



SN-400 MANUAL

Model : A1

2018-2

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1. FUNCTION OVERVIEW

1. When SN-400 works as main controller in SD card control system, the effects of sub-controller on the same link can be changed by just changing the effects in its SD card. **The SD card file cannot be renamed.**
2. Each SN-500 can control 100,000 pixel and 154 controllers.
3. It can set up the brightness of lighting fixture.
4. Specialized software of making animation is included, users can make their own effects

2. TECHNICAL PARAMETERS

2.1 PRODUCT INFORMATION

Size:	220L×140W×45H (mm)
Input voltage:	AC 100V - 240V
Input signal:	SW Ethernet Protocol
Output control:	154 controller at most (sugust within 80).
Work power:	<5W
Working temperature:	-15°C~60°C
Relative humidity:	≤ 50%
Transmission distance:	Use UTP—unshielded twisted pair cable, distance between the controllers can be 100m. For further distance, fiber converter can be used and the distance can reach 5 km.
IP grade:	IP0 (not dustproof and not waterproof)
Working environment:	Please install under dry indoor condition, avoid any dust, moist and rain.
Weight:	1400g (N.W. 1200g)
Accessories attached:	 ×1,  ×1,  ×1

2.2 ERROR CODE

Explanation of controller error:

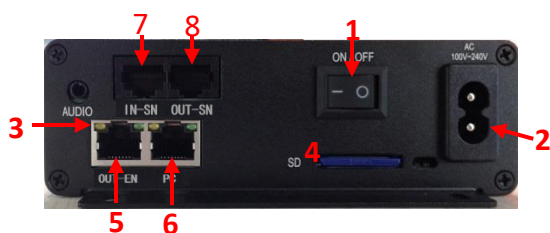
Error Introduction	Reason
01 No SD card	Poor seat connection. / No SD card.
02 SD card no response	Card is broken. / Card doesn't support read sequentially.
03 Cannot reset SD card	Card is broken. / Card doesn't support read sequentially.
04 Cannot activate SD card	Card is broken. / ard doesn't support read sequentially.
05 Cannot read SD card	Cannot read part of the card. / Bad connection.
06 Cannot find feature code	Card is unformatted. / No files.
07 SD card file sequence doesn't match the controller	SD card file error. / Unfinished video synthesis.
09 Control sequence doesn't match file sequence	Player setting does not match the cover number.
10 Wrong password	Input wrong password.
11 UID does not match	UID on main controller does not match the one on slave controller in cascade.
12 UID error in Confit file	UID on Confit file does not match the one on controller.
13 Controller is not fully unlocked	When controller is reading Confit file, it is not fully unlocked.
14 UID error on SD card	UID on SD card does not match the one on controller.

2.3 LOAD EN CAPACITY OF SN

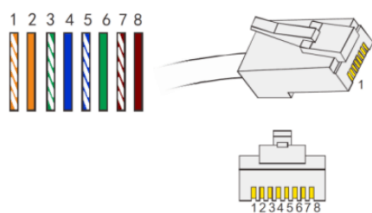
Speed of controller	Frame	QTY' load EN	The pixels of each En port (Unit:pixel)			
			3 channels	4 channels	Single channel	Double channel
4	25fps	21	X≤336	X≤252	X≤1006	X≤502
5	20fps	27				
6	17fps	33				
7	14fps	39				
8	12fps	45				
9	11fps	51				
10	10fps	56				
4	25fps	10	336<X≤672	252<X≤504	1006<X≤2012	502<X≤1004
5	20fps	13				
6	17fps	16				
7	14fps	18				
8	12fps	21				
9	11fps	24				
10	10fps	27				
4	25fps	6	672<X≤1008	504<X≤756	2012<X≤3072	1004<X≤1506
5	20fps	8				
6	17fps	10				
7	14fps	12				
8	12fps	14				
9	11fps	16				
10	10fps	17				
4	25fps	4	1008<X≤1280	756<X≤960	3072<X≤3840	1506<X≤1920
5	20fps	5				
6	17fps	7				
7	14fps	8				
8	12fps	10				
9	11fps	11				
10	10fps	13				

3. CONNECTION MODE

3.1 INPUT INSTRUCTION

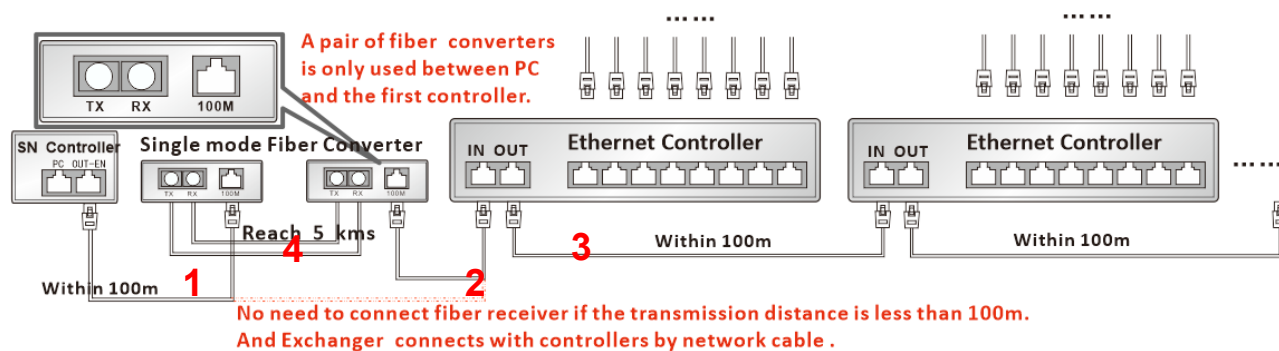


R J 45 cable plug use T568B line sequence



Port/Indicator light	Function description		备注
1	Switch (ON/OFF)	Switch of power supply.	
2	AC100V-240V	Connect with power (AC100V-240V).	
3	Signal indicator	It flickers when the controller sends or receives data properly.	
4	SD	SD card deck (input the SD card when the controller at work). The yellow light at left shines while the controller is working online. The yellow light at right shines while the controller is working offline.	
5	network cable port (OUT-EN)	In PC control system or SD card control system, connect with input port (IN) of EN-508 sub-controller.	ALL the cables at both ends of the network are T568B.
6	network cable port (PC)	Disabled.	
7	network cable port (IN-SN)	Insert network cable, signal input, connect with previous SN controller as a series.	
8	network cable port (OUT-SN)	Insert network cable, signal output, connect with next SN controller as a series or no need.	

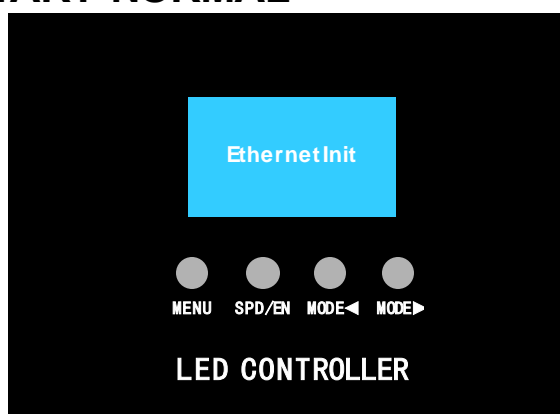
3.2 CONNECTION DIAGRAM OF CONTROLLER



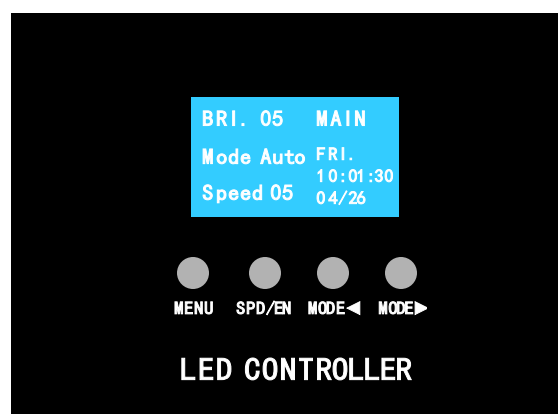
NO.	Material	Standard	Connection Port	Transmission Distance	Connecting Device
1	Network cable	Straight cable	RJ45 network cable plug (crystal head) (T568B line sequence)	Within 100m	SN and optical fiber converter
2					Optical fiber converter / SN controller and EN controller
3					EN controller and EN controller
4	Optical fiber	Fiber converter (one pair)	Optical fiber patch cable (LC-SC single mode)	Within 5km	Optical fiber converter and optical

