



MR-BF12B master controller video player instructions

V1.1

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Functions overview

I. System Features

1. The system may support 150,000 points in offline. It may meet project needs of clients.
2. The system supports automatic, regular, preset programs play.
3. The controller is equipped with keys and External Remote Control; the episode selection, overall brightness adjustment, white balance adjustment and playback speed adjustment etc.
4. Support offline one key fixed; clearing sub-controller ID number; it is convenient to use on field.
5. Support switch parallel program; reduce system cascade chain length; improve stability.
6. Support dual backup; Failure of one controller and net wire broken will not influence operation.
7. Tricolor independent brightness control may adjust white balance precisely, simple and effectively.
8. Support four-color lighting: energy saving, environmental and pure color.
9. Adopt Ethernet interface and UDP network protocol, the maximum transmission distance is 100 meters.
10. The LCD display module timely display the controller parameters and status.
11. SD card storage, support maximum 32G, preset maximum 255 program files.
12. Support remote online download and offline program update of multiple offline host controllers.
13. The built-in animation test program may help customer to debug and apply in project.
14. Support mixture of different type lamps and different protocols lamps (including DMX512 lamps), strong compatibility.

II. Design concept

1. The system signal is dual redundant with doubled stability.
2. Four-color design: energy saving, environmental and pure color.
3. Synchronous with asynchronous integrated control: online priority; it will be shifted to offline effects when without online signal, achieve the video source backup.
4. Large self-development and design video editing, playback and layout design software: greater adaptability, more support languages, greater openness. It is applicable for various complicated applications of shaped screen, multi-screen, building screen, pixel light screen etc.
5. Support mainstream 32, 64-bit operating system: Windows 2000, Windows XP, Windows 7, Windows

8 etc.

III. Extensibility

1. It allows installing all Windows operating systems and supporting for international languages.
2. The player software has adequate interfaces so that to compatible with other internationally accepted protocols. It supports personalized design requirements of customers.
3. Support and MR control system, such as multi-function converter controller in combination to achieve the special project application requirements.

Controller specification and basic parameters

I. Controller Appearance

MR-BF12B Front view :



MR-BF12B Rear view :



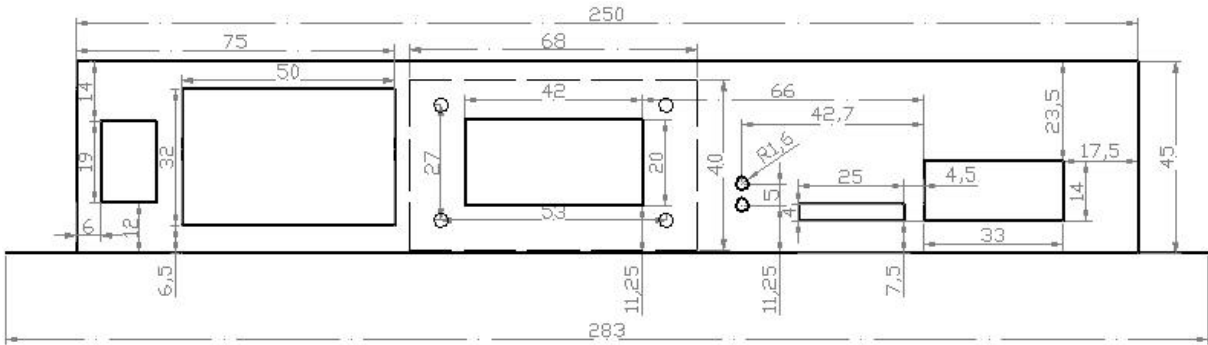
①: Power Switch ②: Key ③ : LCD Display ④: Power / Communication Indicator

