

AMERICAN DJ

FP CFC



FP CFC Operation Manual

The FP CFC controller can be controlled using a 512-DMX console. The Flash Panel 16 together with the FP CFC controller can make colorful and dynamic light scenery effects.

Customer Support: American DJ_ provides a toll free customer support line, to provide set up help and to answer any question should you encounter problems during your set up or initial operation. You may also visit us on the web at www.americandj.com for any comments or suggestions. Service Hours are Monday through Friday 9:00 a.m. to 4:30 p.m. Pacific Standard Time.

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Fax: (323) 582-2941

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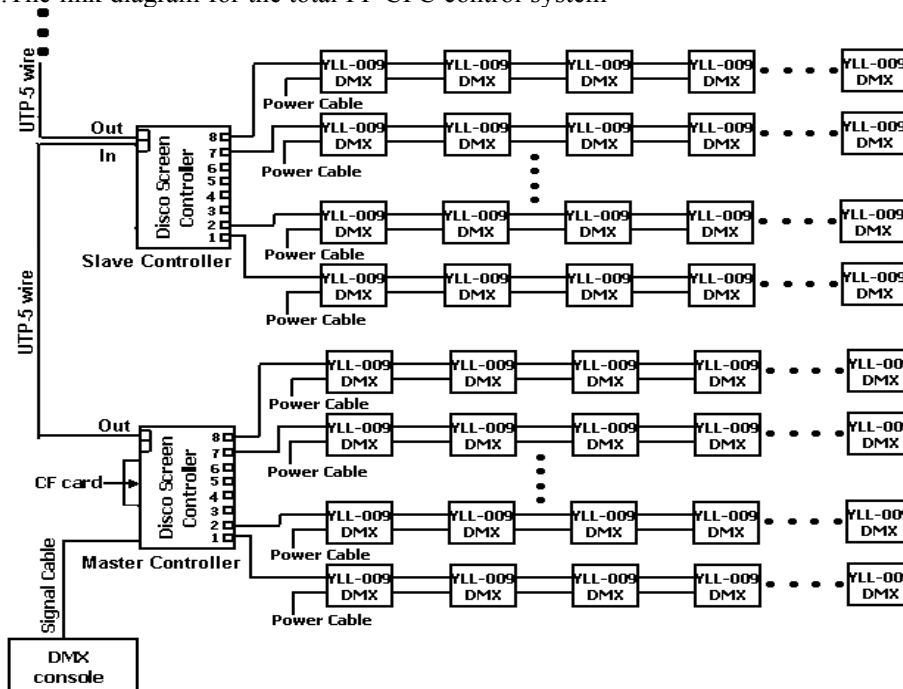
Warning! To prevent or reduce the risk of electrical shock or fire, do not expose this unit to rain or moisture.

Caution! There are no user serviceable parts inside this unit. Do not attempt any repairs yourself, doing so will void your manufactures warranty. In the unlikely event your unit may require service please contact American DJ_.

PLEASE recycle the shipping carton when ever possible.

A. Parameter Of FP CFC Control System

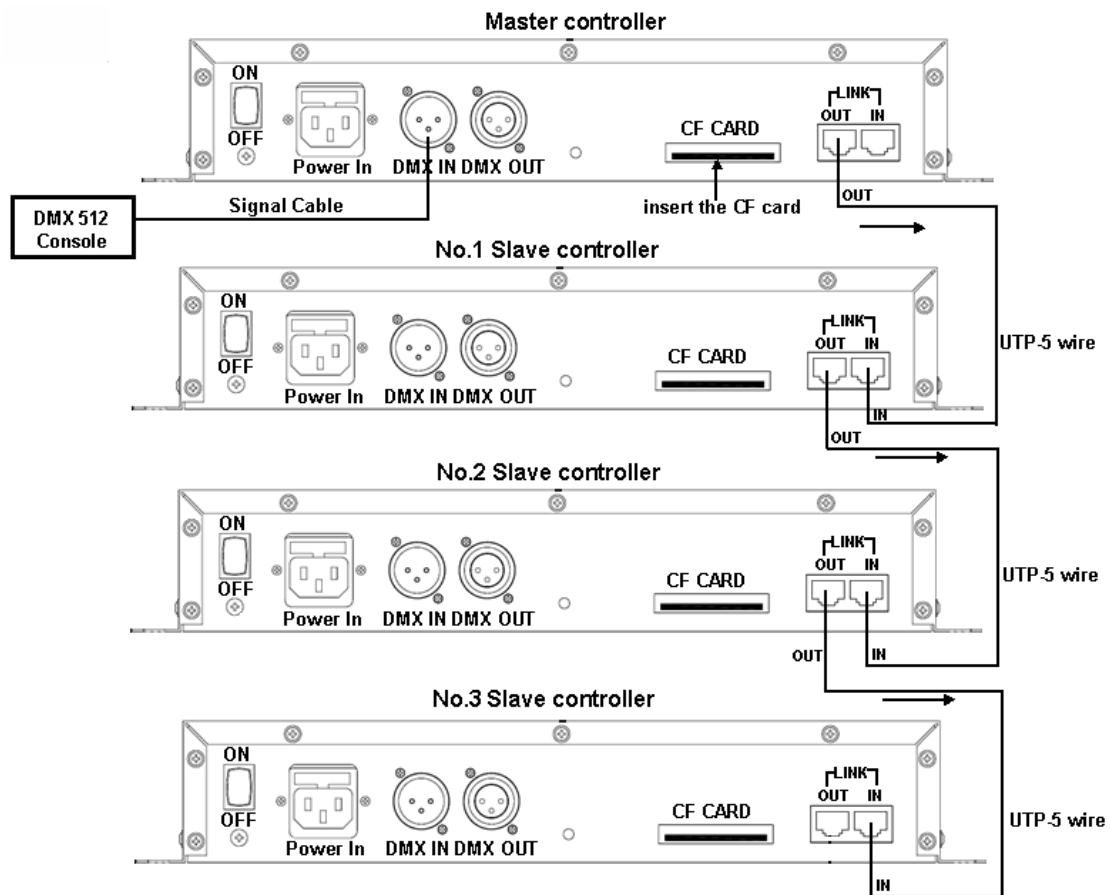
Picture 1: The link diagram for the total FP CFC control system



Note:

- 1) Every export of the FP CFC controller can link 16pcs slim wall lights at most. So every controller can control 128pcs at the most. The signal output connector for the last light should be stopped by a Terminator (1 pc 120_ resistor inside) in order to prevent signal interruption. One controller can control 128pcs but no more then that. When there are more than 128pcs, you will need to link to a slave controller to control the other lights.
- 2) Make sure the fixation method of the lights in the screen is the same. The conjunction of the adjacent lights must be close. Make sure there is no aperture between the two adjacent lights.

Picture 2: The link picture for the back of the controller. One master controller can link 3 slave controllers at most:



Note:

- 1) The first controller is the master controller which needs a programmed CF card, the card is inserted into the rear of the controller. The others are slave controllers which do not need the CF card. One master controller can link 3 slave controllers at most. So the master controller can control 512pcs total. Every controller can be used as either a master controller or a slave controller. The slave controllers are controlled through the master controller. The slave controllers are not used for operation, but they do need to be powered on.
- 2) Plug the programmed CF card into the master controller and connect the controllers through the UTP-5 wire or the UTP-5E cable. The length of the cable is 100 meters at most.

Flash Panel 16

1.1 Specification

Weight: 3lbs/1.4kg

Size: 9.8 (L) x 9.8 (W) x 1.85 (H) /L250*W250*H47MM

Power input: AC 120v/60Hz or 230V/50HZ

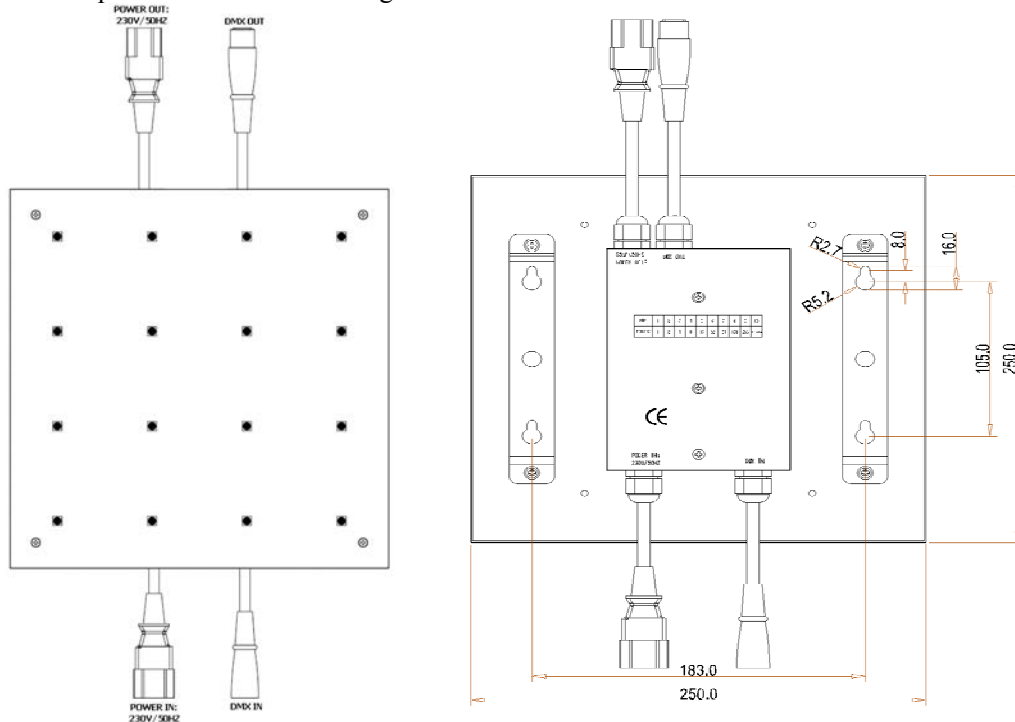
Wattage: 6W

LEDs: 16PCS 0.164W (3-in-1 LEDs)

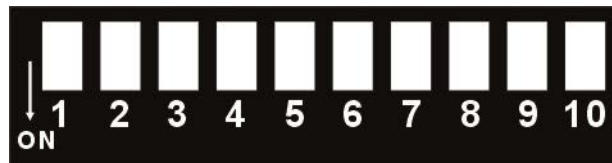
Resolution: 16 pixels per meter

3PIN female XLR socket and 3PIN male XLR socket

1.2 The picture of the slim wall light



1.3 Dip Switch



When you want to link up the slim wall lights into a screen, all of them must be in the DMX mode, and dipswitch 10 must be on. All the lights must be of the addressed correctly, or they will not work as a screen. You can address 512pcs at the most.

1	2	3	4	5	6	7	8	9	Start address
1	0	0	0	0	0	0	0	0	1
0	1	0	0	0	0	0	0	0	2
1	1	0	0	0	0	0	0	0	3
0	0	1	0	0	0	0	0	0	4
1	0	1	0	0	0	0	0	0	5
		
1	1	1	1	1	1	1	1	1	512

1=ON 0=OFF

B. CF Card

The 133X high speed CF card should be better and the format of the CF card must be FAT 32. There must be at least 4 kinds of file in the CF card to make sure that the FP CFC controller can work normally. There has been a CF example in your CF card for the screen by fixation method 3.

1. The Run Chart

The Run Chart must be the BIN file. The first step, you must edit the TXT run chart file by yourself then translate the TXT run chart file into BIN run chart file by our company's software.

2. The DAT file

There must be at least one DAT file in your CF card. Copy the DAT files to the CF card which you need to play. You can get the DAT files by our company's CF Video software. The FP CFC controller can play 25 DAT files at most. If there is more than 25 DAT files in the CF card, it will play the preceding 25 DAT files.

3. The LOGO file



is the an example of the LOGO file in your CF card. You can program the logo file using a computer, then copy it to the CF card. There must be *only* one logo file in the CF card.