4. BASIC OPERATION

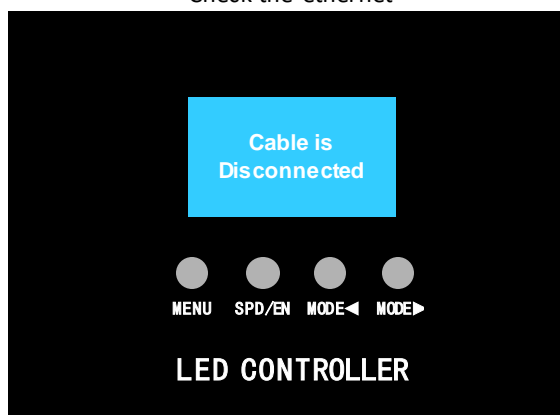
4.1 START NORMAL



Check the ethernet



SN controller within the EN controllers.



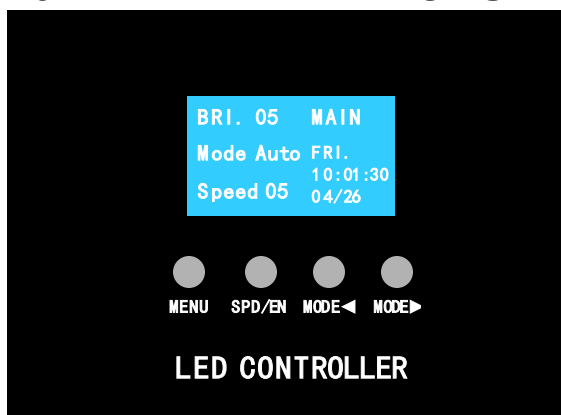
SN controller without the EN controllers.

★ Make sure the controllers are connecting by rule and line. There are exact SD card file in SD card. It cannot rename the SD card file.

4.2 BUTTONS FUNCTION

Button	Function	Explanation
MENU	Menu key	Selection picture, audio control, Voice control+audio mode. Hold press 2 seconds to enter menu setting.
SPD/EN	speed key confirm key	Common mode: 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 15, 20, 30, 50, 80, 99. Press it to save current setting on the menu setting.
MODE◀	mode-key	Mode minus selection. Long press can be quickly change.
MODE▶	mode+key	Mode add selection. Long press can be quickly change.

4.3 INTERFACE INTRODUCTION



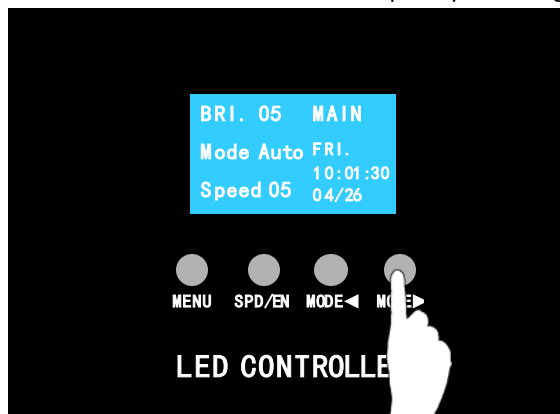
Display	Explanation
Mode	Current display mode.
Speed	Current display speed.
TUE.	Day of the week.
SD	
WF	✖ This controller does not support this function.
19:01:30	Current setting Beijing time.
02/28	Date (MM/DD).
G --	✖ This controller does not support this function.

Before turning on the controller, please well connected all signal cables, network cables and power cables of hardware, then turn on the power of main controller.

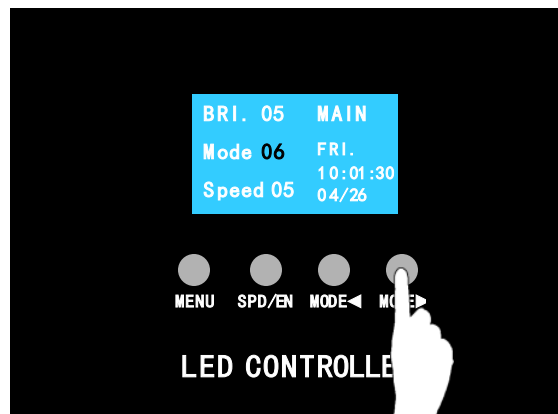
4.4 EFFECT SWITCHING

Press "MODE◀" and "MODE▶" on control panel to select effects.

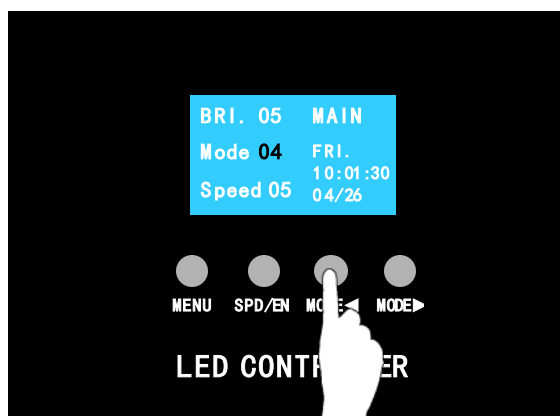
It can switch increased or decreased quickly with long press ""MODE◀" or "MODE▶".



Auto mode



Press "MODE▶" 6 times, the mode is 6.



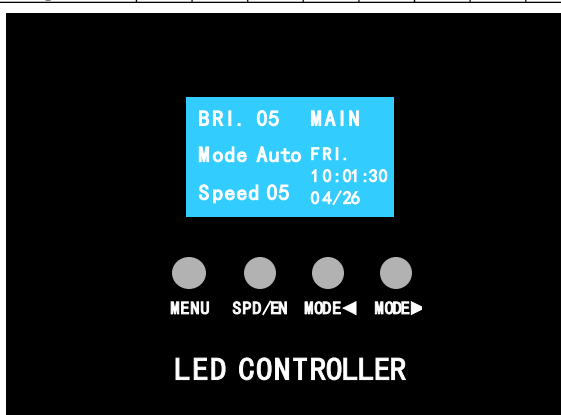
★ it is valid with the offline controller only.

Press "MODE◀" twice, the mode is 4.

