

**LED Interactive Dance Floor
Hardware and Software
User Manual
(SD Card Control System)**



Content

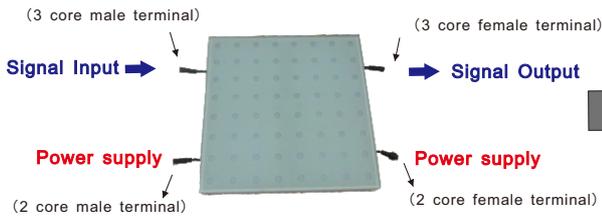
Chapter One Overview	1
• Installation environment.....	1
• Connection diagram and Illustration.....	1
Chapter Two Connection of Hardware.....	2
• Connection between table.....	2
• Signal and network connection of the splitter.....	3
• Power connection of splitter and controller.....	4
Chapter Three Operation of controller.....	5
• Power connection of controller.....	5
• Function of controller.....	5
Chapter Four Usage of Software.....	6
• System Environment.....	6
• Introduction of the software.....	6
1. Install the REG. bat.....	6
2. File and folder of the sotware.....	6
3. Software Interface.....	6
4. Langue selection for the interface.....	6
• Function Introduction.....	7
1. Screen Capture.....	7
2. Flash Playing.....	7
3. File Playing	7
4. Font Editing	8
5. Color Adjustment.....	8
6. Pattern Builder	9
7. Built SD file.....	9
• Copy the file to SD card.....	10
Chapter Five FAQ.....	11
1. Capture Error in XP	11
2. Capture Error in Win7	11
3. Error 52	11
4. Error 76	12
5. Error 53	12
6. Error 339.....	12
7. Error 75.....	13
8. Register error	13

Chapter One Overview

• Installation environment】

1. Temperature: 0°C to 40°C
2. Voltage: AC 220V
3. Make sure the earth wire are connected to the power socket.
(Please refer to the page 2 for the detection method)

• Connection diagram and Illustration】



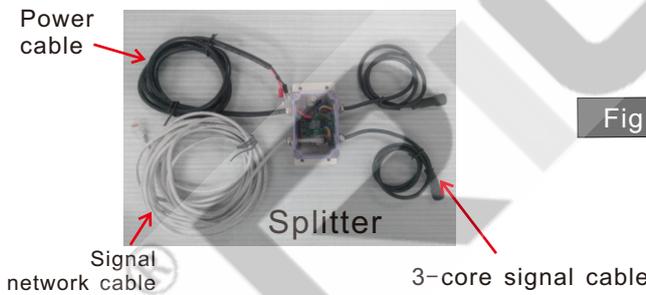
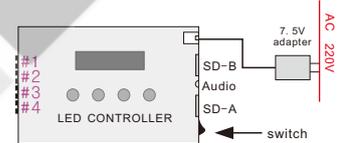
Figure



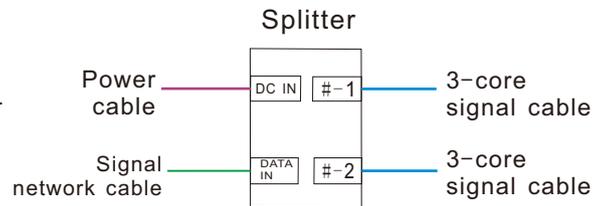
SD card controller



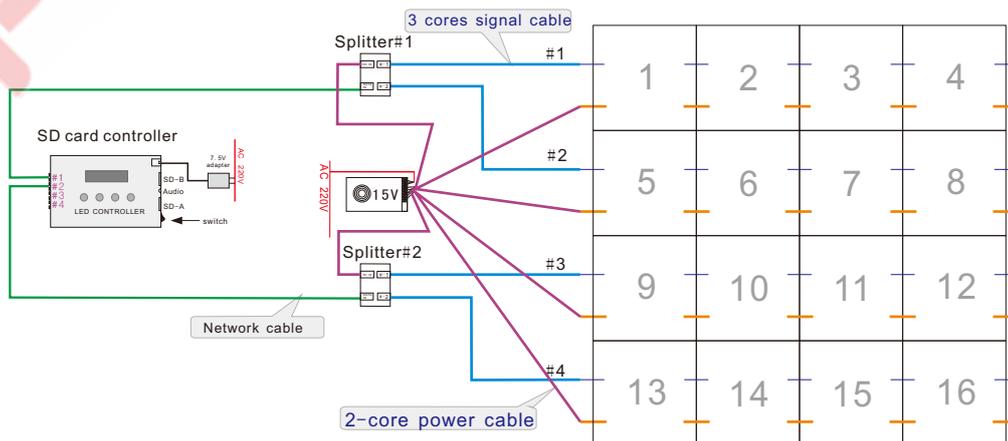
Figure



Figure



For example: 16pcs IA03 connection

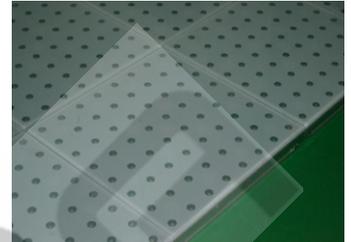
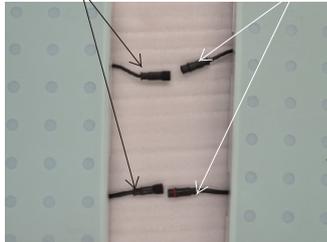


