

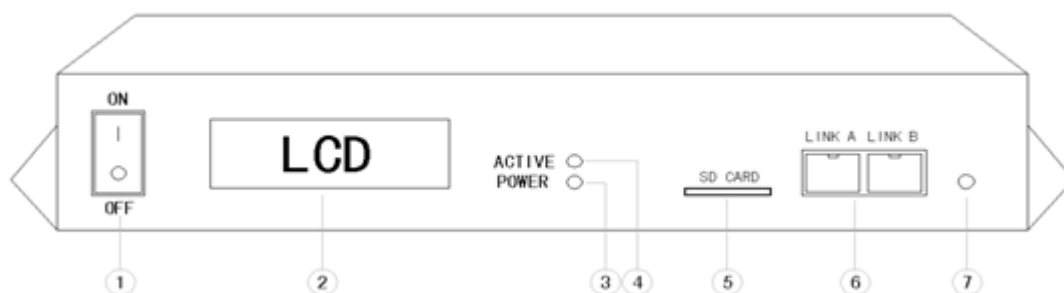
# Instructions for ORJ-SD608D Controller

## Overview of the controller functions

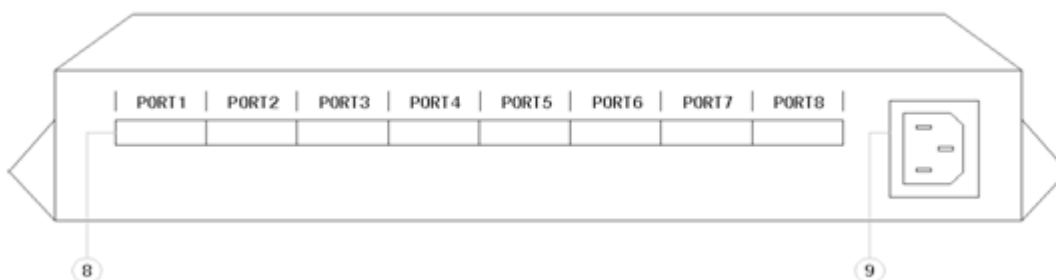
ORJ-SD608D is an on- and off-line controller, with 8 output ports, each of which has a maximum load of 170 points, and is controlled by single set without cascade connection. With SD card storage and remote control unit equipped, it can realize off-line set-time play, section playing selection, whole 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-SD608D off-line player



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



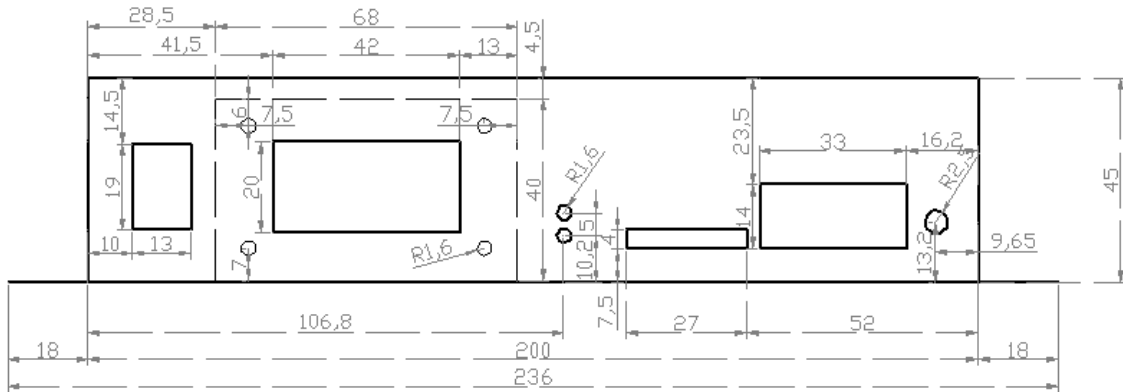
- ⑧Output Port                      ⑨Power socket