⑤ : Operation Indicator ⑥: SD Slot ⑦: Adaptive Network Interface

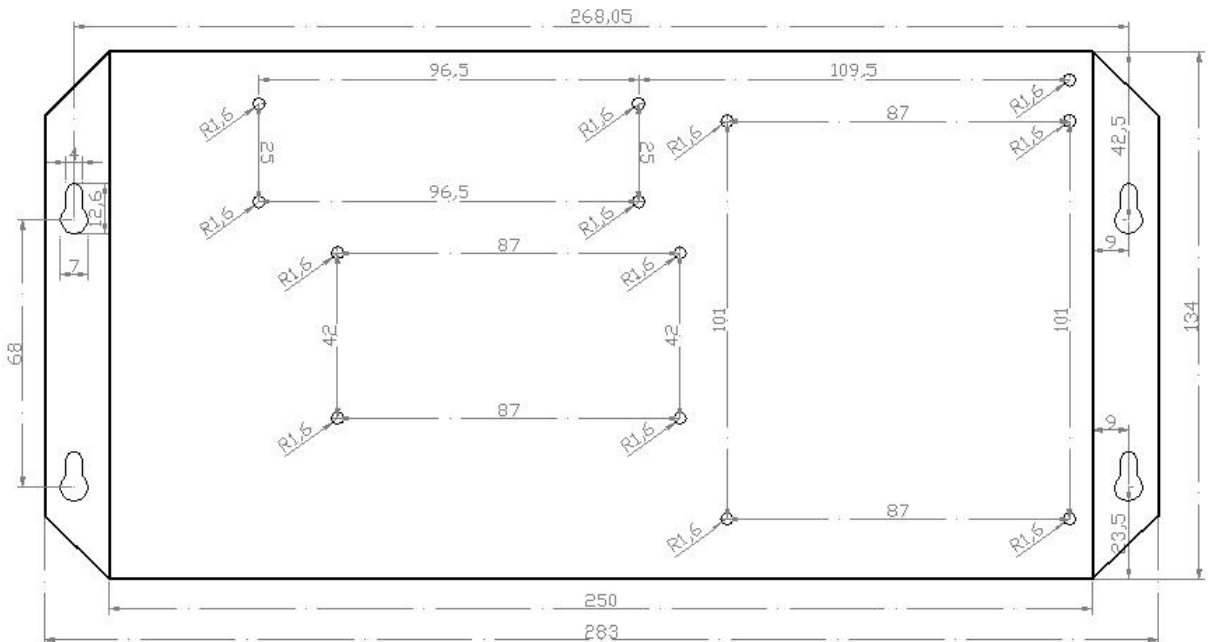
⑧: Remote Control Infrared Indicator ⑨ : Power Interface

II. Controller three view size chart

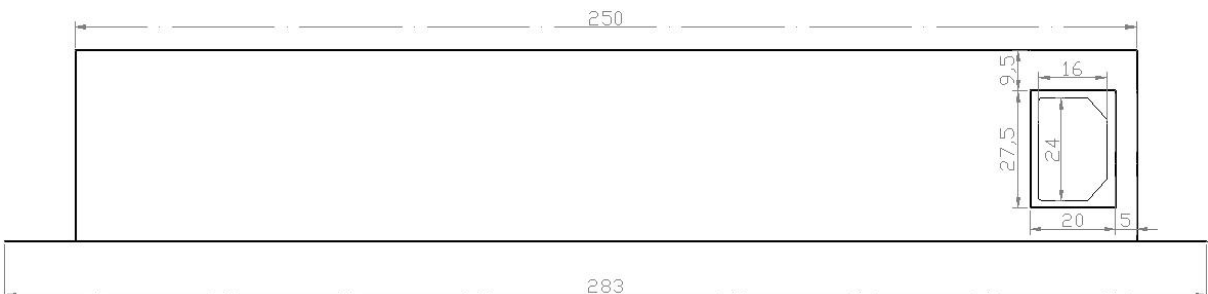
MR-BF12B Front view



MR-BF12B Top view



MR-BF12B Rear view



Remark : Above three views the size unit is mm.