Chapter Two Connection of Hardware

【Connection between floors】

Female signal terminal

Male signal terminal



1. Place the male terminal near the female terminal respectively.

2. Connect the 3 core male and female signal terminal and 2 core male and female power terminal by screw up the nuts in a clockwise.

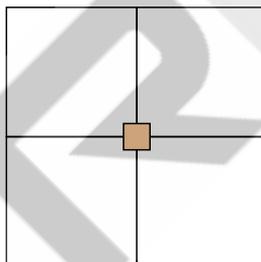
3. Hide the cable in the groove by adjust the position of IA03. Then the floor can be fixed.

4. Assembly connection for Dance floor

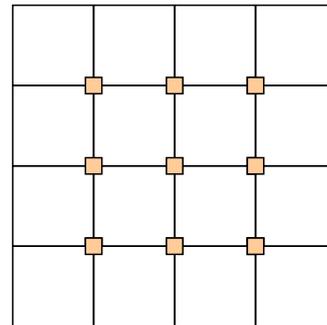
4-1. When install the dance floor, please use the joint plate. One joint plate can fasten 4pcs tiles.



4-2. The installation site of joint plate:



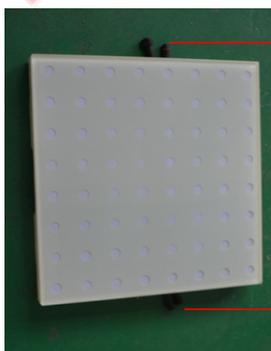
2*2



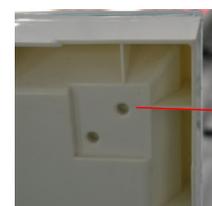
4*4

4-3. Operation (Take 2*1pcs dance floors as example)

1) Put the first tile to the ground.

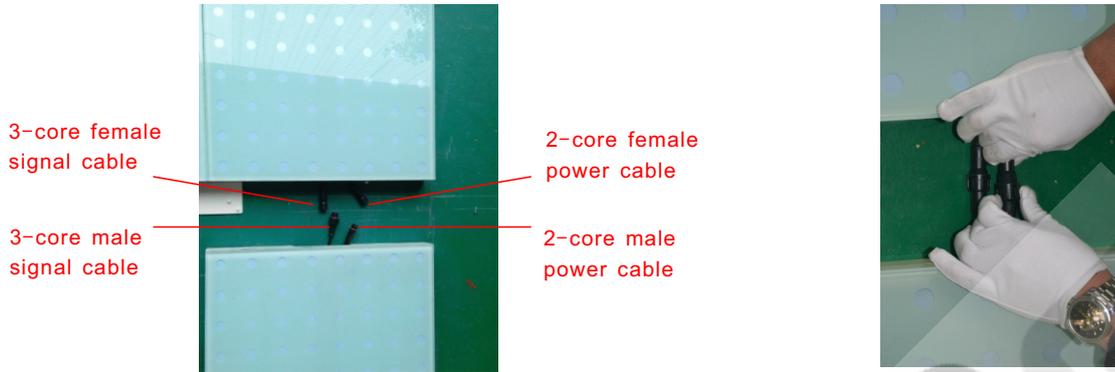


2) Slightly hold up the corner of the tile and insert the joint plate to it, and then let the projecting bolt of joint plate lock to the hole of the tile.



Hole

3) Place the second tile near the first floor and connect their signal cable and power cable respectively.



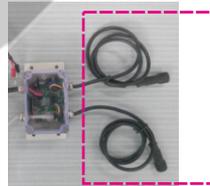
4) Lock the second tile to the joint plate.



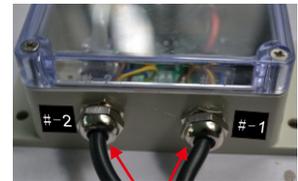
5) Inset another joint plate to the corner of the second floor and place the other floors on the plate in turn. According to the step 3 to connect their cables respectively.

