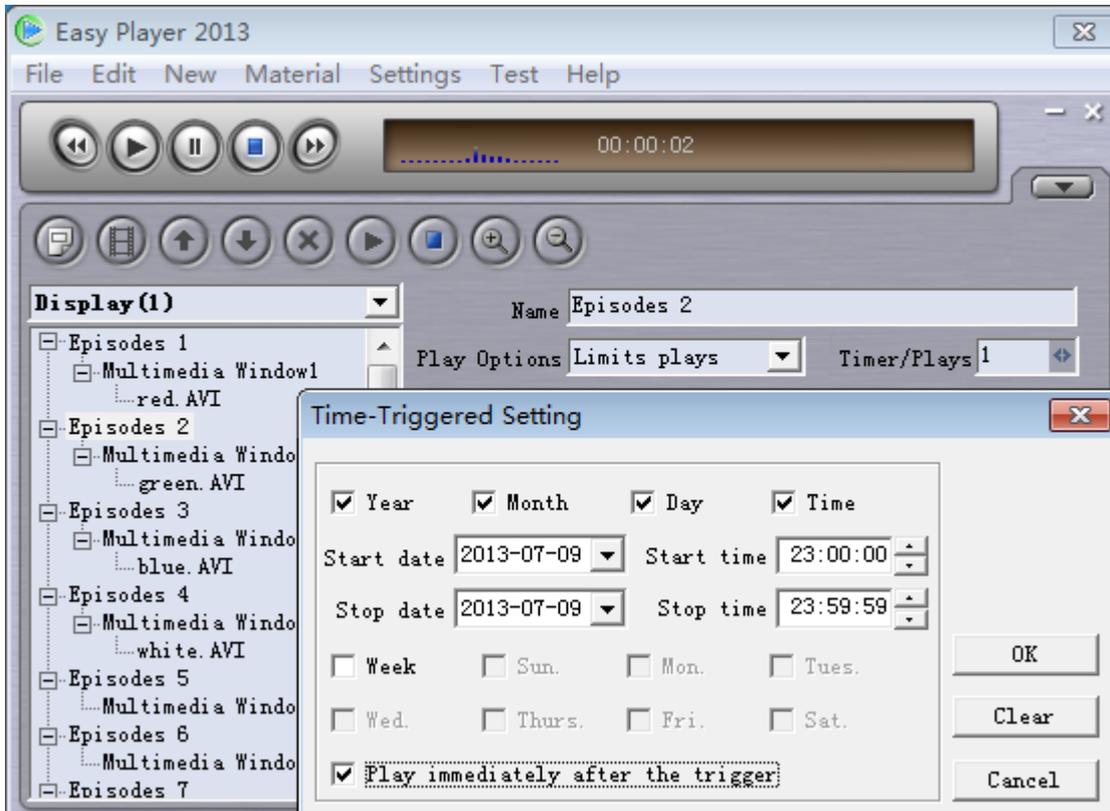
Note: The size for above drawings is made by millimeter (mm).

#### 4. Appearance and illustration of controller panel



## Chapter 2 Off-line File Writing Mode

### 1. Setting of multi-section off-line file timing play

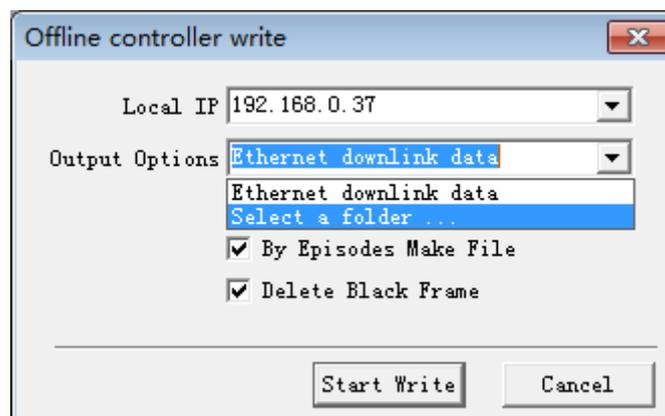


Animation materials are imported in and the wiring file is created in Easy Player software. The triggering time for program sections is adjusted as practical requirements, including appointed date, week and time. It is noted to select “Immediately play after triggering” as shown in the picture.

## 2. Off-line file writing mode



Select a folder: Save the file into in a position of the computer hard disk, then the file is copied to the SD card reader as shown in above picture.