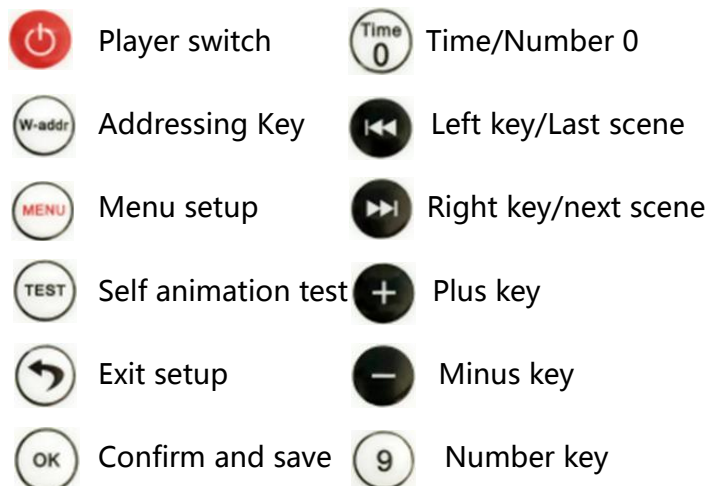
III. Controller panel key



IV. Controller basic parameters table :

Product name	MR controller system of LED video player
Rated voltage	AC 100V ~ 240V
Rated power	15W
Length	283mm
Width	134mm
Height	45mm
Spacing of fixing holes	268mm ; 68 mm
Standard accessories	Remote control×1 /SD card×1/AC power cord×1
Product name	MR controller system of LED video player

Remote control button definition



Controller keys and display instructions

I、MR-BF12B LCD main screen after boot



←product mode

←Currently playing program fragment number



II、MR-BF12B Controller parameters setting


1、 In the MR-BF12BA main interface , press  to enter the fragment selection settings interface , as shown below :

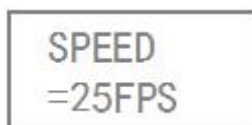


←Catalog

← Loop play (When the number is displayed is the selected fragment number)



In this interface press left /right key can adjust the play mode to digital mode , press plus/minus key to adjust program serial number , press  again can save and exit settings , press  to exit without saving settings.


2、 Press  again to enter the playback speed selection interface , as shown below :



←Playback speed

←Frame count in each second

In this interface press plus/minus setting the play speed , and press  can save exit setting , press  for not save the exit setting .

3、 Press  again can enter to the date and time setting interface ,as follows :





←year

←month — day

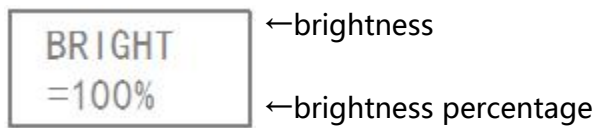




←time


←Hour—Minute—Second

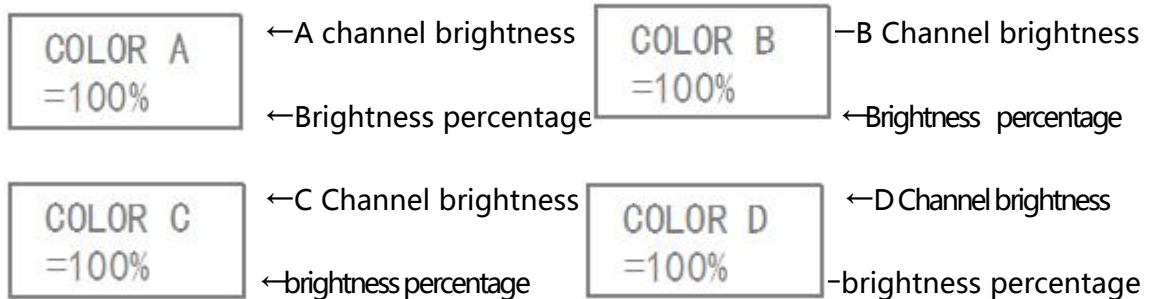
In this interface press left/right key chose to adjust the station, press plus/minus key to adjust the related figures , press again  can save the exit setting , press  for not save the exit setting .



4、 Press again  can enter to the interface of brightness adjustment , as follows :





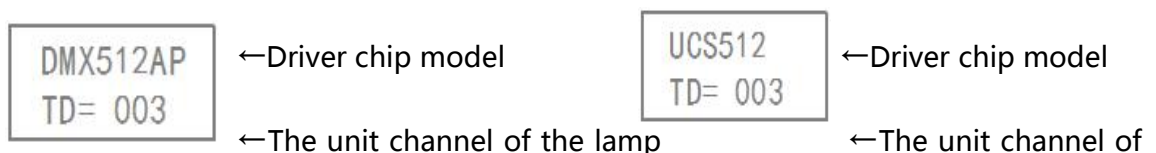
In this interface press plus / minus for brightness setting , press again  can save the exit setting , press  for not save the exit setting .