3. The Configuration Setting file

The Configuration Setting file is in your CF card. There would be many run chart files in the CF card, so in the content of the Configuration Setting file, you must order the right BIN run chart file of the CF card as the FP CFC controller's run chart. For example, if you want have link a 8x8 FP CFC, you must order the 8x8 BIN run chart file as the run chart of the FP CFC controller in the content of the Configuration Setting file.

C. FP CFC Controller

1. Parameter Of FP CFC Controller

1.1 Specification

Weight:2.6kg

Size: 365mmx215mmx60mm

Power input: AC 90V~240V/60Hz-50Hz

Control Qty of FP CFC Controller: 8192 pixels

Color range: 256 scales color depth/16,770,000colors

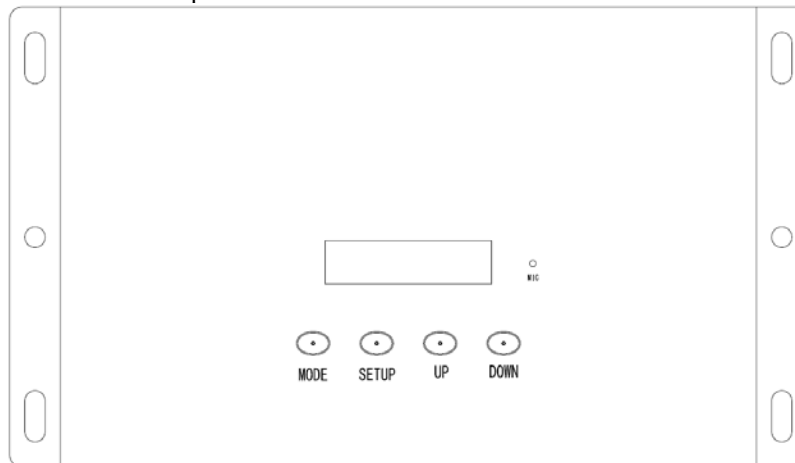
Storage media: CF Memory Card (repeat use)

Max storage: 16G

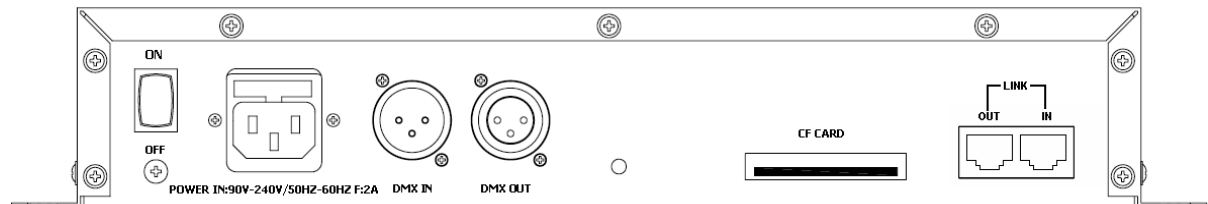
FPS: 28fp/sec

Display: Animations, videos etc

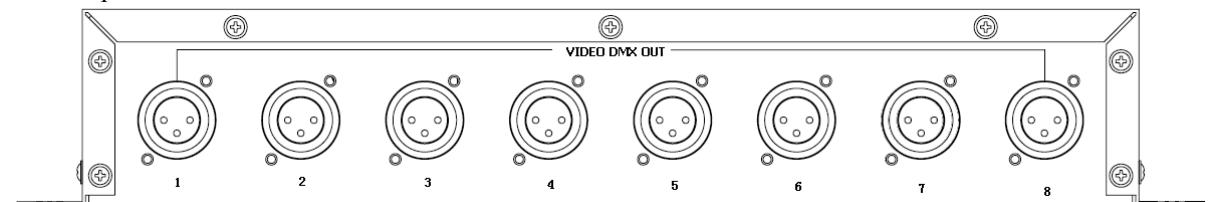
1.2 The picture of the control panel



1.3 The picture of front side



1.4 The picture of back side



2. FP CFC Controller Operation Manual

Insert the CF card into the CF card slot of the master FP CFC controller. The LCD display is

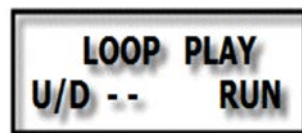
located on the front. You can operate it through the four buttons-----MODE, SET UP, UP, and DOWN. When the power is turned on, the LCD will display:



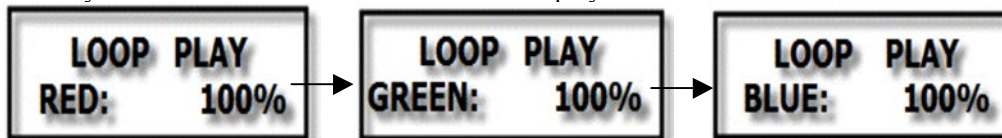
At this time, you can also press the MODE and SET UP buttons at the same time to skip this display. Then the controller will read the DAT file name of the CF card automatically. Press the "MODE" button to activate the main menu: Loop play mode, DMX mode, Sound mode, Select Video mode
 Loop Play mode -- play the DAT files of the CF card one after another in continuous loop
 DMX mode -- controlled by DMX controller
 Sound mode -- running by sound - activated
 Select Video mode -- select the DAT file of the CF card

2.1 Loop Play mode

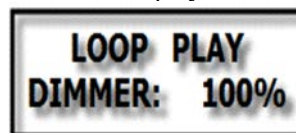
1) Press the UP or DOWN buttons to RUN/STOP the video. Press the UP button to play the video, press DOWN button to stop playing the video. Press the "SET UP" button until the display shows:



2) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of the R/G/B LEDs. At 000% the R/G/B LED's are off, 001% is the lowest intensity, 100% is the highest intensity. Press the "SET UP" button until the display shows:



3) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of all the RGB LEDs. At 000% the R/G/B LED's are off, 001% is the lowest intensity, 100% is the highest intensity. Press the "SET UP" button until the display shows:



4) Press the UP or DOWN buttons to select the flash speed. At 00 the flash is off, 01 is the slowest flash speed, 15 is the fastest flash speed. Press the "SET UP" button until the display shows:



2.2 DMX mode

1) Addressing

You also can control the FP CFC by using the master FP CFC controller to control the whole FP CFC.

The control board allows you to assign the DMX address which is defined as the first channel. Set your desired address 001-512 via the UP/DOWN button's, there are a total 512 pcs to address.



2) DMX-PROTOCOL

CHANNEL	VALUE	FUNCTION
CH1	0-9	Play the DAT files of the CF card one after another in a continuous loop
	10-19	Play the first DAT file of the CF card
	20-29	Play the second DAT file of the CF card
	30-39	Play the third DAT file of the CF card
	40-49	Play the fourth DAT file of the CF card
	50-59	Play the fifth DAT file of the CF card
	60-69	Play the sixth DAT file of the CF card
	70-79	Play the seventh DAT file of the CF card
	80-89	Play the eighth DAT file of the CF card
	90-99	Play the ninth DAT file of the CF card
	100-109	Play the tenth DAT file of the CF card
	110-119	Play the eleventh DAT file of the CF card
	120-129	Play the twelfth DAT file of the CF card
	130-139	Play the thirteenth DAT file of the CF card
	140-149	Play the fourteenth DAT file of the CF card
	150-159	Play the fifteenth DAT file of the CF card
	160-169	Play the sixteenth DAT file of the CF card
	170-179	Play the seventeenth DAT file of the CF card
	180-189	Play the eighteenth DAT file of the CF card
	190-199	Play the nineteenth DAT file of the CF card
	200-209	Play the twentieth DAT file of the CF card
	210-219	Play the twenty-first DAT file of the CF card
	220-229	Play the twenty-second DAT file of the CF card
	230-239	Play the twenty-third DAT file of the CF card
	240-249	Play the twenty-fourth DAT file of the CF card
250-255	Play the twenty-fifth DAT file of the CF card	
CH2	000-255	Red (dim-bright)
CH3	000-255	Green (dim-bright)
CH4	000-255	Blue (dim-bright)
CH5	000-255	Dimming (dim-bright)
CH6	000-010	No function
	011-255	Flash (slow-fast)
CH7	000-015	Play the video in normal speed
	016-255	Play the video from slow to quick (1frame per second to 240 frames per second)

Note: When there is less than 25 DAT files in the CF card, the value of the first channel corresponds to the DAT file which do not have in the CF card, it will correspond to the last DAT file. For example, there are 3 DAT files in the CF card, the value from 30 to 255 of the first channel is corresponds to the third DAT file.

2.3 Sound mode

1) Press the UP or DOWN buttons to RUN/STOP the video. Press the UP button to play the video, press the DOWN button to stop playing the video. Press the “SET UP” button until the display shows:



2) Press the UP or DOWN buttons to select the DAT file of the CF card 01-25. If there are more than 25 DAT files in the CF card, it will play the preceding 25 DAT files. The “XXX” is the name of the DAT file in the card. Press the “SET UP” button until the display shows:



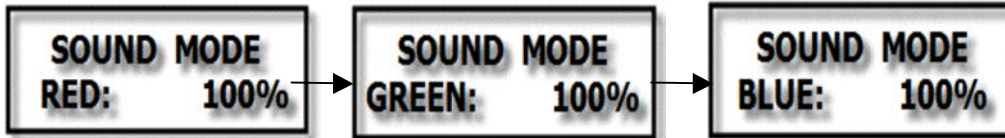
3) Press the UP or DOWN buttons to select sound-active sensitivity grade 0-31. At 0 sound activity is off, 1 is the least sensitive, 31 is the most sensitive. Press the “SET UP” button until the display shows:



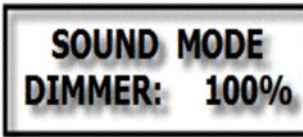
4) Press the UP or DOWN buttons to select the frame number 000-240 the video will skip when it activated by sound each time. 000 is one frame skip when it activated by sound each time, 001 is two frame skip when it activated by sound each, 240 is 241 frame skip when it activated by sound. Press the “SET UP” button until the display shows:



5) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of the R/G/B LED’s. At 000% the R/G/B LED’s are off, 001% is the lowest intensity, 100% is the highest intensity. Press the “SET UP” button until the display shows:



6) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of the R/G/B LED’s. At 000% the R/G/B LED’s are off, 001% is the lowest intensity, 100% is the highest intensity. Press the “SET UP” button until the display shows:

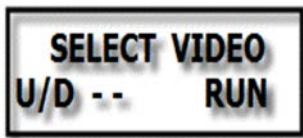


7) Press the UP or DOWN buttons to select the flash speed. At 00 the flash is off, 01 is the slowest flash speed, 15 is the fastest flash speed. Press the “SET UP” button until the display shows:



2.4 Select Video mode

1) Press the UP or DOWN buttons to RUN/STOP the video. Press the UP button to play the video, press the DOWN button to stop playing the video. Press the “SET UP” button until the display shows:



2) Press the UP or DOWN buttons to select the DAT file of the CF card 01-25. If there is more than 25 DAT files in the CF card, it will play the preceding 25 DAT files. The “XXX” is the name of the DAT file in the computer. Press the “SET UP” button until the display shows as follows:



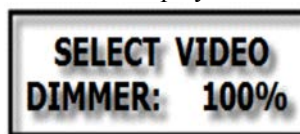
3) Press the UP or DOWN buttons to increase or decrease the running speed 001-240-normal of the video. 001 is to play one frame in one second, 240 is to play 240 frames in one second, normal is to play at normal speed. Press the “SET UP” button until the display shows:



4) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of the R/G/B LEDs. At 000% the R/G/B LED’s are off, 001% is the lowest intensity, 100% is the highest intensity. Press the “SET UP” button until the display shows:



5) Press the UP or DOWN buttons to increase/decrease the intensity 000%-100% of all the RGB LEDs. At 000% the R/G/B LED’s are off, 001% is the lowest intensity, 100% is the highest intensity. Press the “SET UP” button until the display shows:



6) Press the UP or DOWN buttons to select the flash speed. At 00 the flash is off, 01 is the slowest flash speed, 15 is the fastest flash speed. Press the “SET UP” button until the display shows:

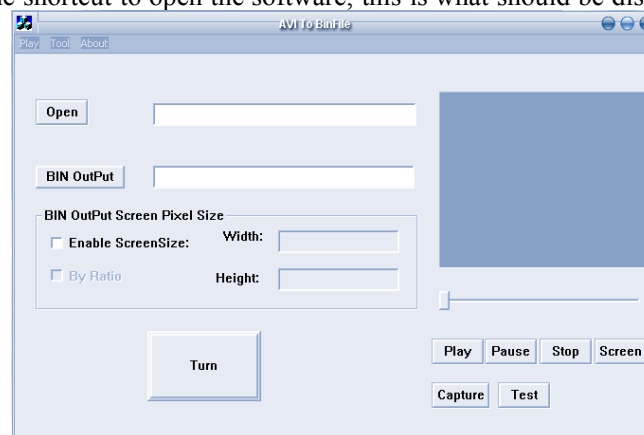


B. How To Create Video Of CF Card

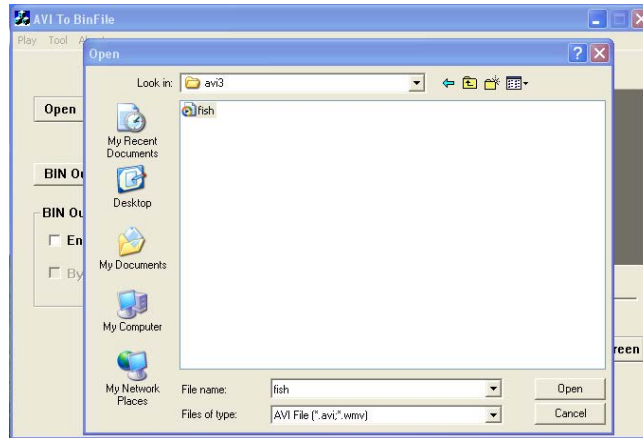
a. Translate AVI file into DAT file

Method 1

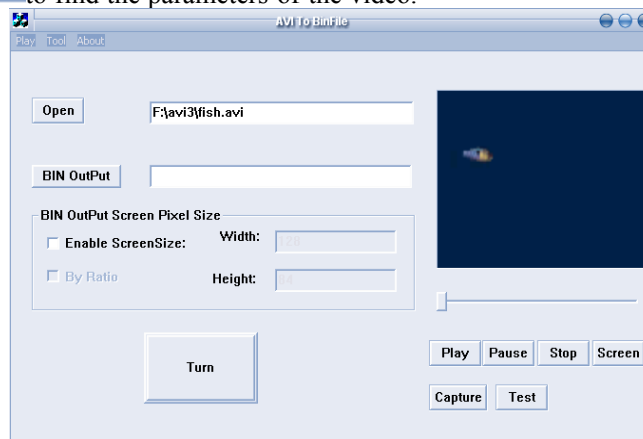
- 1) Install the CFVideo software. After installation, there will be a shortcut on the desktop.
- 2) Double-click the shortcut to open the software, this is what should be displayed:



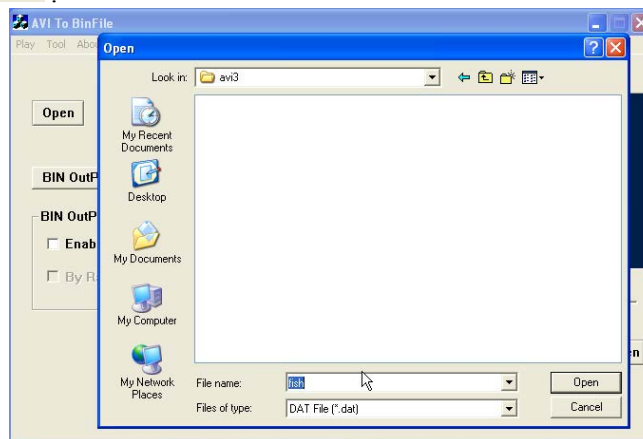
3) Click the  icon, and find the AVI file which needs to be translated into DAT file.



- 4) Double-click the AVI file; this will show the position of the file **F:\avi3\fish.avi** behind the icon **Open**, click the icon **Play**, **Pause**, **Stop** to play/pause/stop the video, click the icon **Screen** to make the video full screen, click the icon **Capture** to capture the picture of the video, click the icon **Test** to find the parameters of the video.

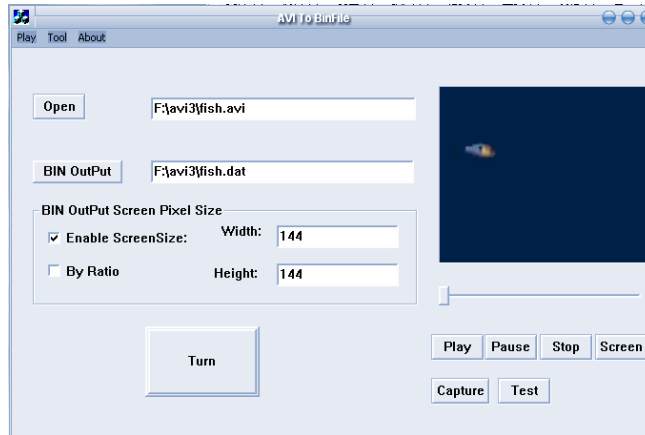


- 5) Click the icon **BIN OutPut**, find the location of the DAT file, name the DAT file, then click **Open**.

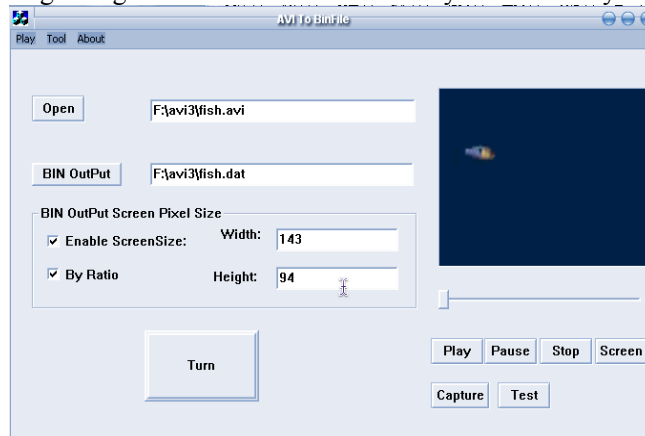


- 6) Click **Enable ScreenSize:**, it will automatically turn into **Enable ScreenSize:**. Input the size of the DAT file in the

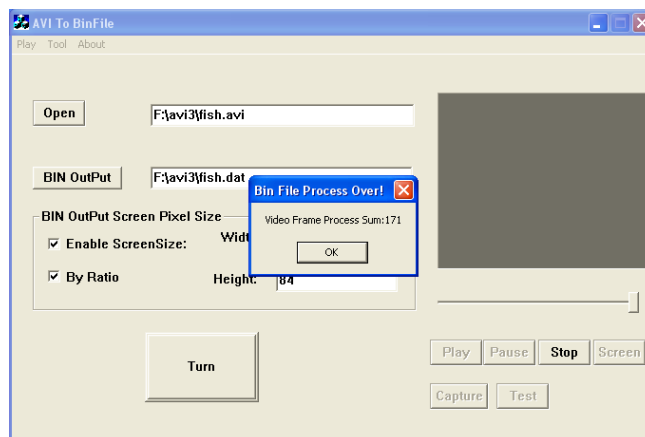
Width: and Height: on request. The size of the DAT file has to be the same size as the pixel size of the screen, so it can play the DAT file completely.



It can also be translated by ratio. Click **By Ratio**, it will automatically turn into **By Ratio**. After input the number in the Width: box. When you move the cursor to the Height: box, click it. It will automatically reveal the height. You can also input the number of height to get the number of the width by the same way.

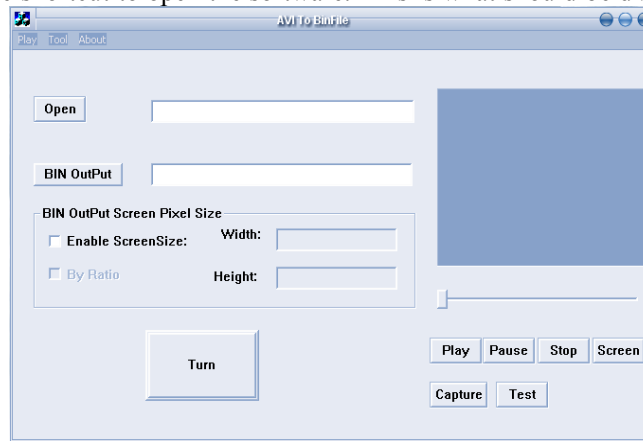



7) Click and the AVI file will begin to translate. You can click to stop translating. After it finishes, will appear, click to finish.

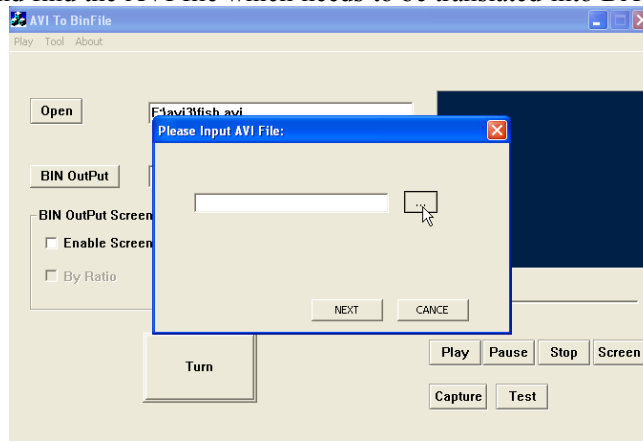


Method 2

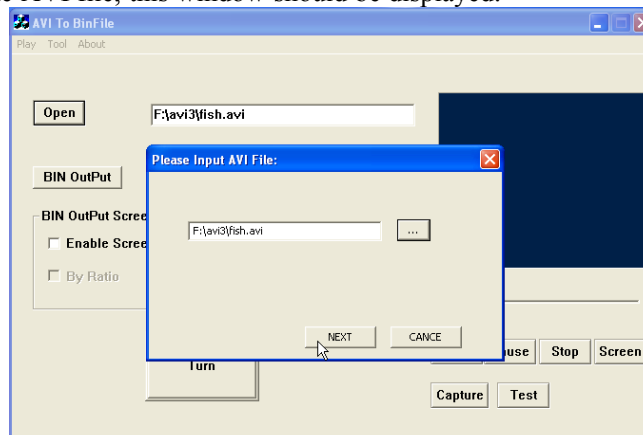
- 1) Install the CFVideo software. After installation, there will be a shortcut on the desktop.
- 2) Double-click the shortcut to open the software. This is what should be displayed:



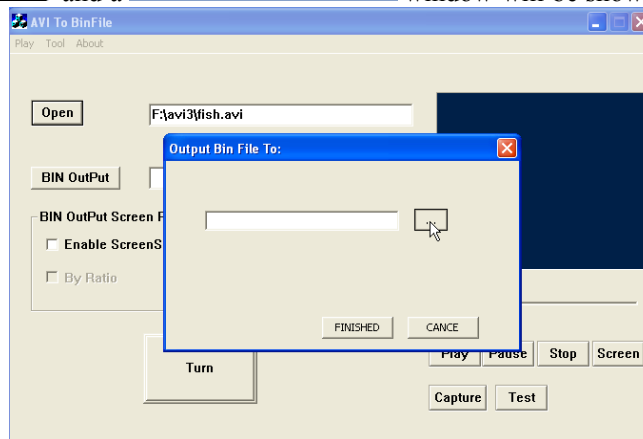
- 3) Select "Turn Wizard" in the "Tool" menu, **Please Input AVI File:** will be displayed. Click , and find the AVI file which needs to be translated into DAT file.