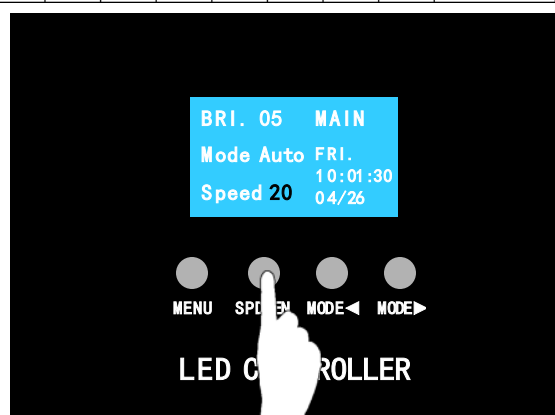
4.5 SPEED SELECTION

Press button "SPD/EN" on control panel to select play speed, the less the rate, the quicker the speed. **it is valid with the offline controller only.**

Parameters	Speed Display																Notes
Main Control Speed	03	04	05	06	07	08	09	10	11	12	15	20	30	50	80	99	Independent Speed
Frame Rate(ms)	30	40	50	60	70	80	90	100	110	120	150	200	300	500	1000	2000	
Frame Per Second	33	25	20	17	14	13	11	10	9	8	7	5	3	2	1	0.5	

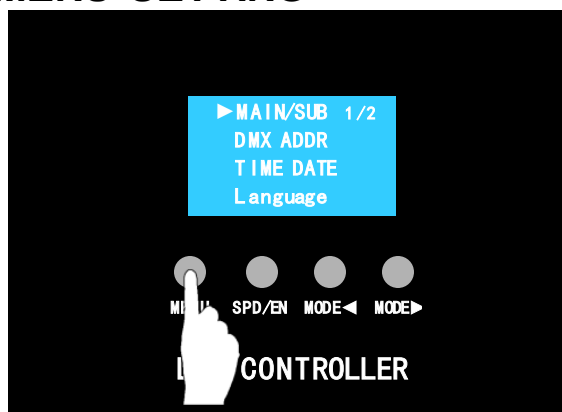


The speed is 05.

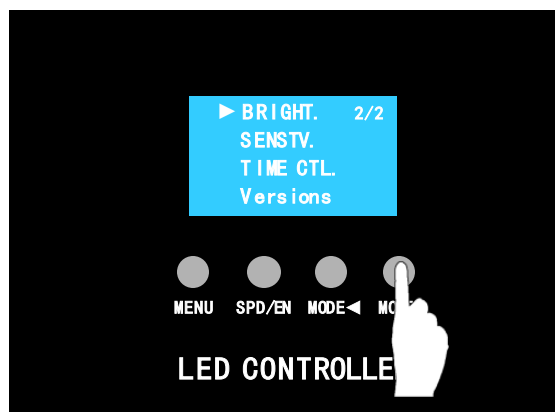


Press "SPD/EN" 9 times, the speed is 20.

4.6 MENU SETTING



Long press "MENU" button for 2 seconds to enter/exit menu setting up.



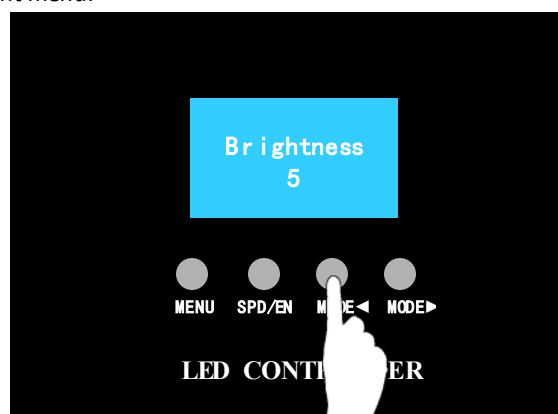
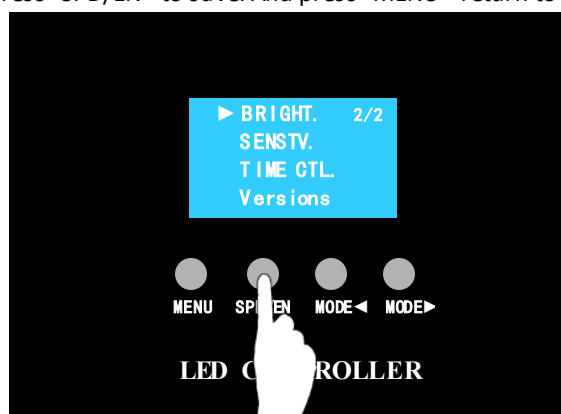
Press "MODE◀" and "MODE▶" to select function.

Select function through "MODE◀" and "MODE▶". Details functions are shown as below:

menu setting	Menu	LED Display	Operation
	MAIN/SUB	MAIN / SUB	※ This controller does not support this function.
	DMX ADDR	DMX ADDRESS ***	※ This controller does not support this function.
	TIME DATE	TUESDAY 00: 01 2017/02/28	1) Press "MODE◀" and "MODE▶" to select TIME DATE. Press "SPD/EN" enter. 2) Press "MODE◀" and "MODE▶" to select the current data. Press "SPD/EN" to save. 3) Press "SPD/EN" 2 second to confirm the setting. And press "MENU" return to parent menu. ※ The controller with GPS function cannot change the time and the date.
	Language	Chinese English	1) Press "MODE◀" and "MODE▶" to select LANGUAGE. Press "SPD/EN" enter. 2) Press "MODE◀" and "MODE▶" to select LANGUAGE display. 3) Press "SPD/EN" to save. And press "MENU" return to parent menu.
	BRIGHT.	Brightness 5	1) Press "MODE◀" and "MODE▶" to select BRIGHT. Press "SPD/EN" enter. 2) Press "MODE◀" and "MODE▶" to select brightness. 1 is the darkest, and 5 is the brightest. 3) Press "SPD/EN" to save. And press "MENU" return to parent menu.
	SENSIV.	Sensitivit 2	※ This controller does not support this function.
	TIME CTL.	SD_CTL WiFi_CTL OFF	※ This controller does not support this function.
	Versions	Get the information of the current version.	

5. BRIGHTNESS

1. Long press "MENU" for 2 seconds to enter MENU SETTING UP mode.
2. Press "MODE◀" and "MODE▶" select "BRIGHT.", Press "SPD/EN" enter.
3. Press "MODE◀" and "MODE▶" select Brightness. (5 is 100% bright, 4 is 80%, 3 is 60%, 2 is 40%, 1 is 20%.)
4. Press "SPD/EN" to save. And press "MENU" return to parent menu.



6. ADDRESSING

6.1 ADDRESS SETTING

6.1.1 UCS512A/UCS512B

※ "ADDRESS PLUS *****" means entering "auto addressing" mode, e.g. #1, #2, #3.....#999.

"ADDRESS PLUS 0000" means entering "fixed addressing" mode, e.g. #6, #6, #6.....#6.

Number of channels in single chip: number of lighting fixture ÷ number of DMX chips × Number of Channels.

The first address of Nth lighting fixture is X * (N-1) where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixtures	Number of DMX chips in each lighting fixture Pixels	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully		
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5				
UCS512	3	1	1	3	0	3	6	9	12	485 differenti al signal	Blue		
		8	1	24	0	24	48	72	96				
			8	3	0	24	48	72	96				
		12	1	36	0	36	72	108	144				
			12	3	0	36	72	108	144				
		16	1	48	0	48	96	144	192				
16	3		0	48	96	144	192						
UCS512 UCS512A UCS512A2	4	1	1	4	0	4	8	12	16			TTL single-wire signal	
		8	1	32	0	32	64	96	128				
			8	4	0	32	64	96	128				
		12	1	48	0	48	96	144	192				
			12	4	0	48	96	144	192				
		16	1	64	0	64	128	192	256				
16	4		0	64	128	192	256						
UCS512B UCS512B3	3	1	1	3	0	3	6	9	12	TTL single-wire signal			
		8	1	24	0	24	48	72	96				
			8	3	0	24	48	72	96				
		12	1	36	0	36	72	108	144				
			12	3	0	36	72	108	144				
		16	1	48	0	48	96	144	192				
16	3		0	48	96	144	192						
UCS512B4	1	1	1	0	1	2	3	4	TTL single-wire signal				
	3	1	1	3	0	3	6	9					12
		8	1	24	0	24	48	72					96
			8	3	0	24	48	72			96		
		12	1	36	0	36	72	108			144		
			12	3	0	36	72	108			144		
		16	1	48	0	48	96	144			192		
	16		3	0	48	96	144	192					
	4	1	1	4	0	4	8	12			16		
		8	1	32	0	32	64	96			128		
			8	4	0	32	64	96			128		
		12	1	48	0	48	96	144			192		
			12	4	0	48	96	144			192		
		16	1	64	0	64	128	192			256		
			16	4	0	64	128	192			256		

6.1.2 DMX512AP/SM512

※ "A* ***" means entering "auto addressing" mode, e.g. #1, #2, #3.....#999.