5、 Press again in turn  to enter the A, B, C, D channel brightness adjustment settings interface , as shown below :

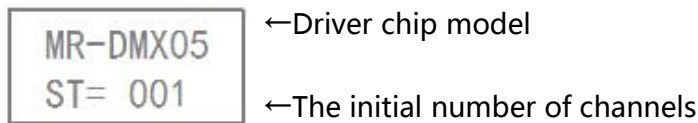




In this interface press plus / minus setting each channel brightness , press again  can save exist setting , press  for not save exist setting .


6、 Press again  or press  can enter into DMX512 driver chip addressing interface , as follows :



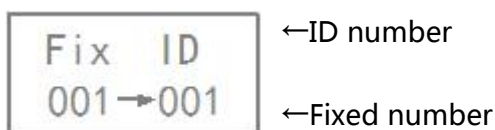
the lamp





Press in order  can switch DMX512AP/UCS512/MR-DMX05 driver chip model and so on , press plus/minus key can set the channel of unit lamp or initial channel numbers , press  can addressing written .

Note : In the normal play of player status , long press  can enter into DMX512 driver chip addressing interface directly .


7、 Press again  can enter into fixed controller ID number interface ,as follows :




In this interface press left / right key can modify the number status , press plus/minus key or number key can modify numbers , The front of number refers to the initial controller' s number , the next number refers to the end of the controller , after modify ok press  the fixed controller ID number .

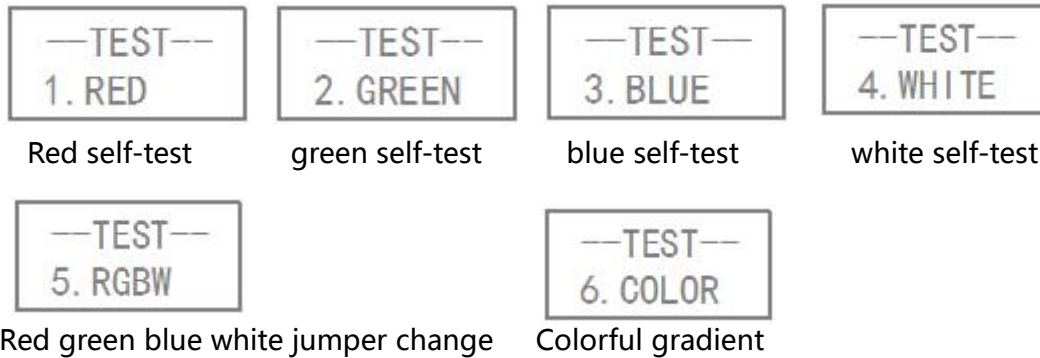
8、 Press again  can remove controller fixed ID number interface , as follows :




In this interface press  can remove all the controller ID number which connected on the master controller .

III、 MR-BF12B Self-test setting

In the MR-BF12B interface , press  can enter into self-test player interface , as follows :



Note: In the process of self-test process ,press  in order can switch multi self-test mode .


IV、 The setting method of WAIT playing mode

MR-BF12B Offline player in power after entering a multi fragment lop or single play. But need MR-BF02 offline player do not play any fragments through the remote controller to select the playback. This play fragments is WAIT mode .

After MR-BF12B power on , press  can enter into fragment selection interface , press plus/minus many times until select to INDEX=WAIT, as follows :






V、 Controller key setting parameters


1、 In the MR-BF12B interface , press  can enter into fragment selection setting interface , as follows :






← Loop play (when the number is displayed for the selected fragment number)


In this interface press   can doing the setting of serial number and the circulation mode , press  can save exit setting .




2、 Press again  can enter into play speed selection interface , as follows :


 ←play speed
←play speed frames per seconds

In this interface press   can do the setting for player speed , press  can save the exist setting .