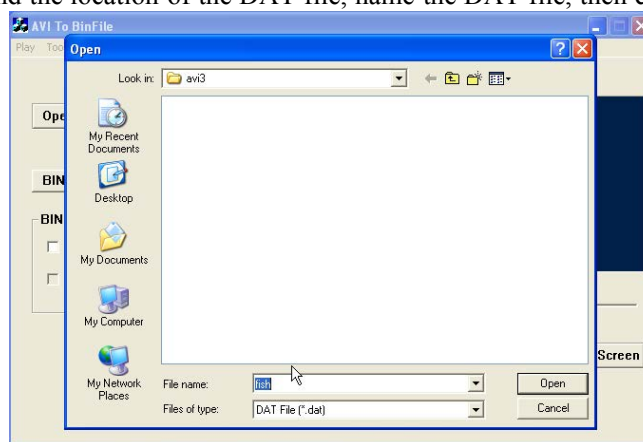
- 4) Double-click the AVI file, this window should be displayed:



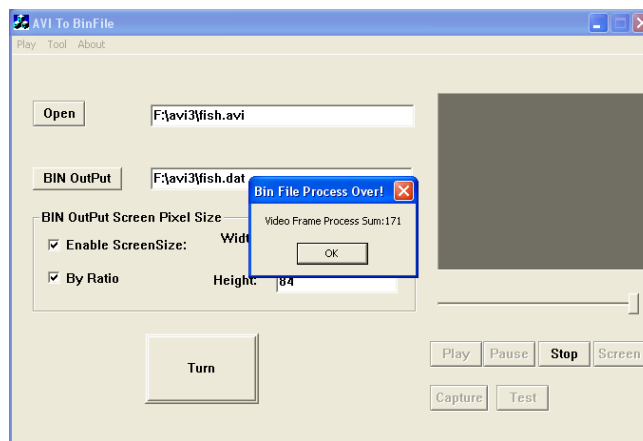
5) Click **NEXT** and a **Output Bin File To:** window will be shown.



6) Click **...** find the location of the DAT file, name the DAT file, then click **Open**



7) Click **FINISHED** and the AVI file will begin to translate. You can click **Stop** to stop translating. After it finishes, **Bin File Process Over!** will appear, click **OK** to finish it.



b. Naming the DAT file:

1. The number from 0 to 9, capital letters as well as small letters and all the symbols of the ASC_ table (*.#.@ for example) which can be displayed on computer can be used to name the DAT file. They can also be displayed in the controller LCD.
2. The controller LCD can only display the name of the DAT files in the CF card. All files that appear in the LCD should have the suffix “.dat”.
3. The name of the DAT file can be extended to 256 characters, and the display on the LCD of

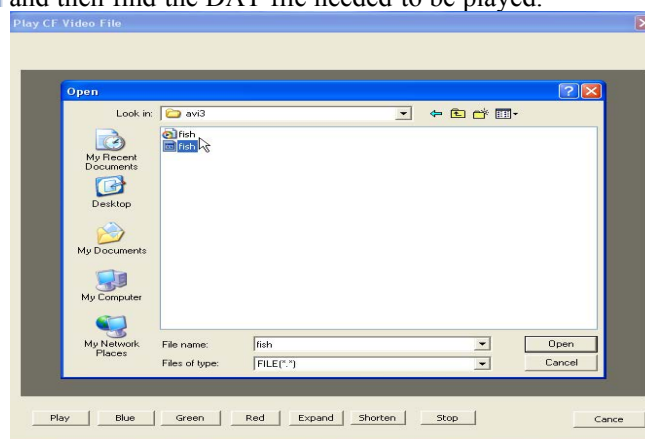
the controller can only display the 13 characters. So the display on the LCD is from the first character to the thirteenth character of the DAT file name. Before the name of the DAT file is the number of the DAT file in the CF card. For example, the fifth DAT file of the CF card is XX123.dat, the display on the LCD will be “05.XX123.dat”; lets say the tenth DAT file of the CF card is ABCDEFG12345678910.dat, the display on the LCD will show “10.ABCDEFG123456”.

c. Preview the DAT file

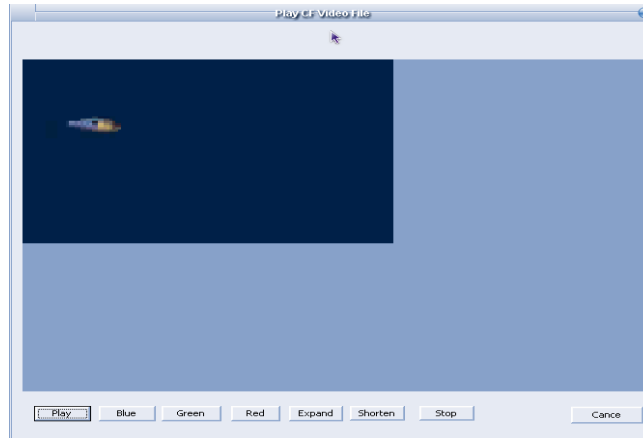
1) Click “Play”, **Play CF Video File** should appear.



2) Click **Play** and then find the DAT file needed to be played.



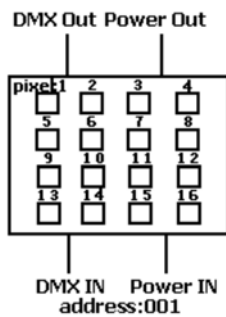
3) Double-click the DAT file and the DAT file will play automatically. At this time, you can click the icon **Red**, **Green** or **Blue** to change the color of the video into red/green/blue. Click the icon **Expand** or **Shorten** to increase /decrease the size of video. Click **Stop** to stop playing the video, click **Cancel** to cancel the display of the video.



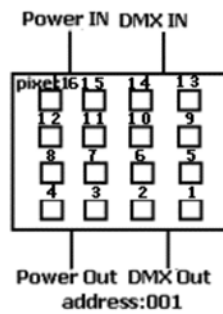
C. How To Create The Run Chart Of CF Card And The Address Link List

a. The different pixel distribution pictures of the FP CFC by the 4 fixation methods:
 When the address of the light is 1, the four different pixel distribution diagrams are as follows:

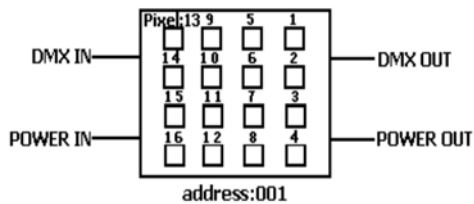
Fixation method 1:



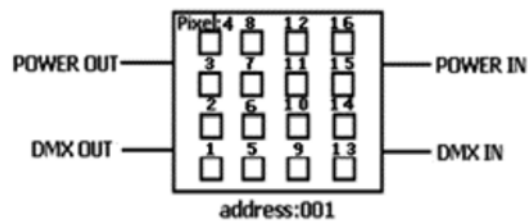
Fixation method 2:



Fixation method 3:



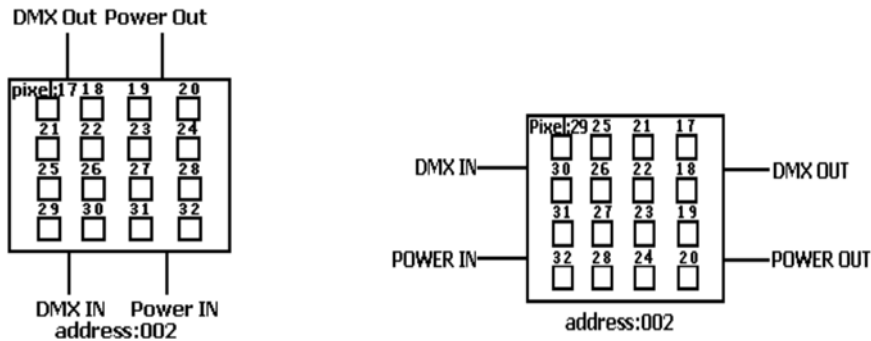
Fixation method 4:



When the address of the light is 2, the two different pixel distribution pictures for fixation method 1 and fixation method 3:

Fixation method 1:

Fixation method 3:

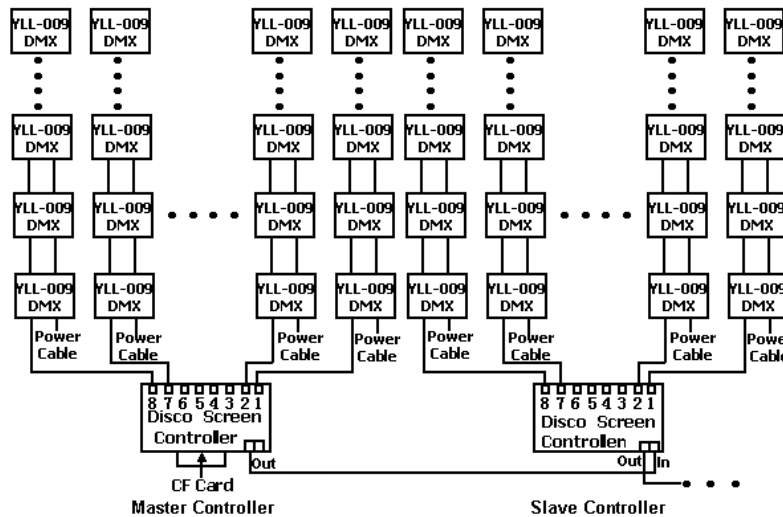


As the picture shows:

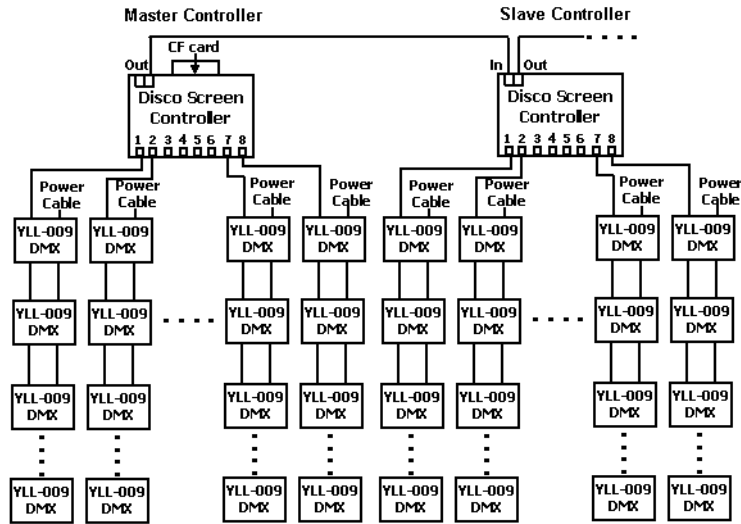
- 1) One LED is one pixel, so every FP CFC has 16 pixels.
- 2) The four above fixation methods are the main fixation methods of the lights. When the fixation methods are different, the pixel distribution is different. The pixel distribution are as the diagrams above.
- 3) When the address of the light is 1, the pixel number of the same LED add 16.
- 4) When the address of the light is 1, its pixel distributes from 1 to 16, when the address of the light is 2, its pixel distributes from 17 to 32. When the address of the light is N, its pixel distributes from 16N-15 to 16N.

b, The link diagram for the four different fixation methods :