【Signal and network connection of the splitter】

1. Please refer to the actual connection to connect the 3-core signal cable of splitter to the signal cable of dancing floor. (Each splitter has 2pcs 3-core signal output terminal # -1 & # -2)

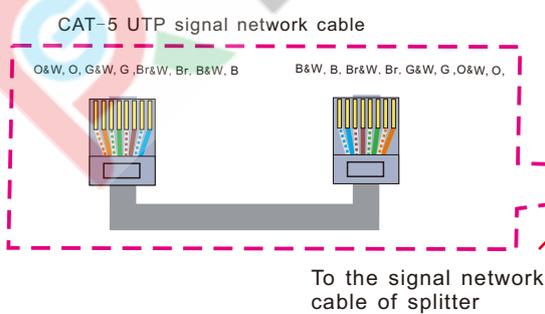


3-core signal output terminal



Connect to the signal cable of dancing floor

2. Connect the signal network cable of #1 splitter to the #1 signal network output terminal of controller.

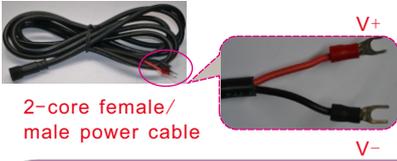


To power adapter

To the signal network cable of splitter

【Power connection of splitter and controller】

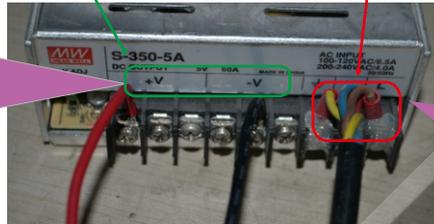
1. Connect the the "V+", "V-" power cable of the IA03 to the power output terminal of the power supply.
(Please be careful of the high voltage as the following picture.)



DC15V output

⚠ AC 100V~230V
Caution!
High Voltage

The "Red" wire is connected to "V+", while the "Black" wire to "V-". Any reversal connection to the positive and negative wire is prohibited. If any improper connection occur, the power supply in the dance floor or the switch power supply would probably get burn.



⚠ The plug of the switch power must be connected to the Earth, otherwise, any interference signal would be easy produced.
Yellow→Earth wire
Blue→Null wire
Brown→Live wire

⚠ We would provide a detector to make sure the connection of earth wire, null wire and live wire in the plug are correct. (Make sure the earth wire are corrected)



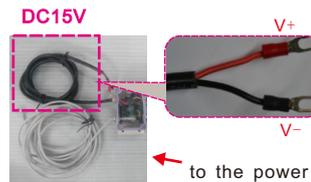
live and null wire exchange
live and earth wire exchange
without earth wire
without live wire
without null wire
Correct

2. Please refer to the actual connection to connect the 2-core female power cable to the male terminal of dance floor, while the 2-core male power cable to the female terminal of dance floor.



connect to the male/female terminal of dance floor

3. Connect the 2-core male power cable of splitter to the power supply.



to the power supply

⚠ Note: If used 2 or above switching power supply, the power supply must be in common-ground setting (That is each power supply is in "-V" connection, otherwise the dancing floor can not in a normal operation or any damage will occur).



Note: Select the voltage according to your city. (AC 110V or 220V) . As the following picture shows:



4. Insert the power plug of the power supply into the socket. When the dance floor is power on, but without any signal input, the floor would make self-testing. (Mix color gradient and internal interactive effect)



Chapter Three Operation of controller

- Power connection of controller

1. Insert the terminal of the 7.5V power adapter to the controller, while the plug to the AC 220V utility.
2. When insert the 2pcs SD card(Display Bin) and (For Music), please make sure the controller is off.

⚠ Don't insert or pull out the SD card when controller has power, otherwise, SD card will be burn.



3. Turn on the switch of controller and a number of 8888 shows on the LED panel.



- Function of the controller.

- MENU: Press "MENU" to change the following Mode:

IA Mode: Interactive Mode (When step on the dance floor, interactive effect will show on it.)

Pattern: Display Mode (Display effect)

Music: Music Mode (When step on the dance floor, the build-in music will be activated.)

Speed: Play speed

Volume: Music volume

Brightness: Brightness of background

language: English/Chinese

- ON/OFF: Press "ON/OFF" to startup/shutdown the current Mode.

ON: Startup

OFF: Shutdown

- Mode+ / Mode-: Press "Mode+" and "Mode-" to select IA, pattern, music and language and adjust the speed, volume and brightness.

--In "IA Mode", press "Mode+" or "Mode-" to select the interactive effect.

(There are eight interactive effects)

--In "Pattern" Mode, press "Mode+" or "Mode-" to select the display effect.

Pattern 0: Auto display Mode

Display effect is created in the software. **Please refer to the "LED Interactive Dancing Floor Software Manual (SD card control)" for more information.**

--In "Music" Mode, press "Mode+" or "Mode-" to select the option from 1~4 .

When in option 1, long press "ON/OFF" button to go to Item x (x=1~32). Press "Mode+" and "Mode-" to select music from 1~32. (There are 32 music for choice). User can freely change the music in MP3 format.