3、 Press again  can enter into the lamp brightness setting interface , as follows

 ←Brightness
←Brightness percentage


In this interface can press   do the brightness setting , press  can save exit setting .


4、 Press again  can enter into A、 B、 C、 D channel brightness adjustment setting interface ,as follows :

 ←A Channel brightness
← brightness percentage

 ←B Channel brightness
← brightness

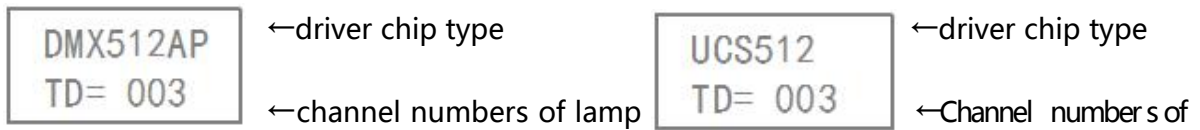
percentage

 ←C Channel brightness
←brightness percentage

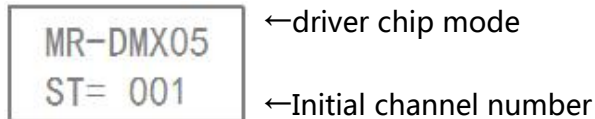
 ←DChannel brightness
←brightness percentage

In this interface press   can set the brightness , press  can save the exist setting .

5、 Press again **MU** can enter into DMX512 driver chip addressing interface , as follows :



lamp



Press again **MU** can switch chose DMX512AP/UCS512/MR-DMX05 three driver chip mode , press **↑** **↓** can set it' s unit channel numbers and initial channel numbers , press **OK** can addressing written.

Note : in the normal status of video player playing , long press **MU** can enter into DMX512 driver chip addressing interface .

6、 Press again **MU** can remove the controller fixed ID number interface , as follows :



n this interface can press **OK** remove all the controller ID number which connected on the master controller .

VI、 The remote operation of playing

1、 Close master controller playing





When MR-BF12B Playing press **⏻** can switch master controller play . LCD display screen shows : "NO PLAY" , the lamps become black .

2、 Pause the Master playing


In the MR-BF12B playing interface press **⏸** can pause the master controller playing ,

LCD screen display "PAUSE" , The color of the lamp stays in the frame before stopping.

3、 Adjust the program fragment

When some of the fragment paying , can press   or   remote controller number key to adjust playing fragment .

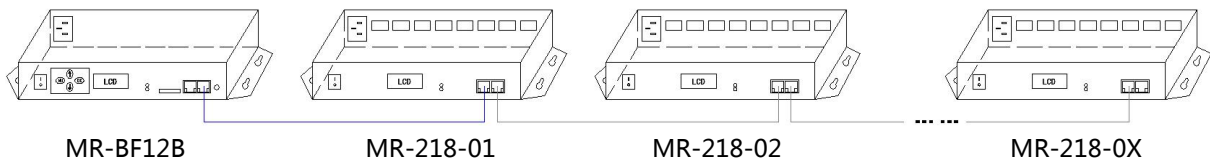
4、 Check the master controller current time

In the MR-BF12B master controller playing interface press  the current master time can be displayed on the LCD display.

Controller installation application

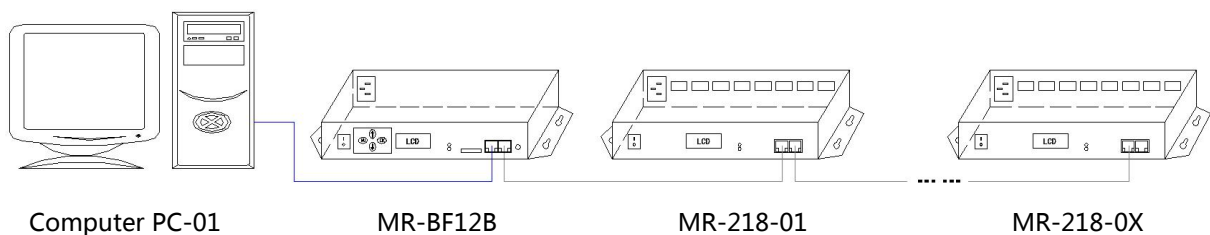
I、 Offline mode

MR-BF12B master controller connected with controller , as follows :



