

# **SS-SD16 Offline Master Controller**

## **Instructions for Use**

## Overview of product functions:

A simple master controller, easy to operate, powerful. It has the function of playing the generated SSV offline file, wireless synchronous playing, WIFI wireless control, and lamp debugging and addressing. It is easy to operate and use, meeting the operating requirements by customers and debugging personnel in various application scenarios.

## Chapter I Appearance and Description:

### 1. Front view and description of SD16 player:



**2. Basic parameters:**

Input voltage	5V
Rated power	10W
Length	137
Width	70
Height	44
Fixed hole pitch	148

**Chapter II Offline File Description:****1. Description for playing:**

Put the prepared SSV file into the TF card or USB flash disk, insert it into SD16, and the controller will play it automatically. The controller can only identify one of them (TF card or USB flash disk) at the same time, thus using these two devices at the same time should be avoided. And a logo will appear at the top right-hand corner of the player interface when the controller identified a storage device. Then all identified programs will be shown in the "Playlist" and played in order.

**2. Description for timing clip priority:**

Note: The following <Timing Clip by Date> refers to those specifying festival or year and date, without specifying hour, minute and second, and the <Timing Clip by Time> refers to the clips specifying hour, minute and second.

A. <Timing Clip by Time> has the highest priority, and will be played immediately if on time to the stop time.

B. For <Timing Clip by Time>, only one in the same time segment is valid and only the one at the top of the "Playlist" will be played in case of multiple clips.

C. <Timing Clip by Date> has the secondary priority. In case of timing clips on the day (multiple clips), the non-timing clips will not be played on the day, and the timing clips will be played in order.

(Note: The unicast has the highest priority in case of a control protocol for unicast)

**3. Offline documentation:**

Import **materials** and create **wiring files** in Easy Show software. Then click on Tools - Offline Files - Generate Offline Files. For detailed operations, please refer to the ES manual.

## Chapter III Description for Display and Button:

1. When the controller is powered on, it takes about 10s to start up, during which the screen is not lit. After startup, the screen displays:

The date and time, the name and content of the playing program, and the buttons for playing (Back, Play/Pause, Forward).

2. Viewing the main parameters of the controller:

In the player interface, press "Home" to view the basic information of the current system, and then press "Home" again to return to the preview interface. If you have not pressed any button for 5s, it will automatically return to the preview interface. Press Home in other interfaces to quickly return to the player interface.

3. Operation setting:

Press Menu to display the function list

**Screen test:** click OK to enter the test settings and use the +/- button to select the required test effect and starting point. You may select the color order, number of ports/channels, playback rate and name of chip below.

**Brightness setting:** use the +/- button to set the brightness and adjust the brightness of the lamps.

**Playback frequency:** use the +/- button to set the playback frequency and adjust the playback rate.

**Chip addressing:** use the +/- button to select the corresponding name of chip, address of first lamp and number of channels, which should correspond to the lighting parameters.

**Time setting:** set the time in the controller.

**Sync setting:** set the sync mode (channel number, host, slave, receiving host ID, etc.) to realize wireless synchronization among multiple masters. Each project can only have one host. There is no limit on the number of slaves. All devices in the same project have the same channel.

**WLAN:** Click OK to enter the setting, where you can see the name and password of the device hotspot for connection to mobile phone.

**Language setting:** Click OK to enter the setting, where you are allowed to switch

between Chinese and English.

**Playlist:** Click OK to enter the list, where the SSV files successfully identified are shown.

**Upgrade:** upgrade the firmware of master.

## **Chapter IV Description for Sync Function:**

**Host configuration:** Press Menu>Sync Setting>Channel Number>Sync Mode>Host Mode, and press Home twice to display the sync mode: Master (ID: xxxx); The host sends a sync frame every 10 seconds.

**Slave configuration:** press Menu>Sync Setting>Channel Number (consistent with the host channel number)>Sync Mode>Slave Mode, the list of receiving host ID will pop up, and the corresponding host ID can be selected. If there is no host ID, you need to wait for the host ID to appear before selecting the configuration. Press Home twice to display the sync mode: Slave (RecID: xxxx);

Please note that the channel numbers of the master and slave must be the same.

**Non-sync mode:** press Menu>Sync Setting>Non-Sync Mode, press Home and the display mode is Non-Sync;

In sync mode, when the total frames of host and slave SSV files are the same, all controllers will play the corresponding same frame at the same time. In no sync mode, play by frame.

## **Chapter V Description for WIFI LAN Control Function:**

Plug the USB Wifi module into the USB port of the controller, install app-debug.apk on the mobile phone, and connect the mobile phone Wifi to the controller. Open the software installed on your phone, you are allowed to select programs for unicast, replay and pause all programs, set brightness and speed, and conduct grey scale image data test.

## **Chapter VI Upgrade Description:**

Put the APP\_VXX.zip upgrade package (including the folder APP) into the USB flash disk or TF card to install it on SD16. Press Menu>Upgrade>Select Upgrade Package,

press OK to upgrade the APP.