--In "Speed" Mode, press "Mode+" or "Mode-" to adjust the speed.

From 6 ~12 to adjust the speed from fast to slow. (Value 6 is indicated to 60ms/frame, while value 7 is indicated to 70ms/frame, etc)

--In "Volumn" Mode, press "Mode+" or "Mode-" to adjust the volume from 1~9.

--In "Language" Mode, press "Mode+" or "Mode-" to change the language of interface.

Chapter Four Usage of Software

• System Environment

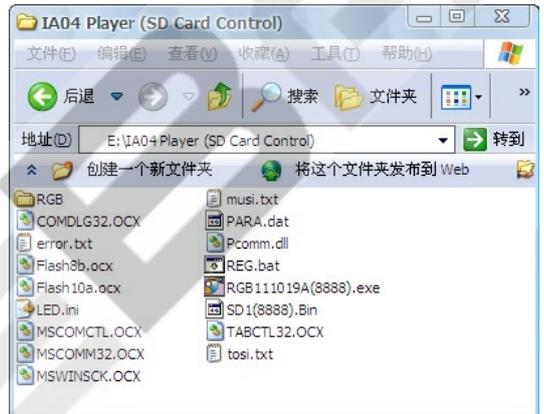
1. System: Win XP/Win 7 (32bit)
2. CPU: Dual Core Processor
3. Memory: no less than 2G
4. USB Port: no less than 2 USB port

• Introduction of the software

1. Before run the software, please double click the REG.bat registry control, or right click and select "Run as administrator" to install the control until it automatically finishes.
2. The Software should contain the following folders and files:

Type	Name	Note
Folder	RGB	For effect
File	****.exe	
	LED.ini	
	Musi.txt	
	PARA.dat	
	Tosi.txt	
	Error.txt	
	REG.bat	
	COMDLG32.OCX	Delete or rename is prohibited
	Flash8b.ocx	
	Flash 10a.ocx	
	MSCOMCTL.OCX	
	MSCOMM32.OCX	
	MSWINSCK.OCX	
	Pcomm.dll	
	TABCTL32.OCX	
	SD1(8888).Bin	

This file is built by the software. (More information, please see Page 4)



Note: This software is only for wiring structure of 3*4 = 12pcs floors. If the quantity of floors reduced or increased, or the wiring structure changed (e.g. 2*6 = 12pcs), the software will have error or will not work. And a new software for the related wiring structure is needed.)

3. Software interface: double click "****.exe" (For example: "10×10pcs IA01A.exe") , and then a player window appears.

4. Language selection for the interface

Software interface could be: Simplified Chinese, English, Chinese traditional. The way to change language: Double click the "LED.ini" text to open it. Then you could find out the parameter: Language= 2 (1: Simplified Chinese, 2: English, 3: Chinese traditional). Language=2 could be changed to Language=1/3, if it is needed. Then please save and close the text. When reopen the "****.exe" software, language will be changed correspondingly.



Note: Please don't randomly alter other parameter in the "LED.ini", except the language option, otherwise some run-time error to the software would occur due to the possible misconfigurations.

• Function Introduction

1. Screen Capture

Click "Screen Capture", and then a capture window pops up. Users can move and adjust the size of capture window freely. Video or picture in the capture window could be displayed in the player and dancing floor synchronously. Click "Start record" to record the video or picture and Click "Stop record" to finish record. User can record any video or picture freely. The effect will be saved in the RGB folder. (Effect can be previewed and edited in the preview window. Refer to the chapter 4. file playing)

Note: Please do not cover any window on the capture window and the proportion of the capture should be corresponding with the player. It is to prevent any distortion.



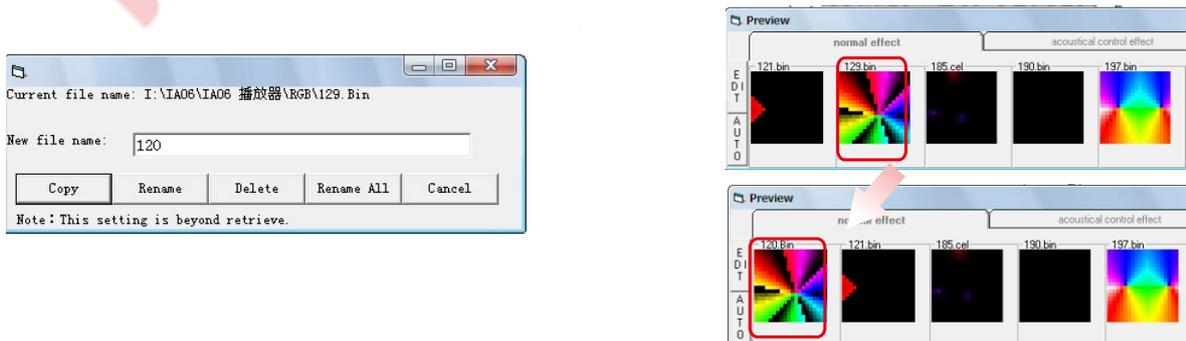
2. Flash Playing

Click "Flash Playing", and then "Flash player" window pops up. Video will be displayed in the player and in the dancing floor synchronously. **Note:** Do not cover any window or dialogue on the top of the Flash Player.