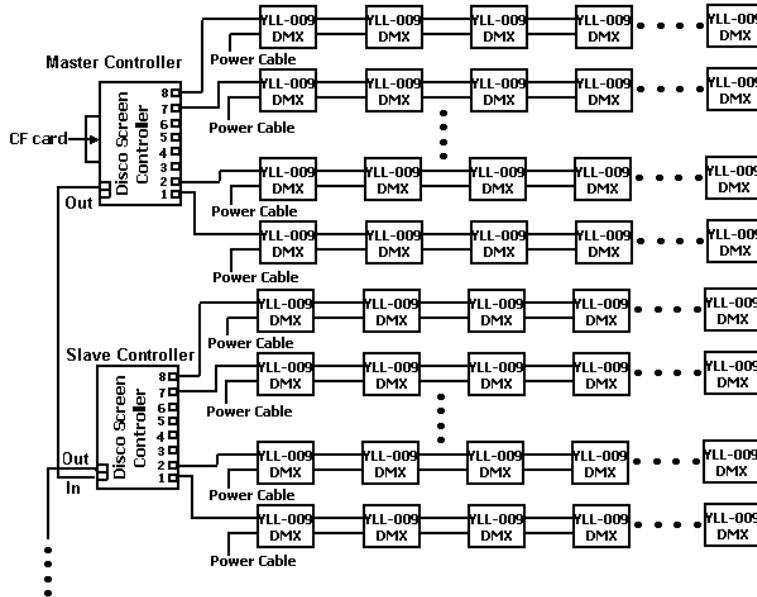
Link by fixation method 1:



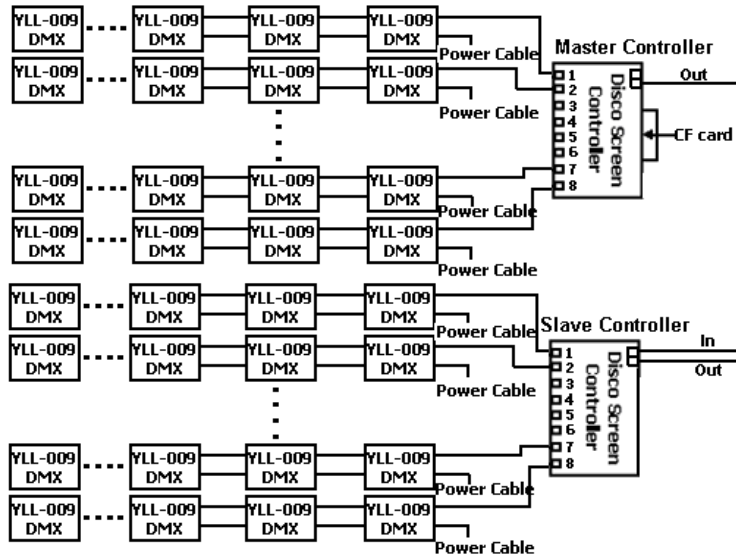
Link by fixation method 2:



Link by fixation method 3:



Link by fixation method 4:



Note:

- 1) Make sure the fixation method of the lights in the screen is the same. The conjunction of the adjacent lights must be closed, make sure there is no aperture between the two adjacent lights.
- 2) The address of the FP CFC that connects to the FP CFC controller is 1, and the FP CFC after the first is address 2, and the next light is addressed 3, and so on.
- 3) When there are no more than 128 lights one controller is enough. When there are more than 128 lights, you will need to link to the slave controllers to control the other lights.

c. Create The Run Chart Of CF Card And The Address Link List

The fixation method of all the lights must be the same to link up to the FP CFC. You can create the run chart and the address link list by our company's CF Video software. We regard each FP CFC as an individual module.

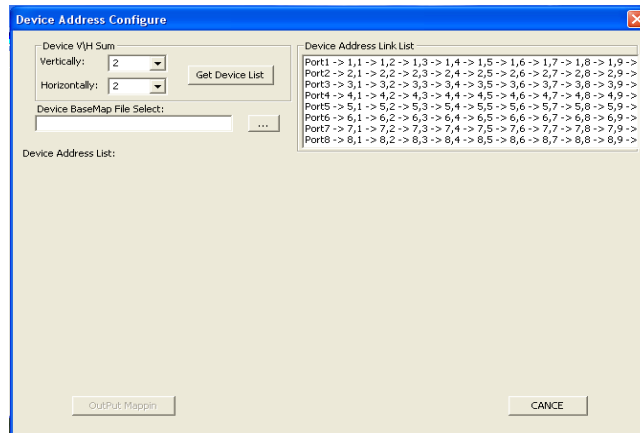
When there are no more than 128 lights, one controller is enough.

For example, if you want to link a 2x2 FP CFC, we show you how to create the run chart and the address link list using four different methods.

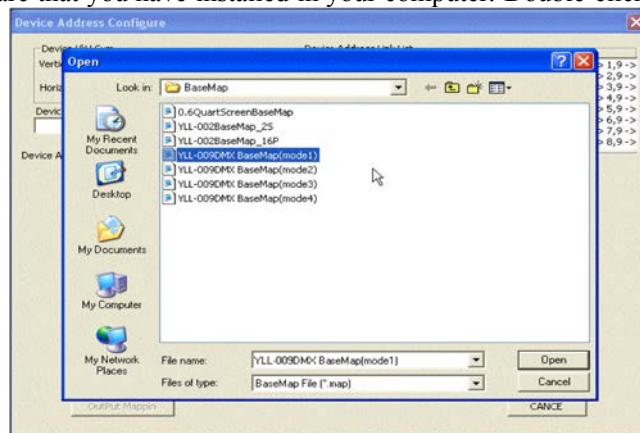
Example 1: Creating the run chart and the address link list of a 2x2 FP CFC by Fixation Method 1.

1.1 Click “Mapping File Output” under the “Tool” menu, it will automatically appear as a window named

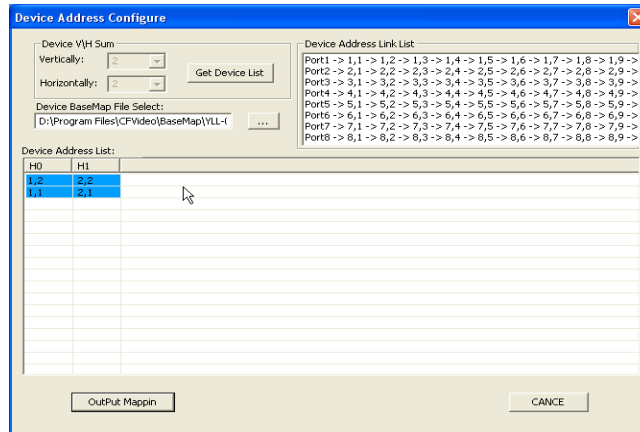
Device Address Configure. Input a 2 in the **Vertically:** cue, this means that there are two light modules on the vertical. Input a 2 in the **Horizontally:** cue, this means that there are two light modules on the horizontal.



1.2 Next, click **...** on the icon **Device BaseMap File Select:**, find the base map file labeled **YLL-009DMX BaseMap(mode1)** of the fixation method 1. The file located in the Base Map folder of the CF Video software that you have installed in your computer. Double-click the file.



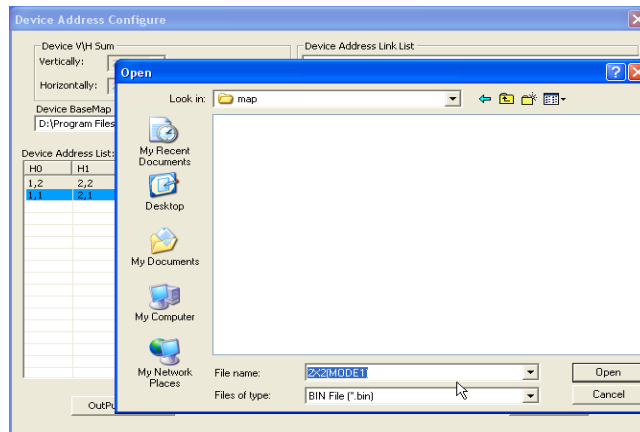
1.3 Click **Get Device List**, a 2x2 blue chart will be displayed. Input the corresponding number in the grid of the blue chart (as seen on the next page). Each grid represents one light, the coordinate of the grid in the blue chart represents the coordinate of the corresponding light in the screen.



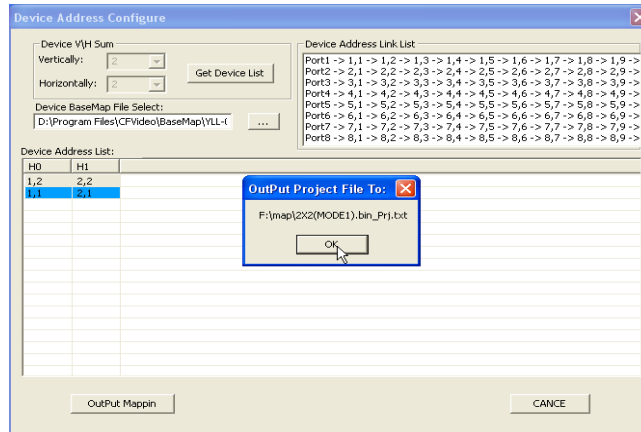
Note:

- 1) The two numbers in each grid is separated by comma. The first number is the number of the output that the light is connected to; the second number is the address number of the light.
- 2) The "1,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 1 connects to the first output, and its address is 2; The "1,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 1 connects to the first output, and its address is 1; The "2,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 2 connects to the second output, and its address is 2; The "2,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 2 connects to the second output of the screen, and its address is 2.
- 3) You should always input the number corresponding to the previous picture "Link by fixation method 1". The light of the same vertical line connects to the same output of the controller. The address of the light starts with address1 and steadily increases by.

1.4 Click **OutPut Mappin**, select the location of where you want to put the BIN file and then name the file. In the below image, the file has been named "2x2(mode1)".

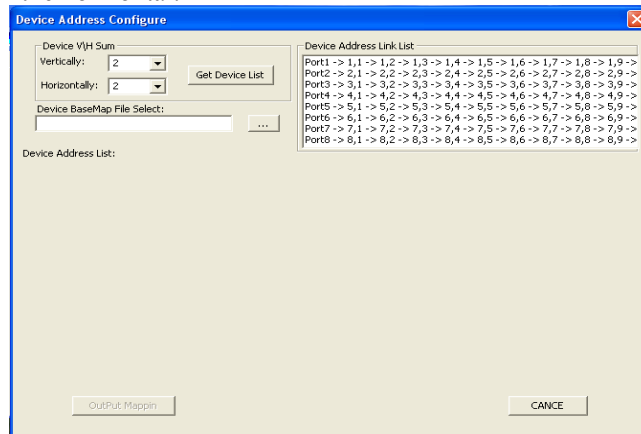


1.5 Click **Open** and **OutPut Project File To:** will be displayed. Next, click **OK** to get the run chart "2x2(mode1).bin" and the address link list "2x2(mode1).bin_Prj.txt" (See diagram on the next page).

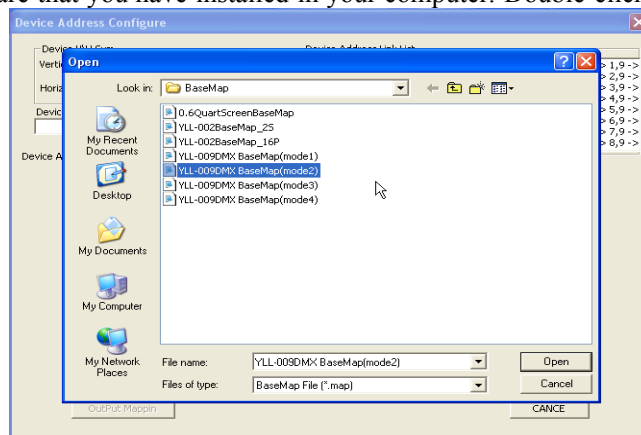


Example 2: Creating the run chart and the address link list of the 2x2 FP CFC by Fixation Method 2.