### 2. Basic parameters of controller

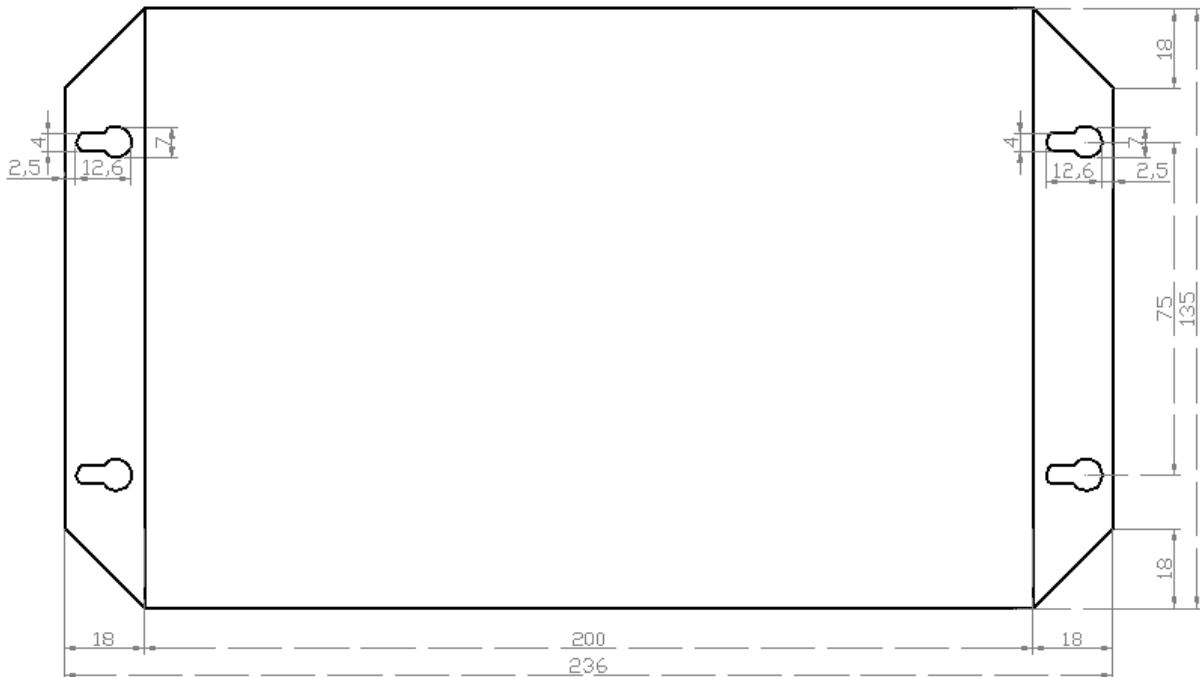
Input voltage	AC 220V
Rated power	15W
Length	23. 60CM
Width	13. 50CM
Height	4. 50CM
Fixed hole pitch	7. 50CM;21. 84CM

### 3. Three views of the controller dimension

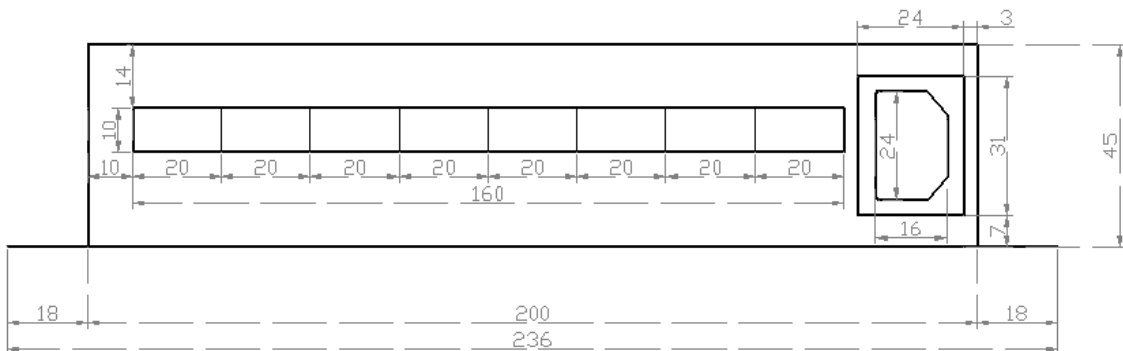
#### 1) Front view of ORJ-SD608D controller