"A0 00" means entering "fixed addressing" mode, e.g. #6, #6, #6.....#6.

Number of channels in single chip: number of lighting fixture pixel ÷ number of DMX chips × Number of Channels.

The first address of Nth lighting fixture is X*(N-1)+1 where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixture Pixels	Number of DMX chips in each lighting fixture	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5		
DMX512AP-N	3	1	1	3	1	4	7	10	13	TTL single-wire signal	White
DMX512AP-NE	3	1	1	3	1	4	7	10	13		Green
SM512-4	4	1	1	4	1	5	9	13	17		
SM512-9	9	1	1	9	1	10	19	28	37		
SM512-12	12	1	1	12	1	13	25	37	49		

6.1.3 SW-U

※ "A* ***" means entering "auto addressing" mode, e.g. #1, #2, #3.....#999.

"A0 00" means entering "fixed addressing" mode, e.g. #6, #6, #6.....#6.

Number of channels in single chip: number of lamp pixel ÷ number of DMX chips × Number of Channels.

The first address of Nth lighting fixture is X*(N-1) where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixture Pixels	Number of DMX chips in each lighting fixture	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5		
D01U	3	1	1	3	0	3	6	9	12	485 differential signal / TTL single-wire signal	Blue
D12U		12	1	36	0	36	72	108	144		
D16U		16	1	48	0	48	96	144	192		
D01U	4	1	1	4	0	4	8	12	16		
D12U		12	1	48	0	48	96	144	192		
D16U		16	1	64	0	64	128	192	256		

6.1.4 UCS512C*

※ "A* *" means entering "auto addressing" mode, e.g. #1, #2, #3 #999.

"A0 00" means entering "fixed addressing" mode, e.g. #6, #6, #6 #6.

Number of channels in single chip: number of lighting fixture pixel ÷ number of DMX chips × Number of Channels.

The first address of Nth lighting fixture is X*(N-1) where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixture Pixels	Number of DMX chips in each lighting fixture	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5		
UCS512C	1	1	1	1	0	1	2	3	4	485 differential signal	White
		8	1	8	0	8	16	24	32		
			8	1	0	8	16	24	32		
		12	1	12	0	12	24	36	48		
			12	1	0	12	24	36	48		
		16	1	16	0	16	32	48	64		
			16	1	0	16	32	48	64		
	2	1	1	2	0	2	4	6	8		
		8	1	16	0	16	32	48	64		
			8	2	0	16	32	48	64		
		12	1	24	0	24	48	72	96		
			12	2	0	24	48	72	96		
		16	1	32	0	32	64	96	128		
			16	2	0	32	64	96	128		
	3	1	1	3	0	3	6	9	12		
		8	1	24	0	24	48	72	96		
			8	3	0	24	48	72	96		
		12	1	36	0	36	72	108	144		
			12	3	0	36	72	108	144		
		16	1	48	0	48	96	144	192		
			16	3	0	48	96	144	192		
	4	1	1	4	0	4	8	12	16		
		8	1	32	0	32	64	96	128		
			8	4	0	32	64	96	128		
		12	1	48	0	48	96	144	192		
			12	4	0	48	96	144	192		
		16	1	64	0	64	128	192	256		
			16	4	0	64	128	192	256		

6.1.5 SM16512

※ "A* ***" means entering "auto addressing" mode, e.g. #1, #2, #3.....#999.

"A0 00" means entering "fixed addressing" mode, e.g. #6, #6, #6.....#6.

Number of channels in single chip: number of lighting fixture pixel ÷ number of DMX chips × Number of Channels.

The first address of Nth lighting fixture is X*(N-1)+1 where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixture Pixels	Number of DMX chips in each lighting fixture	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5		
SM16512	3	1	1	3	1	4	7	10	13	485 differential signal	Green
	4	1	1	4	1	5	9	13	17		
SM16511	3	1	1	3	1	4	7	10	13		
	4	1	1	4	1	5	9	13	17		

6.1.6 SW-D

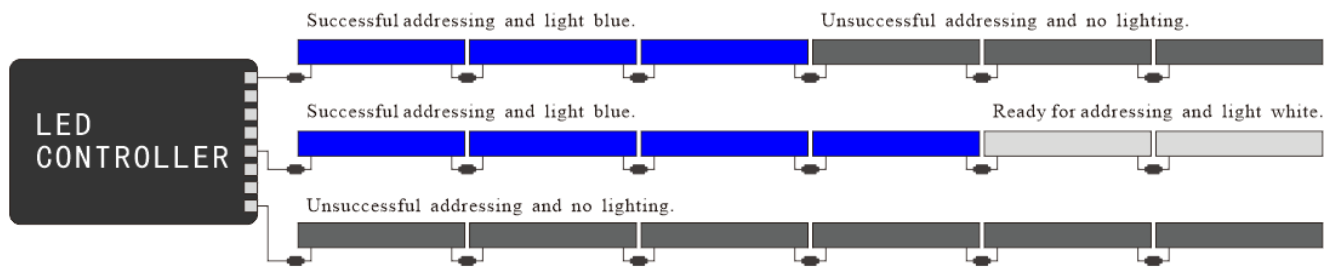
※ Led screen displays "0000", it means entering "Automatic" addressing mode (e.g. #1, #2, #3.....#999).

The first address of Nth lighting fixture is X*(N-1)+1 where X is the number of channels in each lighting fixture.

Color of LED	Number of Channels	Number of Lighting fixture Pixels	Number of DMX chips in each lighting fixture	Number of channels in single chip	First Add. Of Each Chip					Type of control signal	Color display when addressing successfully
					Chip 1	Chip 2	Chip 3	Chip 4	Chip 5		
D01D	3	1	1	3	1	4	7	10	13	485 differential signal / TTL single-wire signal	The first lamp connects with controller will have yellow light, the others are green light.
D06D		6	1	18	1	19	37	55	73		
D08D		8	1	24	1	25	49	73	97		
D12D		12	1	36	1	37	73	109	145		
D16D		16	1	48	1	49	97	145	193		
D01D	4	1	1	4	1	5	9	13	17		
D06D		6	1	24	1	25	49	73	97		
D08D		8	1	32	1	33	65	97	129		
D12D		12	1	48	1	49	97	145	193		
D16D		16	1	64	1	65	129	193	257		

6.2 UNSUCCESSFUL ADDRESSING

6.2.1 UCS512A/UCS512B

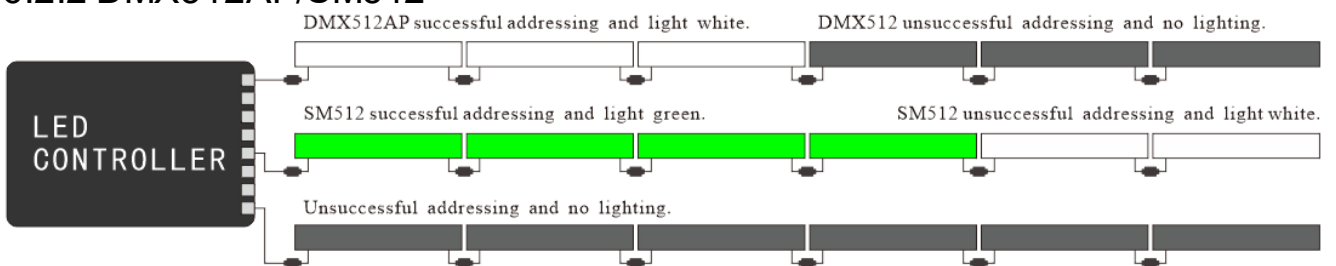


The addressing cable between the controller and the first lighting fixture must connect. Otherwise controller can not send the addressing data to the DMX512 lighting fixture.