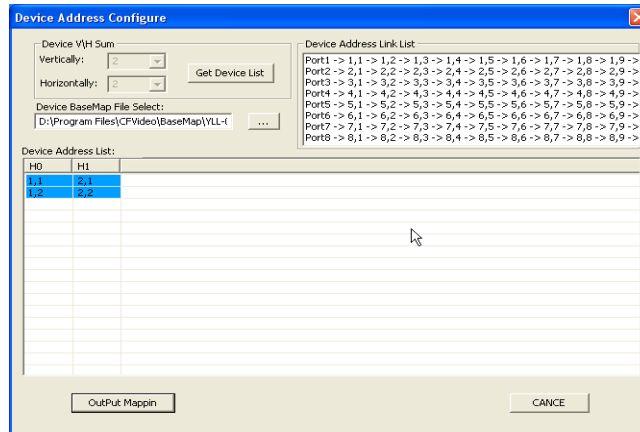
2.1 Click “Mapping File Output” under the “Tool” menu, it will automatically appear as a window named **Device Address Configure**. Input a 2 in the **Vertically:** dropdown menu, this means that there are two light modules on the vertical. Input a 2 in the **Horizontally:** dropdown menu, this means that there are two light modules on the horizontal.



2.2 Next, click **...** on the icon **Device BaseMap File Select:**, find the base map file labeled **YLL-009DMX BaseMap(mode2)** of the fixation method 2. The file located in the Base Map folder of the CF Video software that you have installed in your computer. Double-click the file.



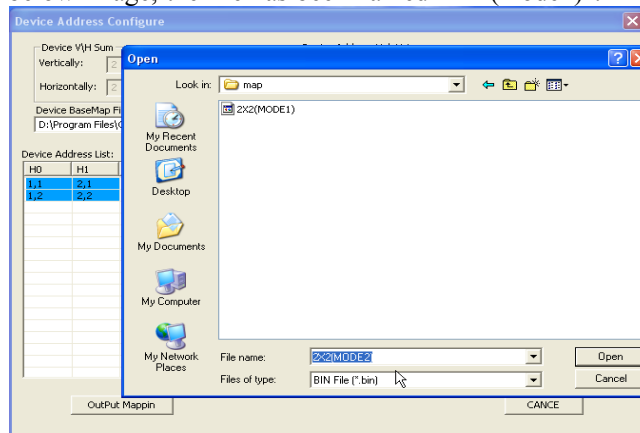
2.3 Click **Get Device List**, a 2x2 blue chart will be displayed. Input the corresponding number in the grid of the blue chart (as seen on the next page). Each grid represents one light, the coordinate of the grid in the blue chart represents the coordinate of the corresponding light in the screen.



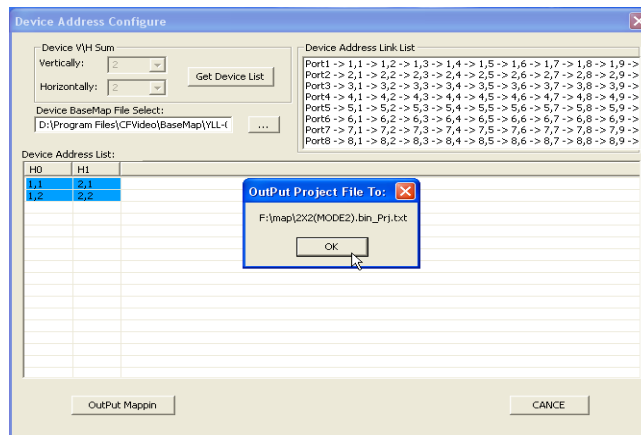
Note:

- 1) The two numbers in each grid is separated by comma. The first number is the number of the output that the light is connected to; the second number is the address number of the light.
- 2) The "1,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 1 connects to the first output, and its address is 2; The "1,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 1 connects to the first output, and its address is 1; The "2,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 2 connects to the second output, and its address is 2; The "2,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 2 connects to the second output of the screen, and its address is 2.
- 3) You should always input the number corresponding to the previous picture "Link by fixation method 1". The light of the same vertical line connects to the same output of the controller. The address of the light starts with address1 and steadily increases by.

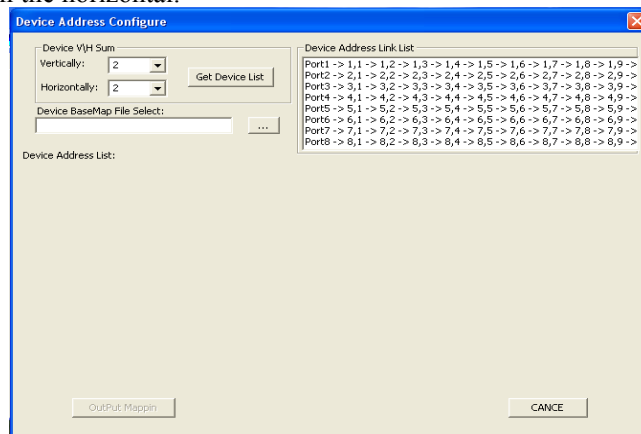
2.4 Click **OutPut Mappin**, select the location of where you want to put the BIN file and then name the file. In the below image, the file has been named "2x2(mode2)".



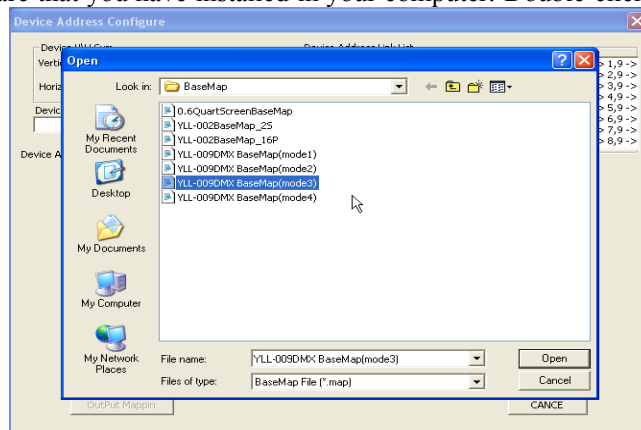
2.5 Click **Open** and **OutPut Project File To:** will be displayed. Next, click **OK** to get the run chart "2x2(mode2).bin" and the address link list "2x2(mode2).bin_Prj.txt" (See diagram on the next page).



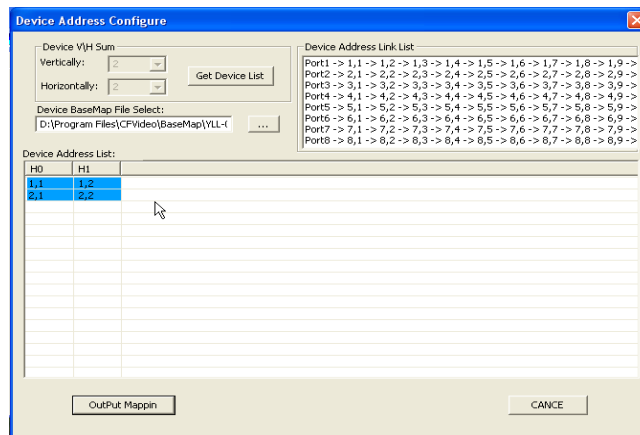
Example 3: Create the run chart and the address link list of the 2x2 FP CFC by Fixation Method 3.
 3.1 Click “Mapping File Output” under the “Tool” menu, it will automatically appear as a window named **Device Address Configure**. Input a 2 in the **Vertically:** cue, this means that there are two light modules on the vertical. Input a 2 in the **Horizontally:** cue, this means that there are two light modules on the horizontal.



3.2 Next, click **...** on the icon **Device BaseMap File Select:**, find the base map file labeled **YLL-009DMX BaseMap(mode3)** of the fixation method 3. The file located in the Base Map folder of the CF Video software that you have installed in your computer. Double-click the file.



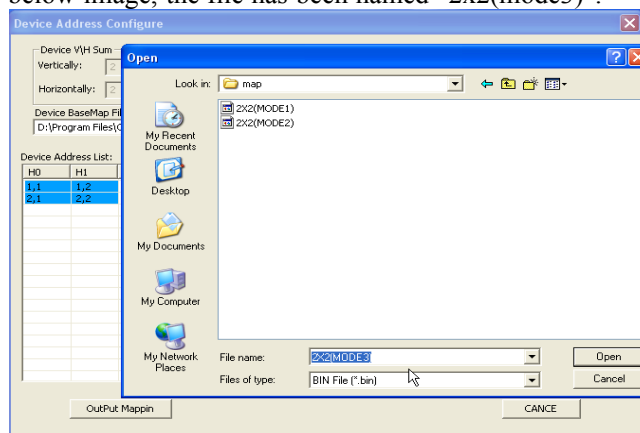
3.3 Click **Get Device List**, a 2x2 blue chart will be displayed. Input the corresponding number in the grid of the blue chart (as seen on the next page). Each grid represents one light, the coordinate of the grid in the blue chart represents the coordinate of the corresponding light in the screen.



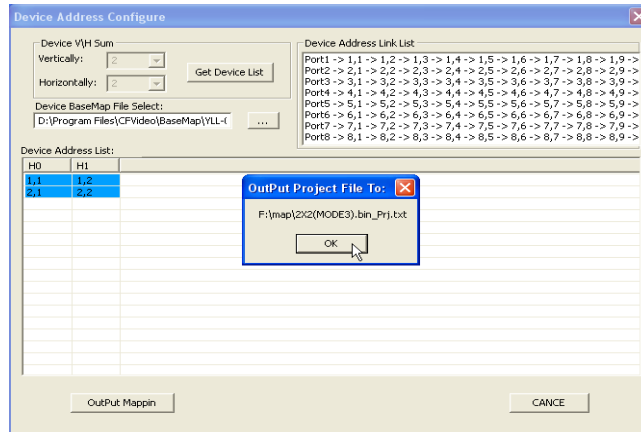
Note:

- 1) The two numbers in each grid is separated by comma. The first number is the number of the output that the light is connected to; the second number is the address number of the light.
- 2) The "1,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 1 connects to the first output, and its address is 2; The "1,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 1 connects to the first output, and its address is 1; The "2,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 2 connects to the second output, and its address is 2; The "2,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 2 connects to the second output of the screen, and its address is 2.
- 3) You should always input the number corresponding to the previous picture "Link by fixation method 3". The light of the same vertical line connects to the same output of the controller. The address of the light starts with address1 and steadily increases by.

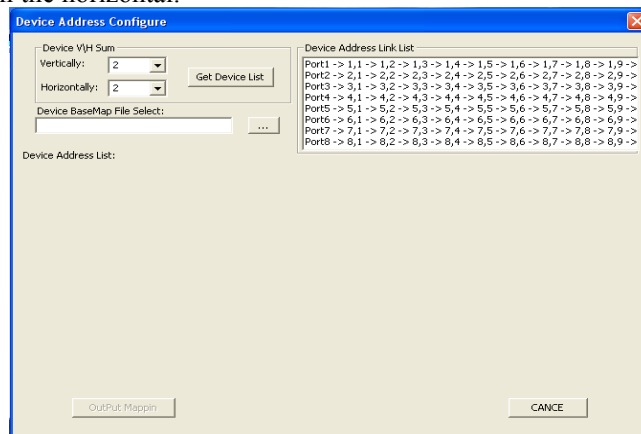
3.4 Click **OutPut Mappin**, select the location of where you want to put the BIN file and then name the file. In the below image, the file has been named "2x2(mode3)".



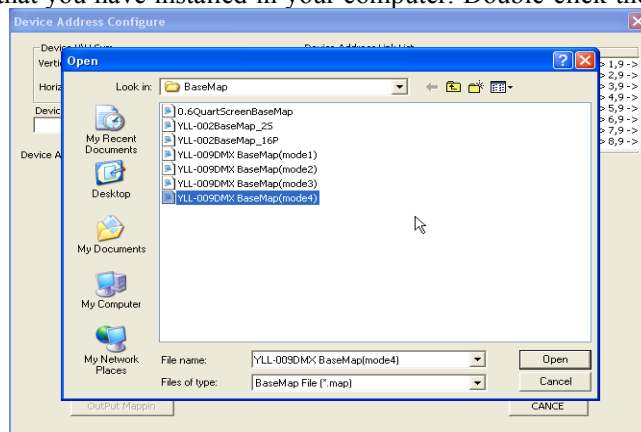
3.5 Click **Open** and **OutPut Project File To:** will be displayed. Next, click **OK** to get the run chart "2x2(mode3).bin" and the address link list "2x2(mode3).bin_Prj.txt" (See diagram on the next page).