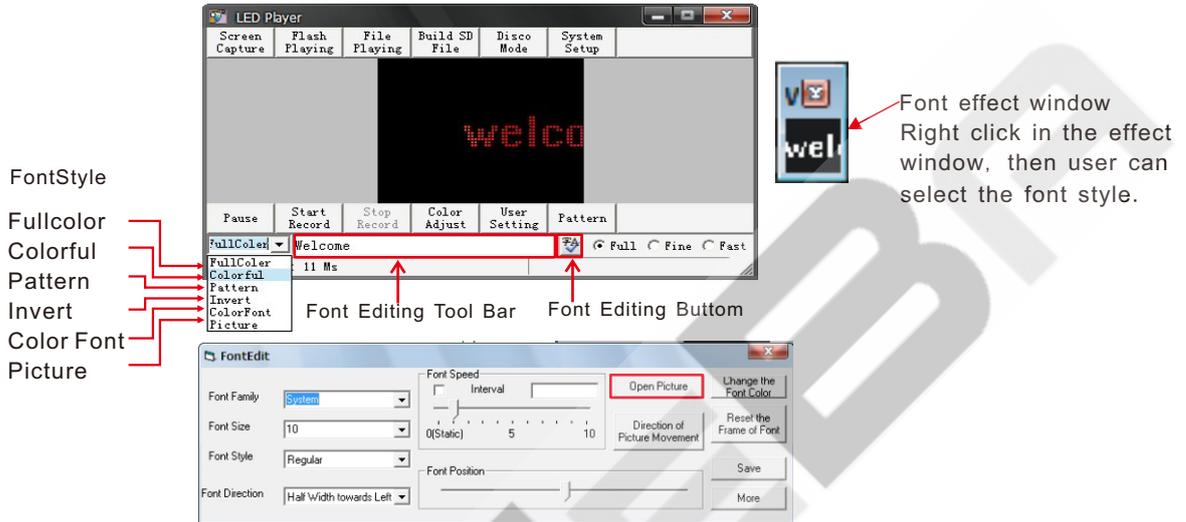
3. File Playing

Click "File Playing", and then the "Preview" window will pop up. Effect in the preview window will be played automatically and orderly. Users can select any of the effect manually, which will be displayed in the dancing floor simultaneously. Users can edit the target effect by pressing the buttons of [Copy], [Rename], [Delete] or [Cancel] in the preview window.

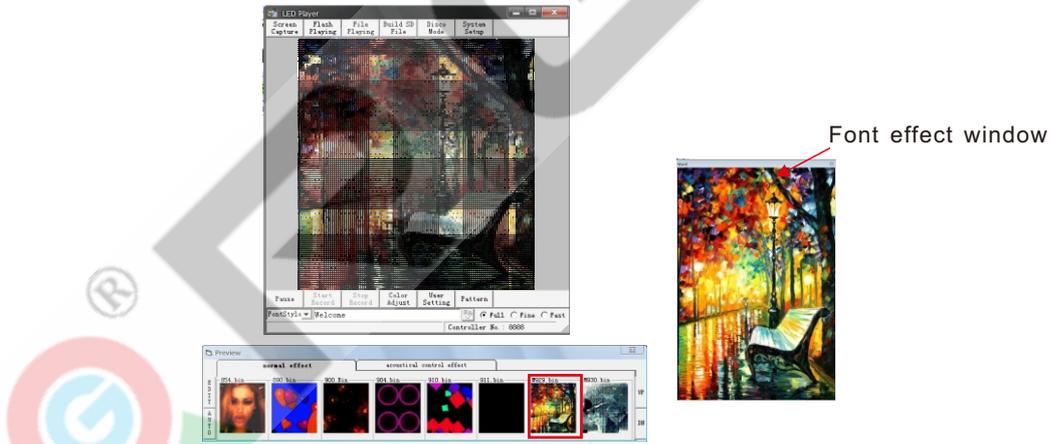


4. Font Editing

When under the status of "Screen Capture", "Flash Playing" or "File Playing", users could input any text in the "Font Editing Tool bar". Step 1: Input text in "Font editing tool bar". Step 2: Double click the blank of "Font editing tool bar" to pop up a "Font effect window". Step 3: Click the "Font Editing Button" to adjust the style/size/direction of the font. Step 4: Save the pattern and quit out the "FontEdit" window.