When the UCS512A/B lighting fixture is addressed successfully, the lighting fixture will be blue light.

Or it means the connection is abnormal. Please check the cable again.

6.2.2 DMX512AP/SM512

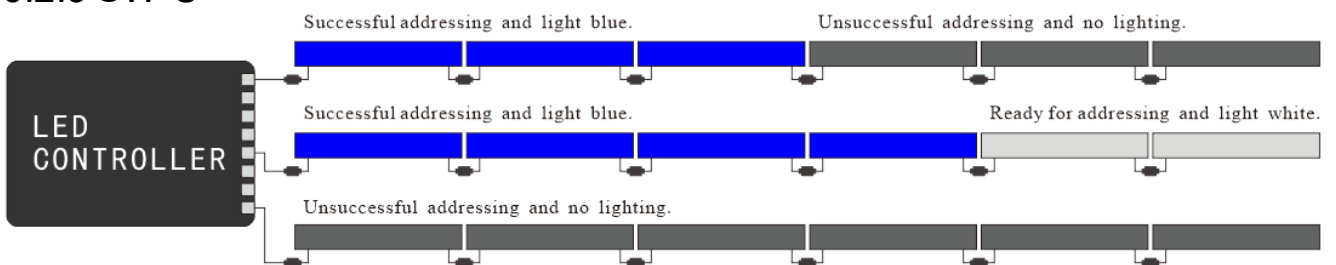


The addressing cable between the controller and the first lighting fixture must connect. Otherwise controller can not send the addressing data to the DMX512 lighting fixture.

When the DMX512AP/SM512 lighting fixture is addressed successfully, the lighting fixture will be white (or green) light.

Or it means the connection is abnormal. Please check the cable again.

6.2.3 SW-U

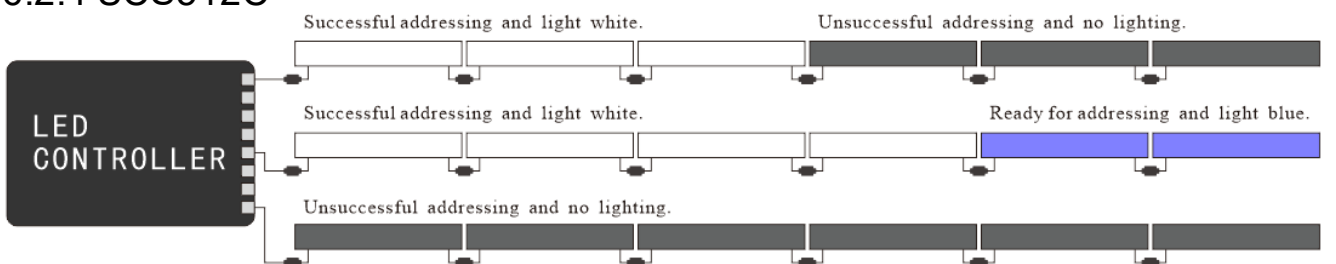


The addressing cable between the controller and the first lighting fixture must connect. Otherwise controller can not send the addressing data to the DMX512 lighting fixture.

When the SW-U lighting fixture is addressed successfully, the lighting fixture will be blue light.

Or it means the connection is abnormal. Please check the cable again.

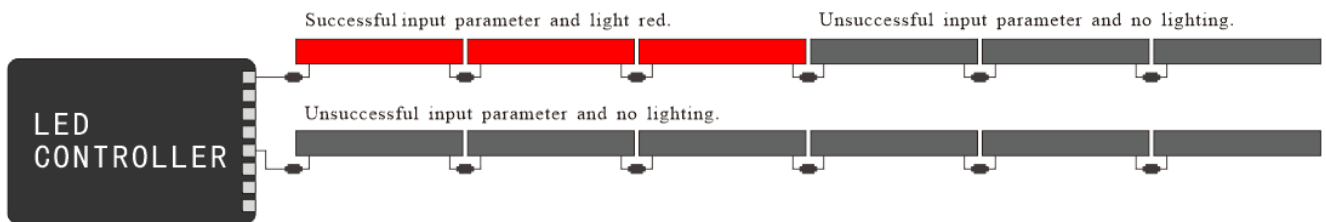
6.2.4 UCS512C*



The addressing cable between the controller and the first lighting fixture can not connect. The controller will send the addressing data by RS-485 signal.

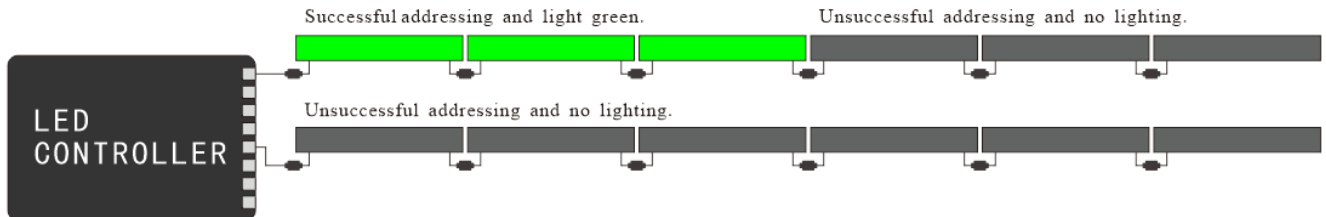
When the UCS512C* lighting fixture is addressed successfully, the lighting fixture will be white light.

Or it means the connection is abnormal. Please check the cable again.

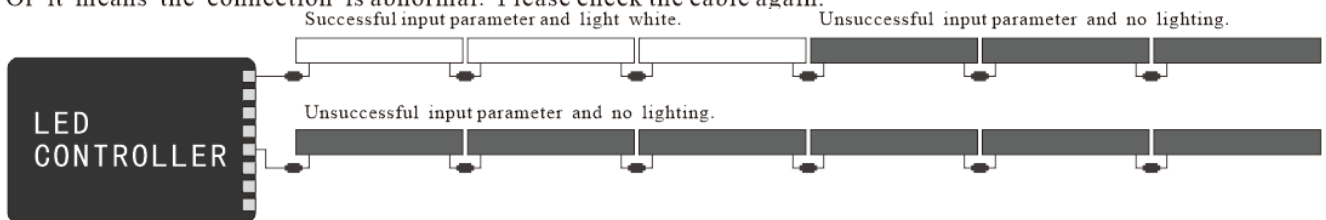


The addressing cable between the controller and the first lighting fixture can not connect.
 The controller will send the parameter by RS-485 signal.
 When the UCS512C4 lighting fixture is entered in parameter successfully,
 the lighting fixture will be red light.
 Or it means the connection is abnormal. Please check the cable again.