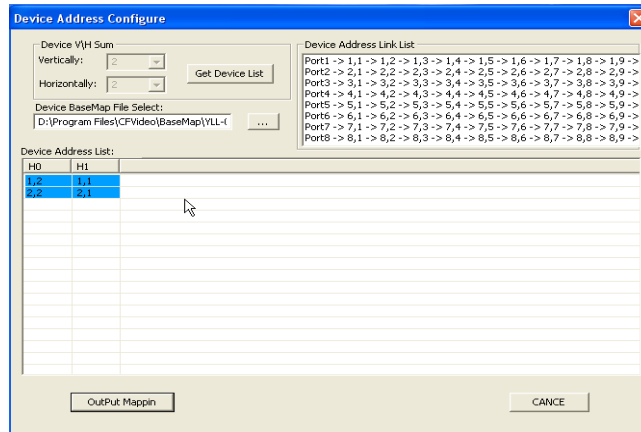
Example 4: Create the run chart and the address link list of the 2x2 FP CFC by Fixation Method 4. 4.1 Click “Mapping File Output” under the “Tool” menu, it will automatically appear as a window named **Device Address Configure**. Input a 2 in the **Vertically:** cue, this means that there are two light modules on the vertical. Input a 2 in the **Horizontally:** cue, this means that there are two light modules on the horizontal.



4.2 Next, click **...** on the icon **Device BaseMap File Select:**, find the base map file labeled **YLL-009DMX BaseMap(mode4)** of the Fixation Method 4. The file located in the Base Map folder of the CF Video software that you have installed in your computer. Double-click the file.



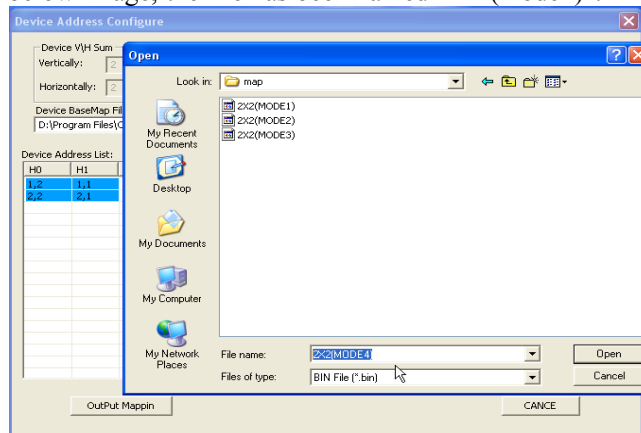
4.3 Click **Get Device List**, a 2x2 blue chart will be displayed. Input the corresponding number in the grid of the blue chart (as seen on the next page). Each grid represents one light, the coordinate of the grid in the blue chart represents the coordinate of the corresponding light in the screen.



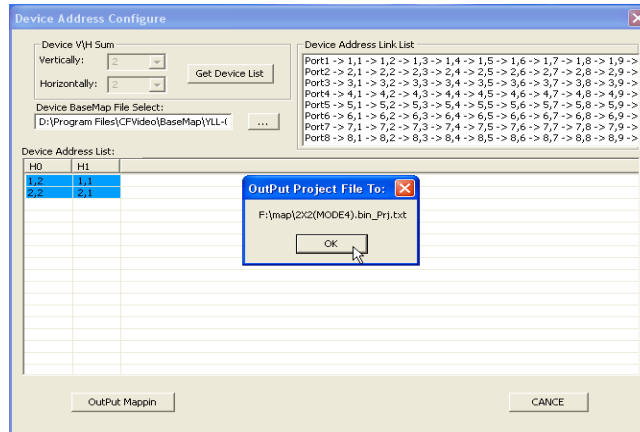
Note:

- 1) The two numbers in each grid is separated by comma. The first number is the number of the output that the light is connected to; the second number is the address number of the light.
- 2) The "1,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 1 connects to the first output, and its address is 2; The "1,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 1 connects to the first output, and its address is 1; The "2,2" means the light whose vertical coordinate is 1 and the horizontal coordinate is 2 connects to the second output, and its address is 2; The "2,1" means the light whose vertical coordinate is 2 and the horizontal coordinate is 2 connects to the second output of the screen, and its address is 2.
- 4) You should always input the number corresponding to the previous picture "Link by fixation method 4". The light of the same vertical line connects to the same output of the controller. The address of the light starts with address1 and steadily increases by.

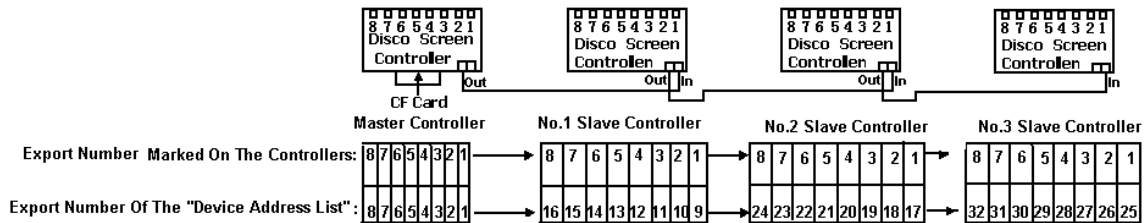
4.4 Click **OutPut Mappin**, select the location of where you want to put the BIN file and then name the file. In the below image, the file has been named "2x2(mode4)".



4.5 Click **Open** and **OutPut Project File To:** will be displayed. Next, click **OK** to get the run chart "2x2(mode4).bin" and the address link list "2x2(mode4).bin_Prj.txt" (See diagram on the next page).



When there are more than 128 lights, you need to link to the slave controllers to control the whole screen. The method for creating the run chart and the address link list is the same. The point that is different is that the export number of the “Device Address List” is not the same as its number marked on the slave controllers.



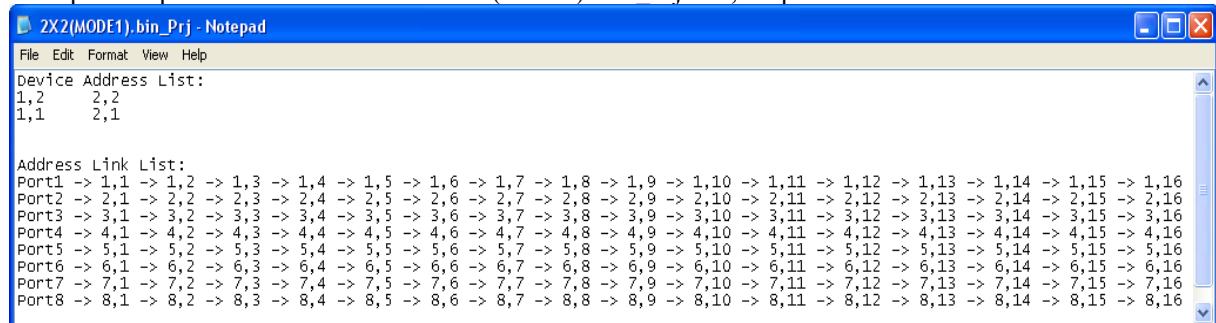
Note:

- 1) Make sure the fixation method of the lights in the screen is the same. The conjunction of the adjacent lights must be closed, make sure there is no aperture between the two adjacent lights.
- 2) The output number of the No.1 slave controller ranges from 9 to 16 in the “Device Address List”, the output number of the No.2 slave controller ranges from 17 to 24 in the “Device Address List”, the output number of the No.3 slave controller ranges from 25 to 32 in the “Device Address List”.
- 3) The output number marked on the master controller is the same as the output number of the “Device Address List”, the output number marked on the No.1 slave controller add 8 is its export number of the “Device Address List”, the output number marked on the No.2 slave controller add 16 is its output number of the “Device Address List”, the output number marked on the No.3 slave controller add 24 is its export number of the “Device Address List”.
- 4) The method for creating the run chart and the address link list is the same as when there is just one master controller.

D. How To Link The FP CFC

Example 1: Link the previous 2x2 FP CFC by fixation method 1.

1.1 Open the previous address link list “2x2(mode1). bin Prj.txt”, the picture is as follows:

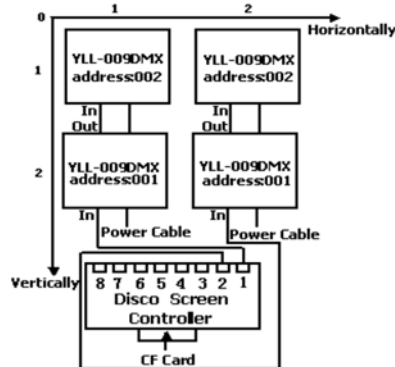


Note:

Port1 -> 1.1 -> 1.2 -> 1.3 -> 1.4 -> 1.5 -> 1.6 -> 1.7 -> 1.8 -> 1.9 -> 1.10 -> 1.11 -> 1.12 -> 1.13 -> 1.14 -> 1.15 -> 1.16

This means that the first export of the FP CFC controller connects to the light "1,1" whose vertical coordinate is 2 and the horizontal coordinate is 1 in the screen, then light "1,1" connects to the light "1,2" whose vertical coordinate is 1 and the horizontal coordinate is 1 in the screen. The link method of the second export is also the same.

1.2 The link picture of 2x2 FP CFC by fixation method 1.




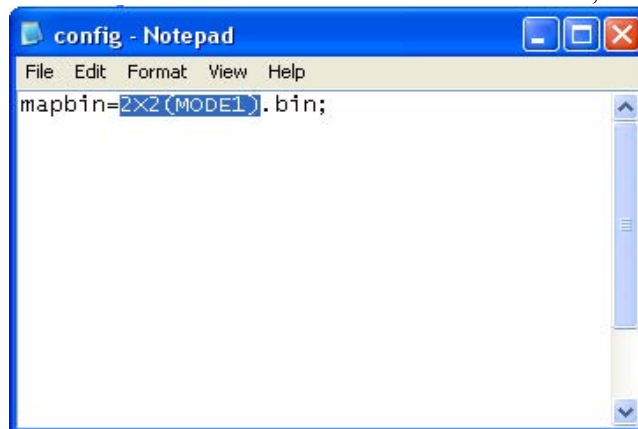
Notice:

1) All the lights must be fixed by fixation method 1, the joining of the adjacent lights must be close, make sure there is no opening/gap between the two adjacent lights.

2) Copy the run chart  to the CF card.

1.3 Double-click the Configuration Setting file  of the CF card, copy the name of

the run chart  between the "mapbin=" and the ".bin;", then save it.

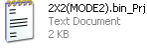


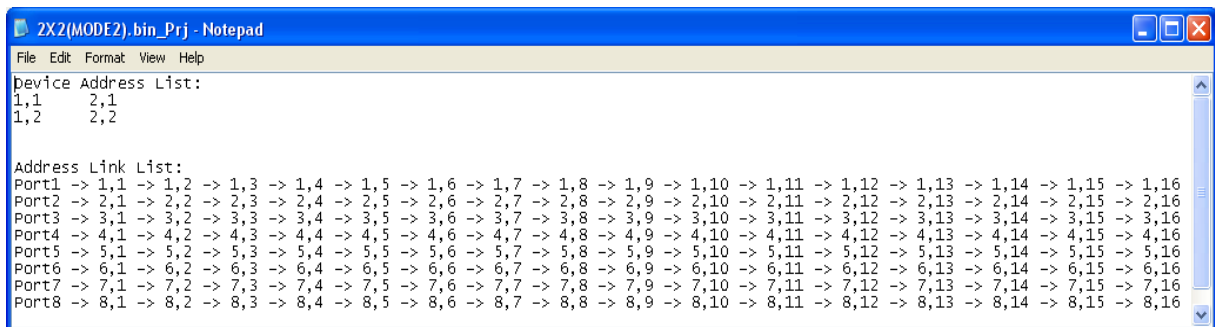
Notice:

1) The name must be the same as the run chart , otherwise the FP CFC controller will not work normally.