Click "Open Picture" in the "FontEdit" window, and then the target picture will display in the player. The speed and direction of the picture can be adjusted. **Note:** If the picture is too big, user can adjust the "Font effect" window. It is better to choose the "Picture" option in "FontStyle", which can prevent any distortion to the picture.



5. Color Adjustment

Click the [color adjust], and then "Color Adjust" pop up. Users can make adjustment to the color of Red, Green, Blue, also the Gamma and Brighten setting by moving the transversing bar.

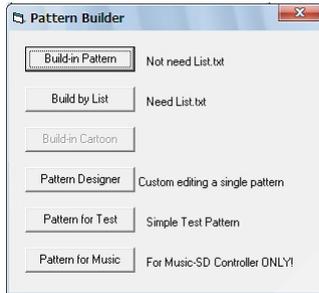


6. Pattern Builder

Build-in pattern: There are 55 pre-programmed effects in [Build-in pattern], click the [Build-in pattern], effect will auto display.

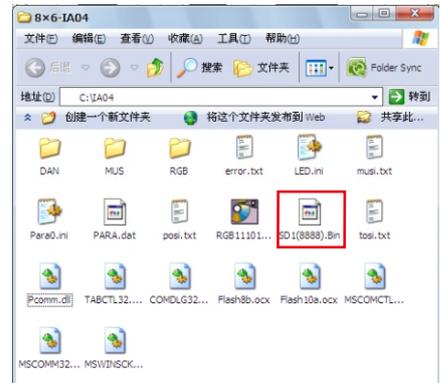
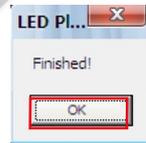
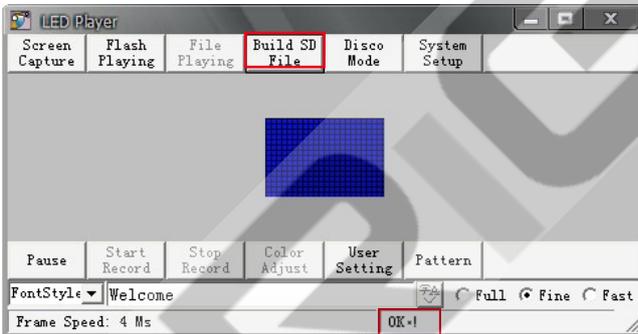
Pattern designer: There are 9 modes in the Pattern designer. User can freely set the parameter and create any effect. After generate, click the preview window and a new effect is display in the player. The effect is saved in the RGB folder. You can rename, delete the effect in the preview window.

Pattern for test: There are several kinds of pattern for testing, including scanning, which can make a test for every pixels.



7. Build SD File

Combine all the target effect through the "Build SD File" button. In the folder of display software, a SD(****).Bin is created. Then copy the Bin. file to the SD card. All the target effect is played in the SD card controlling system of IA03.

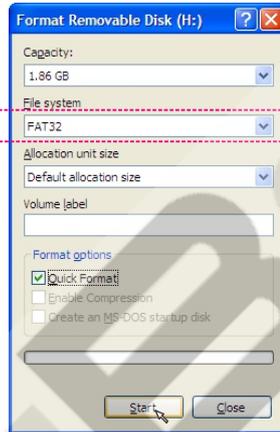
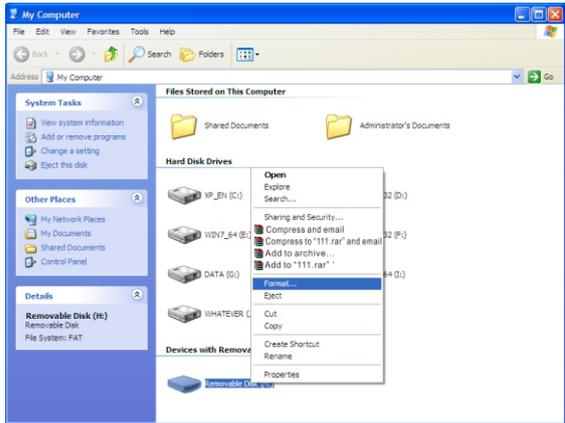


• Copy the file to SD card

1. Insert the SD card into the SD card reader, and insert the USB inlet of the card reader into the outlet of computer. Or insert the SD card to the outlet of the portable computer if available.



2. Format the SD card.



2G: FAT
4G: FAT32
More than 4G :
Can not be used

Notice: Please make sure that you have backed up the old SD1.bin file, since the new SD1.bin file is not sure to work correctly.



3. Copy the new "SD***.bin" into the formatted SD card. ***Only one "SD***.bin" in each SD card.**



copy to card

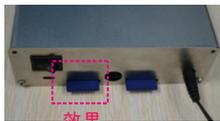


* Please use SD card which of the capacity is less than 4G. If more than 4G, the controller will not be able to recognition.