6.2.5 SM16512

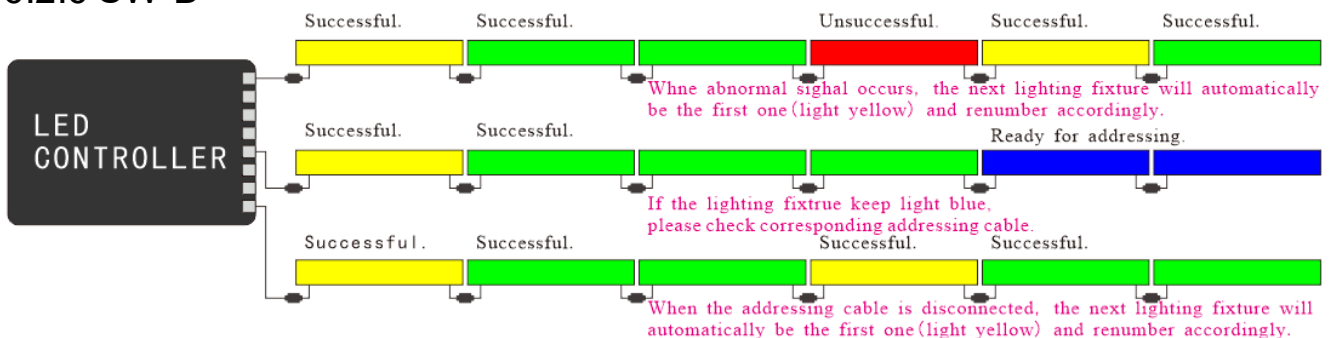


The addressing cable between the controller and the first lighting fixture can not connect.
 The controller will send the addressing data by RS-485 signal.
 When the SM16512AP lighting fixture is addressed successfully,
 the lighting fixture will be green light.
 Or it means the connection is abnormal. Please check the cable again.



The addressing cable between the controller and the first lighting fixture can not connect.
 The controller will send the parameter by RS-485 signal.
 When the SM16512AP lighting fixture is entered in parameter successfully,
 the lighting fixture will be white light.
 Or it means the connection is abnormal. Please check the cable again.

6.2.6 SW-D

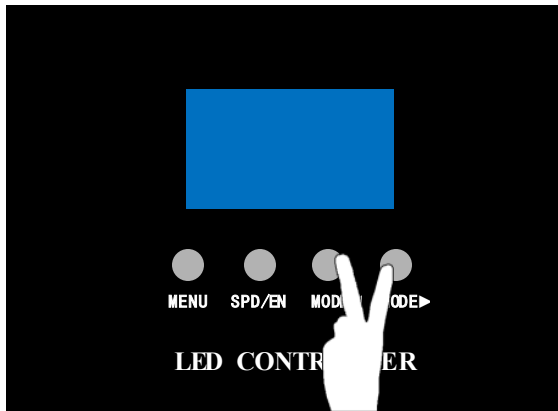


The addressing cable between the controller and the first lighting fixture can not connect.
 The controller will send the addressing data by RS-485 signal.
 When the SW-D lighting fixture is addressed successfully,
 the first lighting fixture will be yellow light,
 and it will be green light from the second.
 Or it means the connection is abnormal. Please check the cable again.

6.3 ADDRESSING OPERATION

For addressing operations please refer to following example. (The whole process should be conducted with plugging card. Please switch off the controller first if need to remove the card.)

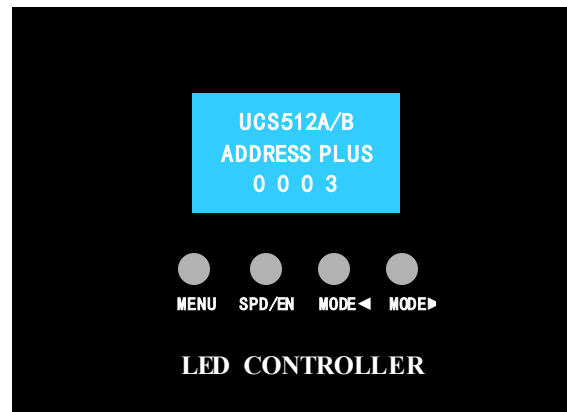
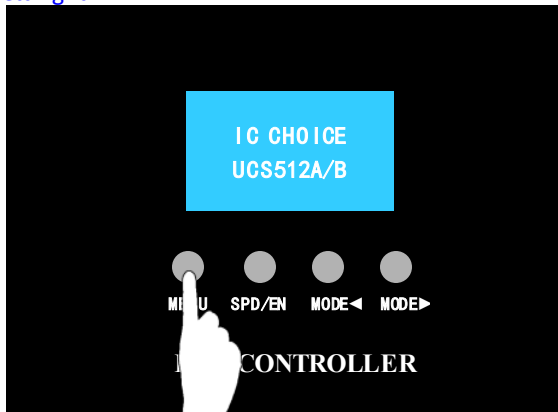
- 1) Long press "MODE◀" and "MODE▶" together, press power switch and don't release the button until the screen shows IC CHOICE ***.



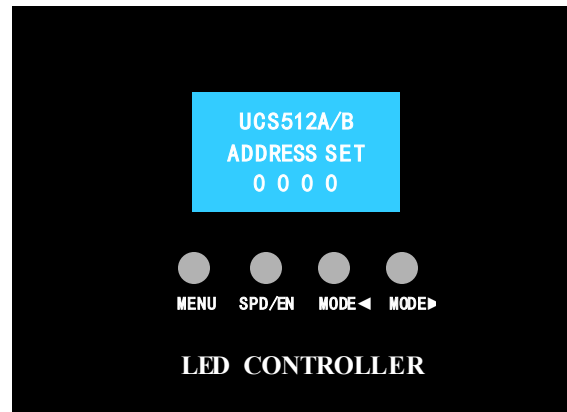
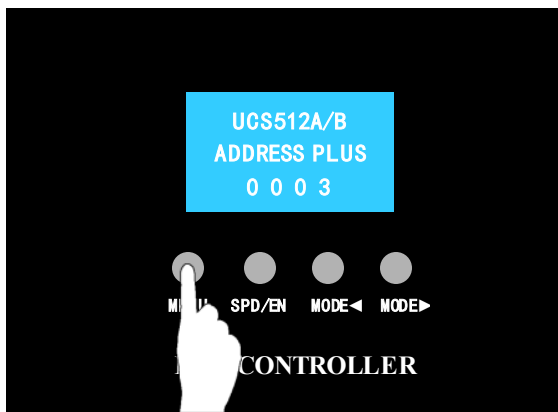
Addressing mode must be consistent with lighting fixture, otherwise the addressing will be invalid.

☺ Press "MODE◀" and "MODE▶" can change the type of chip.

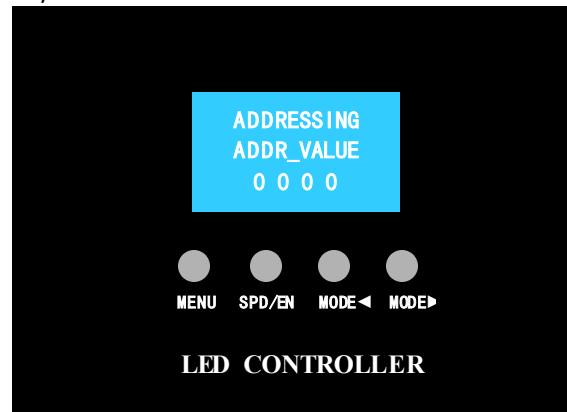
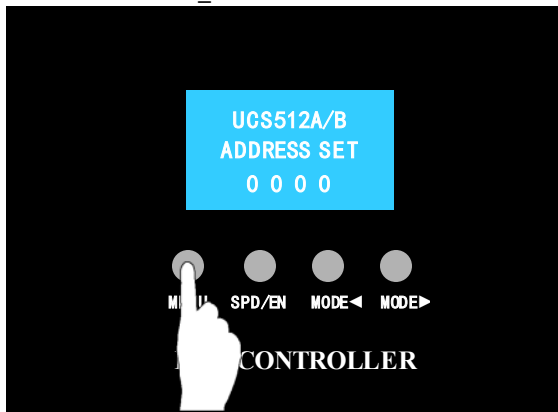
- 2) Long press "MENU" and don't release the button until the screen shows *** ADDRESS PLUS 0003. It's the status of entering address. (It will memorize previous address plus data.) "0003" means need to enter the number of channels in single chip. If the address plus of lighting fixture is different, please refer to Step 6 in this chapter for setting it.