2) Make sure that the name of the run chart has no space between the "mapbin=" and the ".bin;"

Example 2: Link the previous 2x2 FP CFC by fixation method 1.

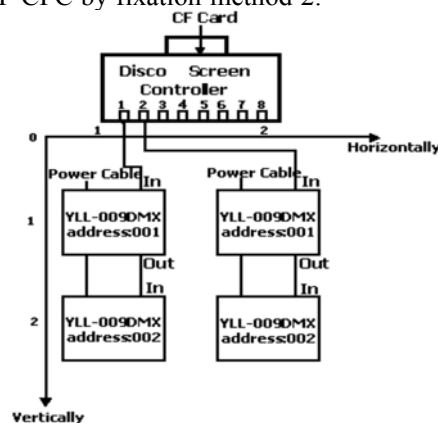
2.1 Open the previous address link list "2x2(mode2). bin_Prj.txt" , the picture is as follows:



Note:

Port1 -> 1.1 -> 1.2 -> 1.3 -> 1.4 -> 1.5 -> 1.6 -> 1.7 -> 1.8 -> 1.9 -> 1.10 -> 1.11 -> 1.12 -> 1.13 -> 1.14 -> 1.15 -> 1.16
 This means that the first export of the FP CFC controller connects to the light "1,1" whose vertical coordinate is 1 and the horizontal coordinate is 1 in the screen, then the light "1,1" connects to the light "1,2" whose vertical coordinate is 2 and the horizontal coordinate is 1 in the screen. The link method of the second export is also the same.

2.2 The link picture of 2x2 FP CFC by fixation method 2.




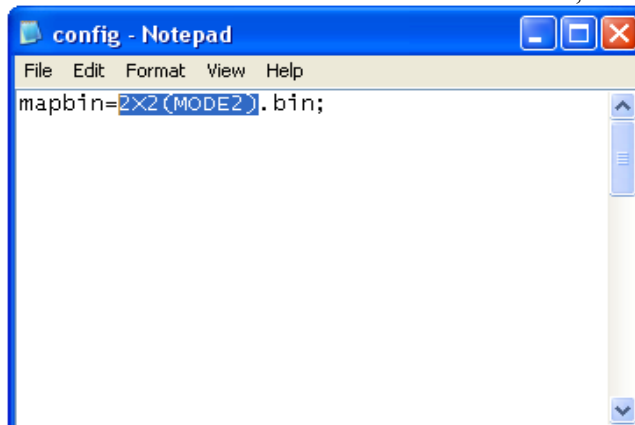
Notice:

1) All the lights must be fixed by fixation method 2, the joining of the adjacent lights must be close, make sure there is no opening/gap between the two adjacent lights.

2) Copy the run chart  to the CF card.

2.3 Double-click the Configuration Setting file  of the CF card, copy the name of

the run chart  between the "mapbin=" and the ".bin;", then save it.



Notice:

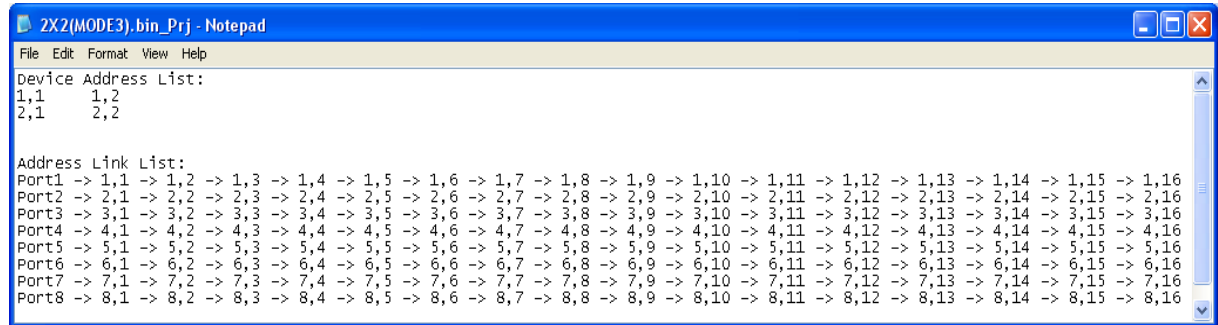
1) The name must be the same as the run chart  , otherwise the FP CFC controller will not

work normally.

2) Make sure that the name of the run chart has no space between the "mapbin=" and the ".bin; "

Example 3: Link the previous 2x2 FP CFC by fixation method 3.

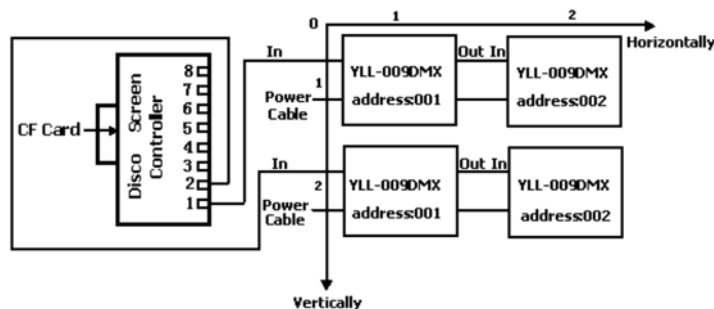
3.1 Open the previous address link list "2x2(mode3). bin_Prj.txt" , the picture is as follows:



Note:

Port1 -> 1.1 -> 1.2 -> 1.3 -> 1.4 -> 1.5 -> 1.6 -> 1.7 -> 1.8 -> 1.9 -> 1.10 -> 1.11 -> 1.12 -> 1.13 -> 1.14 -> 1.15 -> 1.16
 This means that the first export of the FP CFC controller connects to the light "1,1" whose vertical coordinate is 1 and the horizontal coordinate is 1 in the screen, then the light "1,1" connects to the light "1,2" whose vertical coordinate is 1 and the horizontal coordinate is 2 in the screen. The link method of the second export is also the same.

3.2 The link picture of 2x2 FP CFC by fixation method 3.



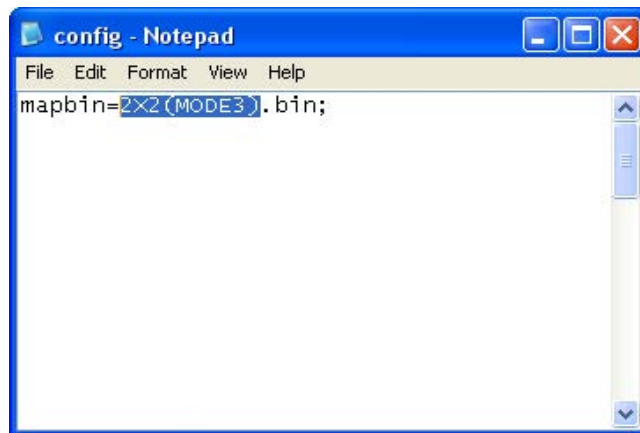
Notice:

1) All the lights must be fixed by fixation method 3, the joining of the adjacent lights must be close, make sure there is no opening/gap between the two adjacent lights.


2) Copy the run chart to the CF card.

3.3 Double-click the Configuration Setting file of the CF card, copy the name of the


run chart between the "mapbin=" and the ".bin; ", then save it.

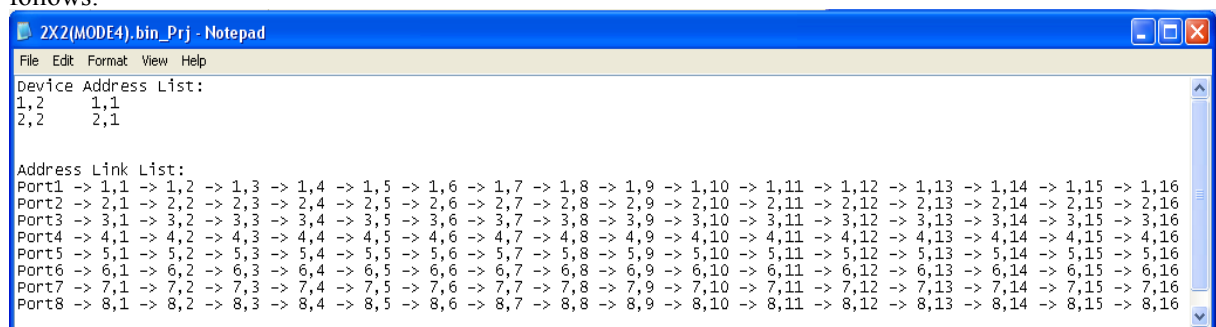


Notice:

- 1) The name must be the same as the run chart  , otherwise the FP CFC controller will not work normally.
- 2) Make sure that the name of the run chart has no space between the "mapbin=" and the ".bin;"

Example 4: Link the previous 2x2 FP CFC by fixation method 4.

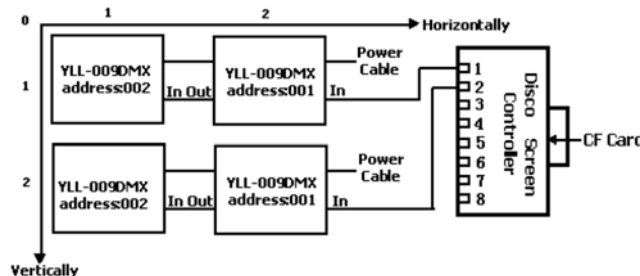
- 4.1 Open the previous address link list "2x2(mode4).bin_Prj.txt"  , the picture is as follows:




Note:

Port1 -> 1.1 -> 1.2 -> 1.3 -> 1.4 -> 1.5 -> 1.6 -> 1.7 -> 1.8 -> 1.9 -> 1.10 -> 1.11 -> 1.12 -> 1.13 -> 1.14 -> 1.15 -> 1.16
 This means that the first export of the FP CFC controller connects to the light "1,1" whose vertical coordinate is 1 and the horizontal coordinate is 2 in the screen, then the light "1,1" connects to the light "1,2" whose vertical coordinate is 1 and the horizontal coordinate is 2 in the screen. The link method of the second export is also the same.

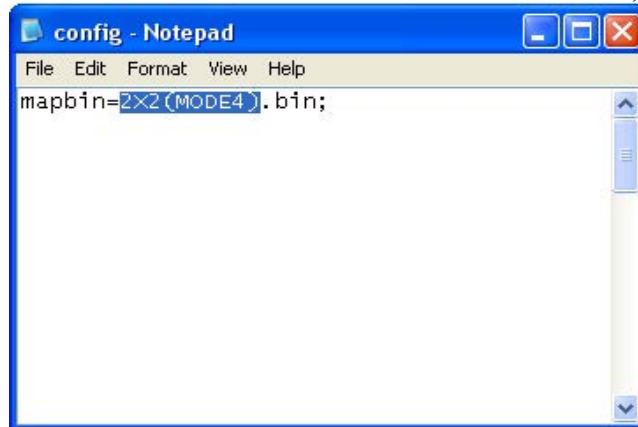
4.2 The link picture of 2x2 FP CFC by fixation method 4.




Notice:

- 1) All the lights must be fixed by fixation method 4, the joining of the adjacent lights must be close, make sure there is no opening/gap between the two adjacent lights.
- 2) Copy the run chart  to the CF card.

4.3 Double-click the Configuration Setting file  of the CF card, and copy the name of the run chart  between the "mapbin=" and the ".bin;", then save it.



Notice:

- 1) The name must be the same as the run chart , otherwise the FP CFC controller will not work normally.
- 2) Make sure that the name of the run chart has no space between the "mapbin=" and the ".bin;"