Notes:

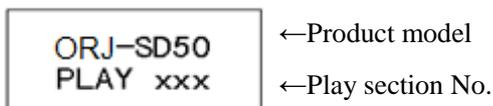
1. SD card here should be formatted as FAT32. The work indicator for the off-line player will flash after the

file is written in (Failure of the phenomenon indicates the file written wrongly in. The SD card should be formatted again, then the file should be rewritten in).

2. The date and time for ORJ-SD50 controller are adjusted as actual time with the remote controlling unit.

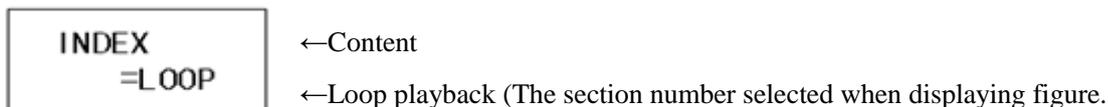
## Chapter 3 Displaying of display screen and key illustration for remote controlling unit

### 1. Main interface shown on the screen after ORJ-SD50 starting up



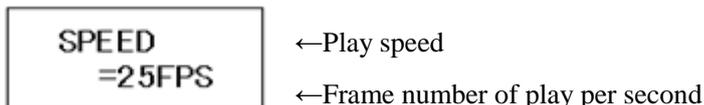
### 2. Setting of play section, speed and brightness of ORJ-SD50

(1) Press “Menu” key on the ORJ-SD50 main interface and access to the section setting interface as shown in the following picture.



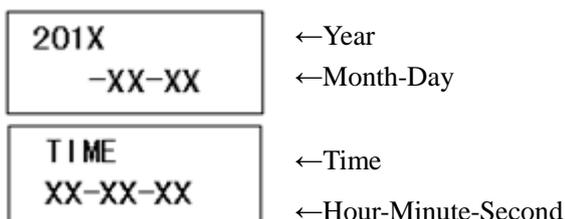
Press “Plus-minus” key on the interface to select the play section, then press “Enter” to save the setting.

(2) Press “Menu” key again into the selection interface of play speed as shown in the following picture.



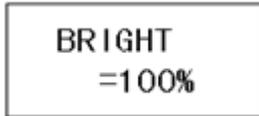
Press “plus-minus” key to set the play speed on this interface, then press “Enter” key to save the setting.

(3) Press “Menu” again for the date and time setting interface as shown in the following figures.



Press “Right-left” key to select the position on this interface, and press “Plus-minus” key to adjust its corresponding numbers.

(4) Press “Menu” key again and access to the setting interface of brightness control as shown in the following figure.



←Brightness  
←Percentage of brightness

On this interface, press “Plus+ minus” key to set brightness, and press “Enter” key again to save the setting. When BRIGHT=NONE, ORJ-SD50 brightness control is prohibited, and depends on the brightness value written by Easy Player software.

5. Press “Menu” key successively and see four-color channel brightness control interface as shown in the following figure.



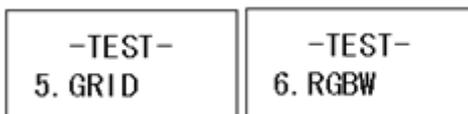
Press “Plus-minus” to adjust RGBW four-color channel brightness value respectively.

Notes: In the setting process, press “Menu” key successively to change over more setting interfaces. After the settings end, only current operation is saved if the save key is not pressed, and the state prior to the setting is restored after the controller is energized again. If the save key is pressed, it may play according to the saved setting states in next starting up.

### 3. ORJ-SD50 self-checking



Red self-checking    Green self-checking    Blue self-checking    White self-checking



Grid test                  RGBW jump

Note: in self-checking, press “Self-checking” key successively to change over more self-checking modes.

### 4. Setting of WATT play mode

ORJ-SD50 off-line player operates multi-section loop playback or a section of single play after it is energized. But the ORJ-SD50 off-line player doesn’t operate any section after energized, and its play section is selected by a remote control unit. Such a play mode is called WAIT mode.

After the ORJ-SD50 is energized, press “Menu” key to access to the section selecting interface; press

“—“ key many times till INDEX=WAIT is selected as shown in the following figure.



**5. Section selection on the main interface**



On the main interface, the section is selected by   or digital key.

## Chapter 4 Hardware Connection Types

### 1. Simple case: Illustration and diagrammatic drawing of engineering installation

The connection of ORJ-SD50 controller is introduced taking an example of the 96×18 dot-matrix display screen arrayed with point light sources. As shown in the figure, it has 96 points wide and 18 points high, and presents the vertical S arrangement in wiring. Each output port for the controller controls three rows of point light sources, and needs 32 SPI ports totally by ORJ-SD50 as the video player.