#### 2) Top view of ORJ-SD608D controller

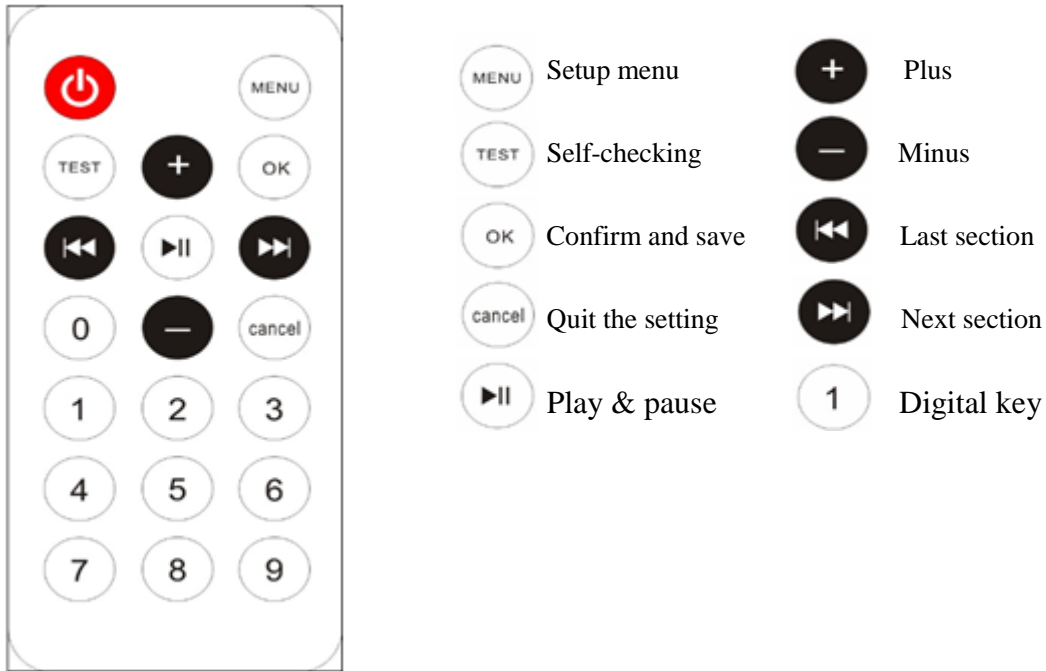


#### 3) Rear view of ORJ-SD608D controller



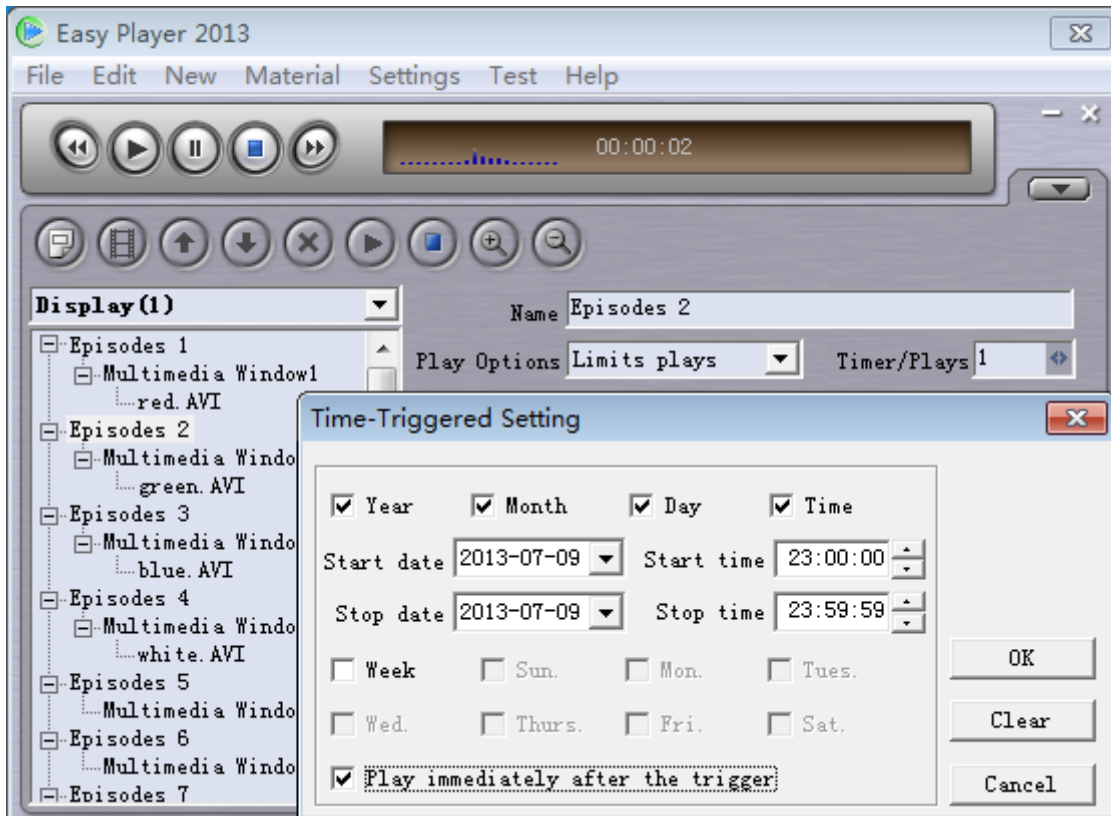
Note: The size for above drawings is made by millimeter (mm).