II、 Online/Offline integrated mode

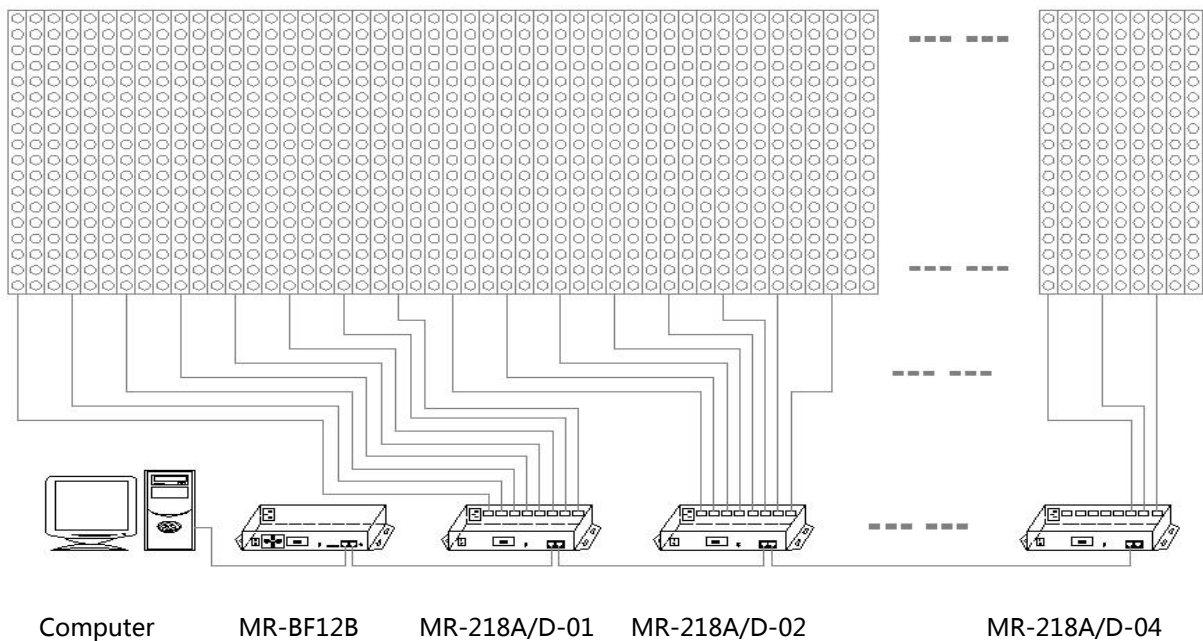
Connected with computer and controller (online signal priority, If no online signal it can automatic switch to offline signal) as follows :



III、 Engineering case description and sketch map

With the arrangement of point light source at 96 * 18 dot matrix display as an example, using MR-BF12B video player, with offline integrated control mode architecture, as shown in Figure 96: wide point, high 18 points, a S type vertical wiring arrangement, each output

port control 3 point light source, a total of 32 SPI interface.

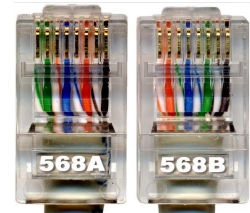


Attentions

I、Cat.5e twisted pair Application Notes

568B : orange-white/orange/green-white/ blue/blue-white/green/brown-white/brown

568A : green-white/green/orange-white/blue/blue-white/orange/brown-white/brown



Controller and offline master controller and switch these three devices between each other using a crossover cable is better , One head is 568B, the other head is 568A. Above any equipment and computer room with a straight line , that is both 568B or 568A , Do not define the order of the straight line.

II、 MR-BF12B Controller SD Card Application Notes

MR-BF12B SD memory card is used on the controller , need to use the FAT32 file system to format and then to store the corresponding offline files.

III、 Controller connect to ground application notes

MR-BF12B Controller using metal case , rated supply voltage is AC100V-240V ,
Therefore, it is necessary to ensure the effective grounding of the controller equipment and
the effective grounding of the metal outer box.