- 3) Long press "MENU" and don't release the button until the screen shows "*** ADDRESS SET 0 0 0 0". It's the status of entering address. (It will memorize previous address setting data.) "0000" means entering "Automatic" addressing mode. If the address of the lighting fixture is different, please refer to Step 7 in this chapter for setting address value.

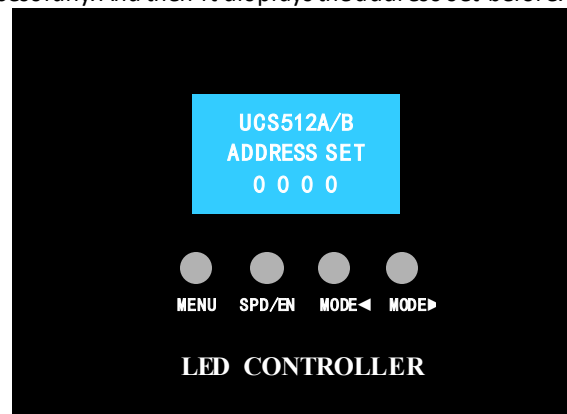
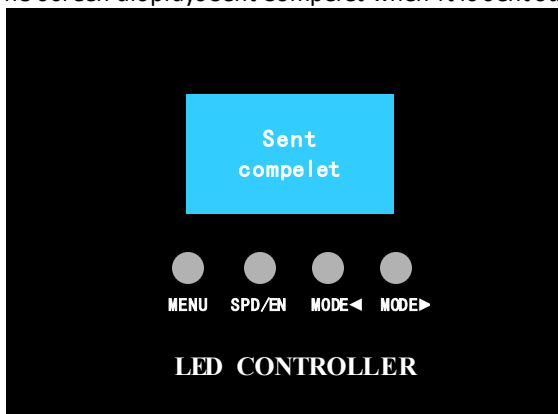


- 4) If the address is confirmed, please long press "MENU" and don't release the button until the screen shows ADDRESSING ADDR_VALUE 0000. Then the data is sent out by controller.



✗ The buttons are useless for sending the address.

- 5) The screen displays Sent Compleet when it is sent out successfully. And then it displays the address set before.



When DMX lighting fixture is addressed successfully, the lighting fixture will be the particular light. When the other color occurs, that means this lighting fixture is addressed unsuccessfully.

UCS512C4 and SM16512 will input parent after addressing. UCS512C4 is lighting red and SM16512 is lighting 50% white.

✗ At this time (controller can be power on), directly connect to DMX lighting fixture with same specification and chip which need to be addressed. Then repeat Step 4 for addressing.

If the address is found to be wrong after sending out the data, please repeat Step 7 and Step 4 to re-address the lighting fixture.

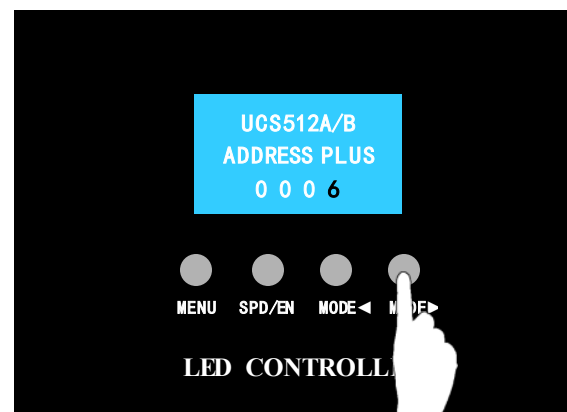
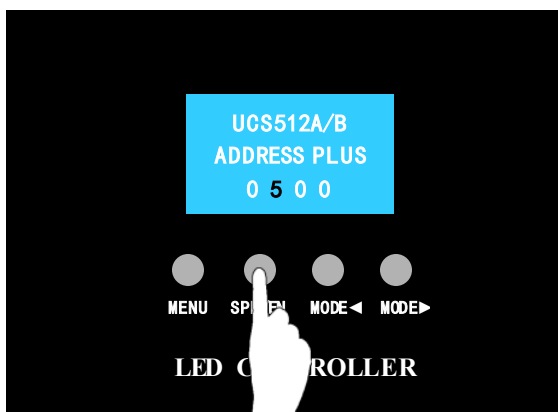
If fail to set the address, please check connection of the lighting fixture again. Please repeat Step 4 to send the data one more time.

- 6) Address Plus modification.

Press "MENU" to increase the 1st value. Press "SPD/EN" to increase the 2nd value.

Press "MODE◀" to increase the 3rd value. Press "MODE▶" to increase the 4th value.

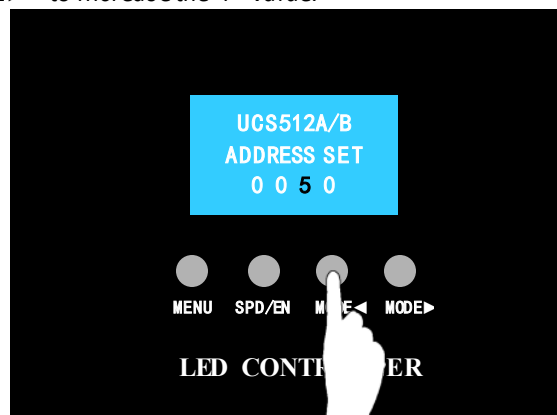
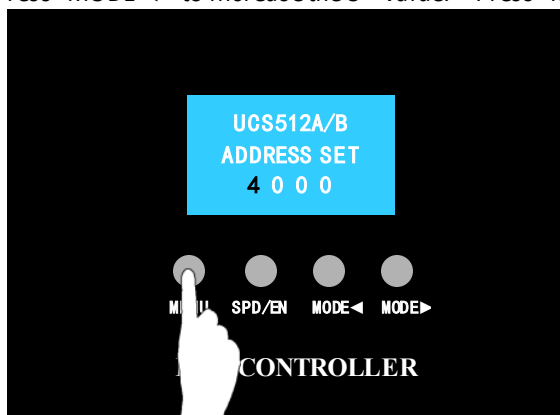
✗ Number of channels in single chip can be found in green column of reference table.



★ Address the lighting fixture directly after modifying address plus. Please restart the controller to enter addressing interface if user find address plus is wrong after sending out.

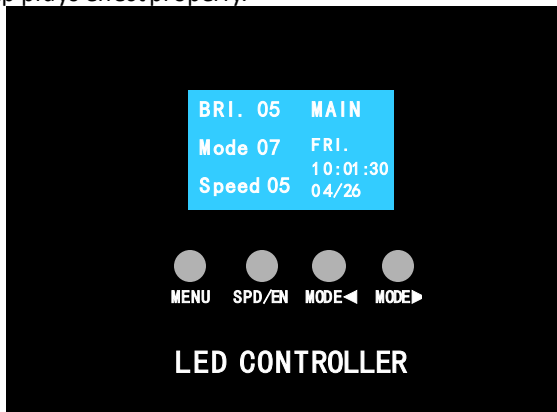
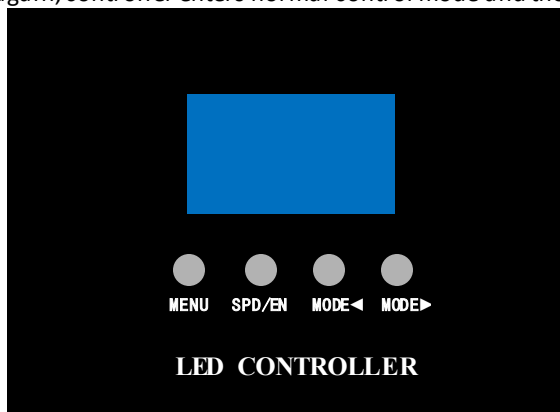
7) Address modification.