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



## Chapter 2 Off-line File Writing Mode

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



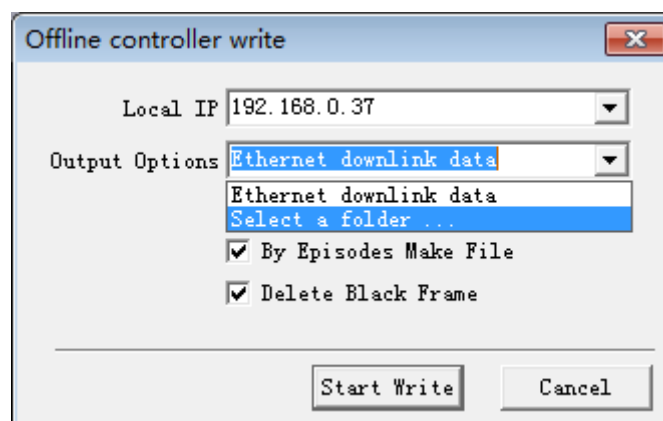
Animation materials are imported in and the wiring file is created in Easy Player software. The

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-SD608D controller are adjusted as actual time with the remote controlling unit.

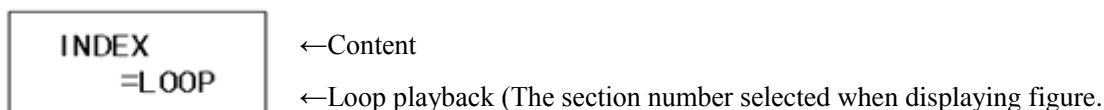
## Chapter 3 Displaying of display screen and key illustration for remote controlling unit

### 1. Main interface shown on the screen after ORJ-SD608D starting up



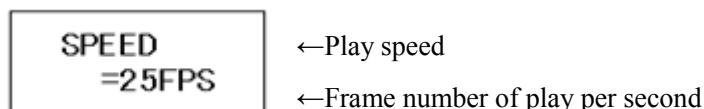
### 2. Setting of play section, speed and brightness of ORJ-SD608D

(1) Press “Menu” key on the ORJ-SD608D main interface and access to the section setting interface as shown in the following picture.



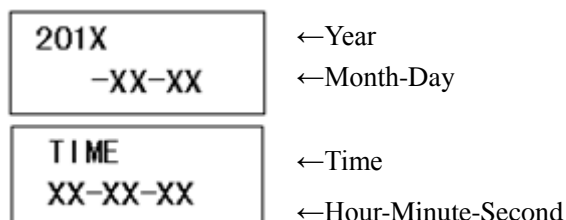
Press “Plus-minus” key on the interface to select the play section, then press “Enter” to save the setting.

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



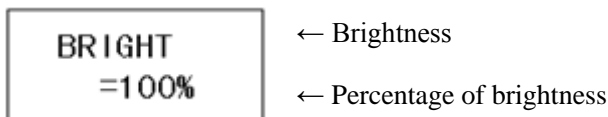
Press “plus-minus” key to set the play speed on this interface, then press “Enter” key to save the setting.

(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.



On this interface, press “Plus+ minus” key to set brightness, and press “Enter” key again to save the setting. When BRIGHT=NONE, ORJ-SD608D brightness control is prohibited, and depends on the brightness value written by Easy Player software.

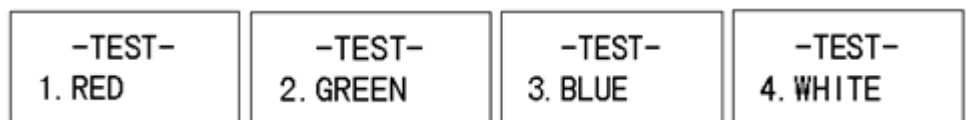
(5) Press “Menu” key successively and see four-color channel brightness control interface as shown in the following figure.