4. Please safely remove and take SD card.



Complete, restart the controller.



效果

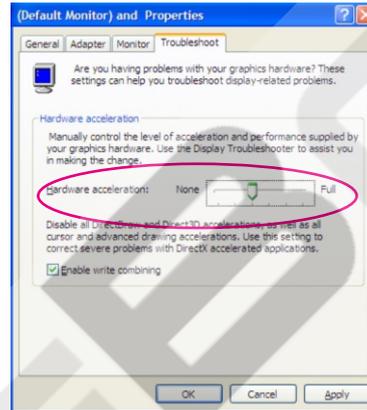
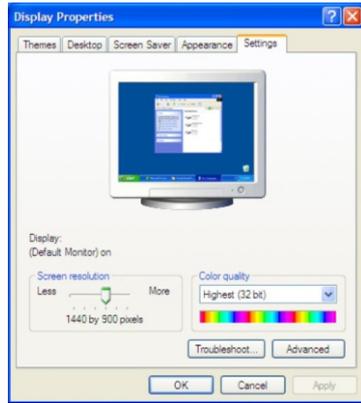
Put SD card into slot of controller

Chapter FIVE FAQ

【Notes and solution】

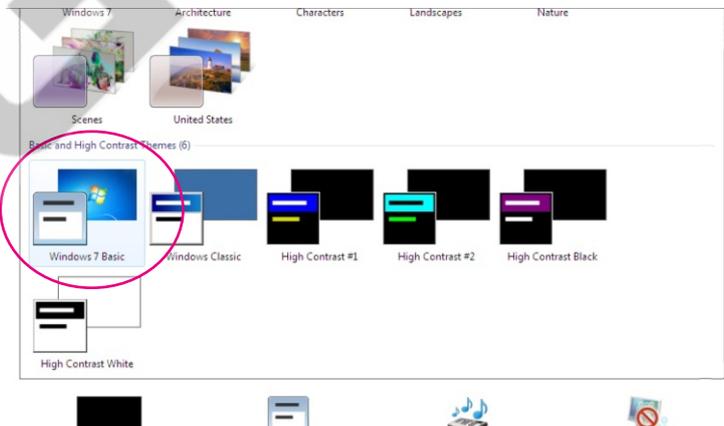
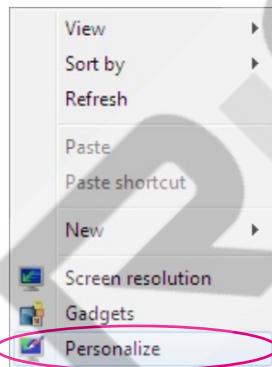
1. In XP system, if use real time playing function, please adjust the hardware accelerator to the middle level or the lowest level, otherwise, the captured flash effect is only in black background.

Solution: Right click the desk and select Attribute. Then select Setting and click Advance in the <Display Attribute> window. A new window is pop up, then select troubleshooting. In the meanwhile, the hardware accelerator can be adjusted.

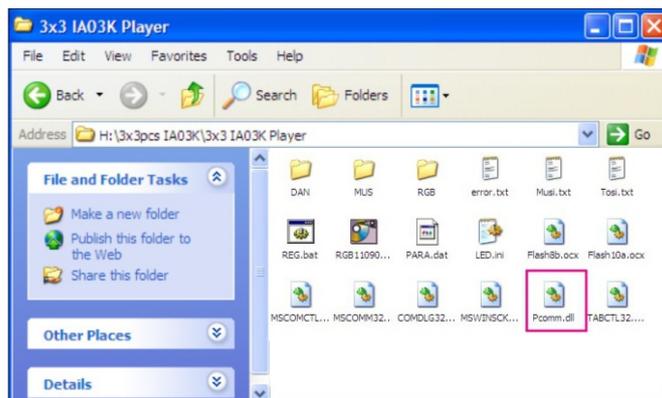
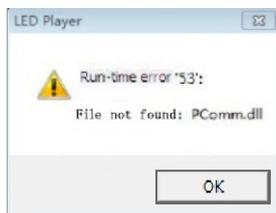


2. In Win 7 system, if use real time playing function, please set the theme to Windows 7 basis, otherwise, the captured flash effect is only in black background.

Solution: Right click your desk, and choose the "Personalization". In the theme option, please select the windows 7 basic.



3. If a Run-time error '53' window pops up when running the "****. exe" after the "REG. bat" control is registered, then the necessary "****. dll" control is/are lack of or lost in the software folder or in the system backup.