Press "MENU" to increase the 1st value. Press "SPD/EN" to increase the 2nd value.
Press "MODE◀" to increase the 3rd value. Press "MODE▶" to increase the 4th value.



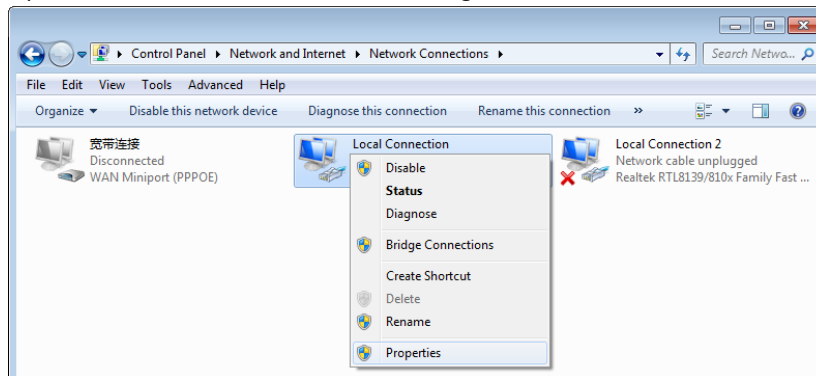
★ After modifying the address, please repeat Step 4 to send the data one more time.

8) It has memory function that only needs to set the address once. When the controller and lamp are power on again, controller enters normal control mode and the lamp plays effect properly.

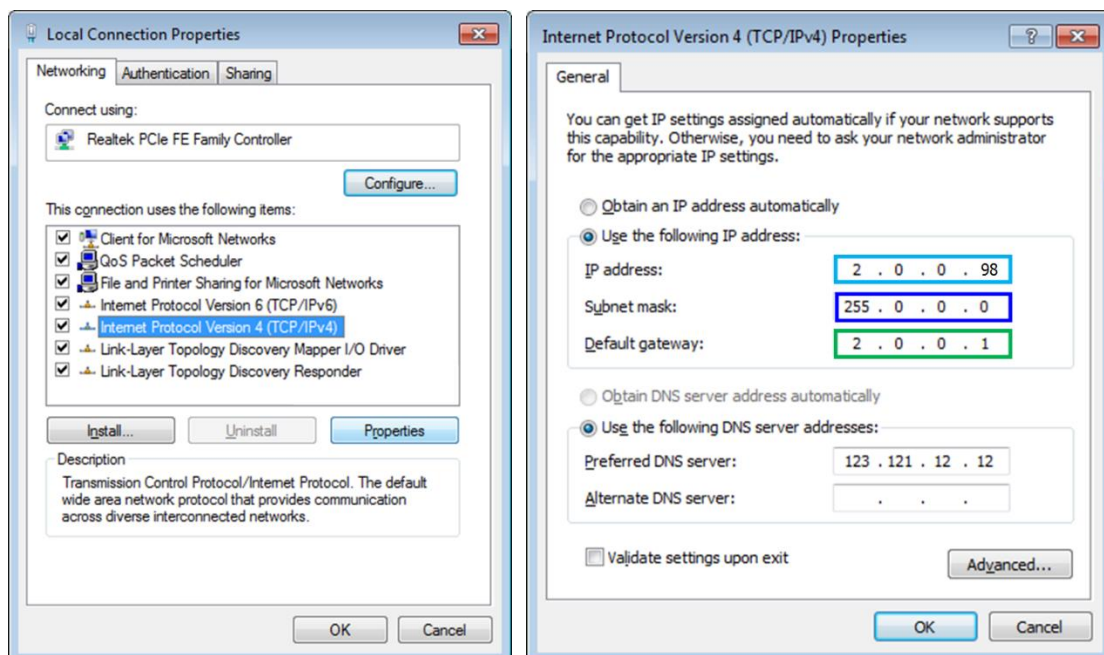


7. IP Address Setting (PC)

1. Open “Network Connection” on the PC, right click “Local Connection” and select “Properties”.



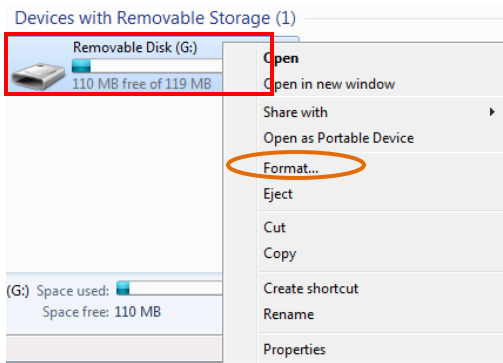
2. Select Internet Protocol (TCP/IP), then click “Properties”. Setting the IP address below.



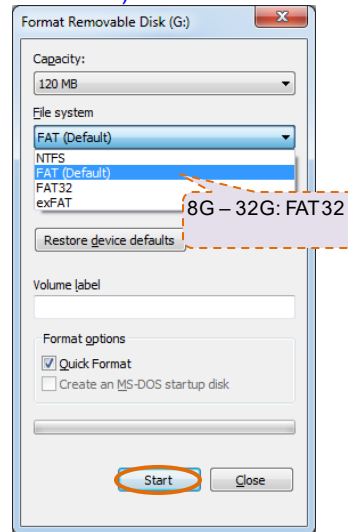
3. Click “OK” after the setting is finished.

8. SD CARD COPY

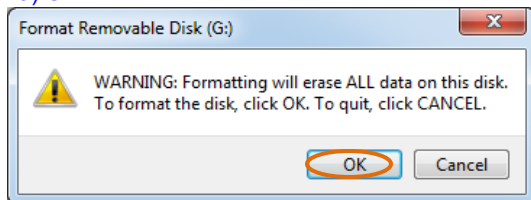
1) Right click the disk where the SD card location



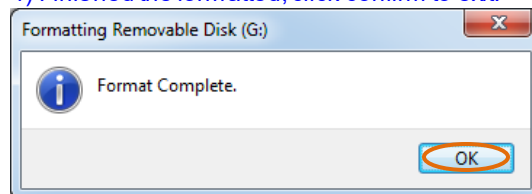
2) Select –FAT (Can tick off “Quick Format”) and click START.



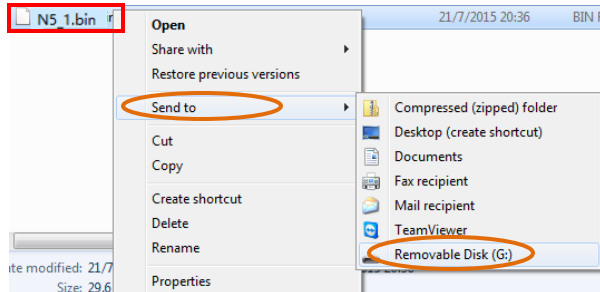
3) Confirm to format the Disk.



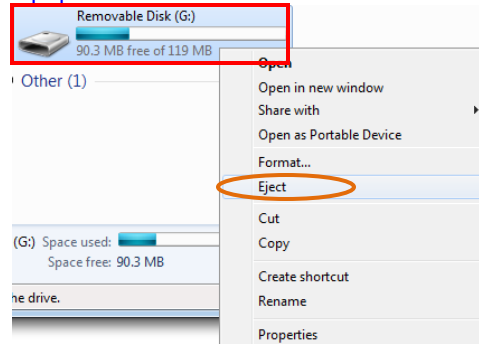
4) Finished the formatted, click confirm to exit.



5) Right click N5_1.Bin file, send the file to removable disk.



6) Right click removable disk and select pop to pop the SD card.



7) Put the SD-card into controller. When start the equipment the SD- card can use. (There is only one bin file in the card.)