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-SD608D self-checking



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



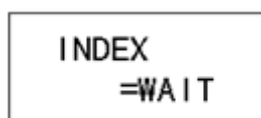
Grid test                  RGBW jump

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

### 4. Setting of WATT play mode

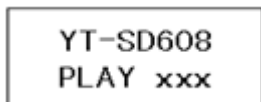
ORJ-SD608D off-line player operates multi-section loop playback or a section of single play after it is energized. But the ORJ-SD608D off-line player doesn’t operate any section after energized, and its play section is selected by a remote control unit. Such a play mode is called WAIT mode.

After the ORJ-SD608D 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.



← WAIT model

### 5. Section selection on the main interface



← Play section No.

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

## Chapter 4 Controller Installation Instructions

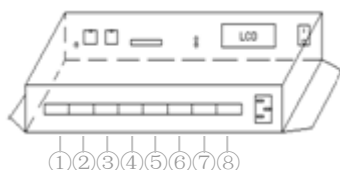
### I. Method for Connection with the Upper Part of the Machine (synchronous/online mode)

Directly connect to the computer network port



### II. Order of lines at the output interface

5P terminals from left to right, signals from left to right

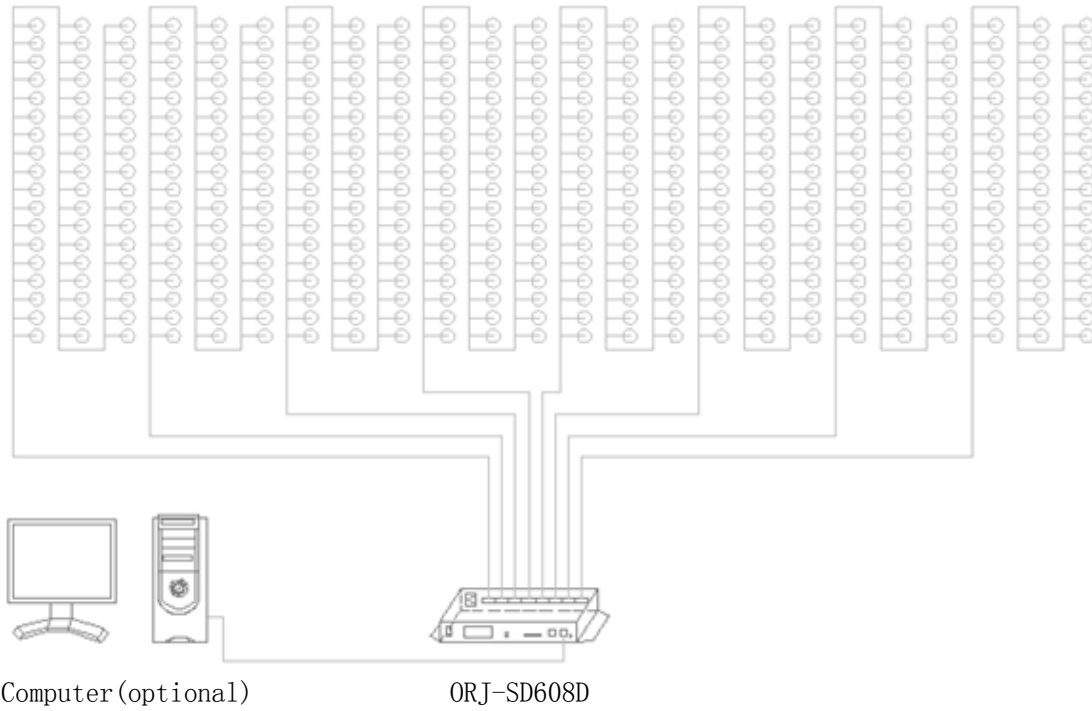


Mode	1	2	3
608D	GND	A	B

ORJ-SD608D output interface include 8 3P ports, from 1 to 8 (shown as above)

### III. Introduction to a simple case

Wiring arrangement with point source of 24 \* 18 dot matrix display screen as an example to introduce the ORJ-SD608D controller, as shown in Figure: width of 24 points, 18 points higher, wiring is vertically arranged in an S shape, each output controller port control 3 point light sources, a total of 8 SPI interface



Computer (optional)

ORJ-SD608D