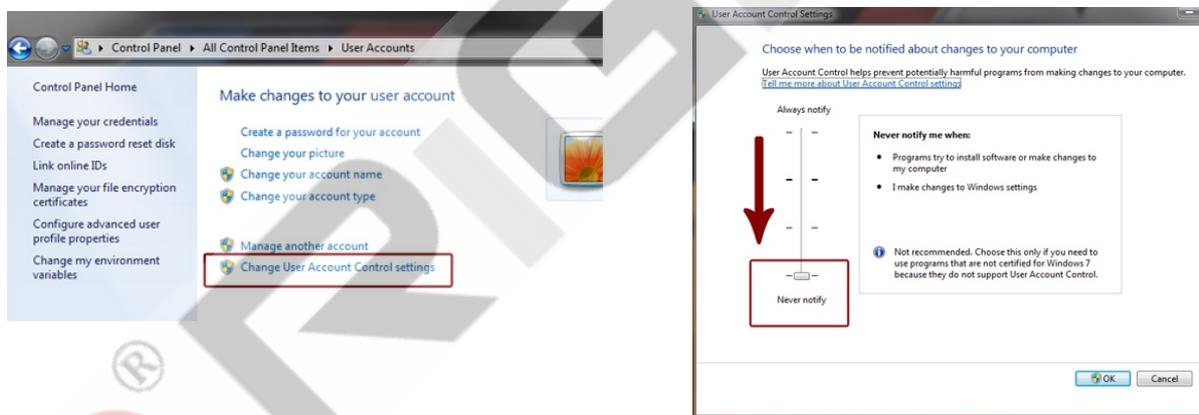


4. . If a Run-time error '339' window pops up when running the "****. exe" after the "REG. bat" control is registered, then the necessary "****. OCX" control is/are lack of or lost in the software folder or in the system backup.



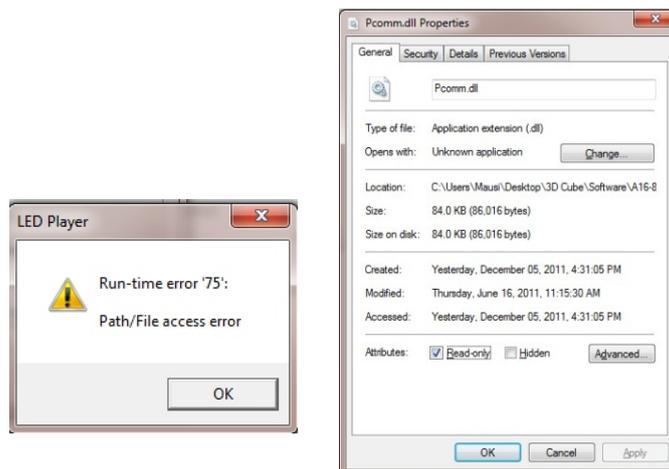
Solution: Download the control through the internet or received it through the supplier. First, please place the control file and REG. bat in the software folder or backup in the Computer\ Local Disk (C:) \Windows\System32. Address Second, right click and run the REG. bat as administrator.

5. In WIN7 system, if error pops up when running the REG.bat as administrator, while all the Controls (includes "****.OCX", "****.dll" and "REG.bat") have been placed to C:/WINDOWS/system32, please open "Control Panel" to go into "User Accounts" and click on "Change User Account Control Settings" to adjust the slider all the way to the bottom in the "Never notify" position. Then click OK. According to the notification to restart the computer. After restart, run the REG.bat again as administrator again.



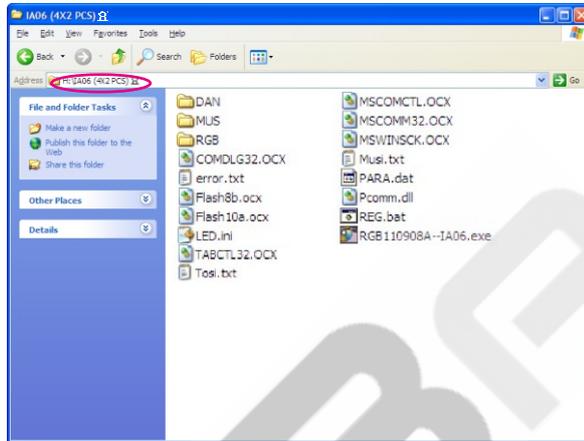
6. If any of the folders setted in Read-only, then when open the "****. exe", a Run-time error '75' window will pop up.

Solution: Select the "✓" in front of the Read-Only. Click Apply and OK to quit out.



7. If the master folders of the software named in the language that is unsupported in the system, then when run the "****.exe", a Run-time error '52' window will pop up.

Solution: Use English half-angle inputs



8. If any vice-folders of the software named in the language that is unsupported in the system or a "Edit" folder is lacked, then when run the "****.exe" or edit a new customized effect, a Run-time error '76' window will pop up.

Solution: Use English half-angle inputs or build a new folder named in "Edit".

