

# SDedit

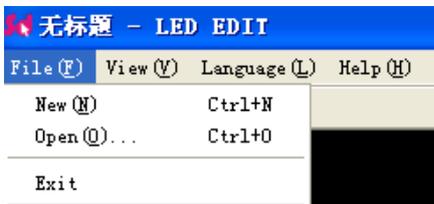
## User Manual

### Lighting design for pixel light, RGB tube and strip

#### Lighting design for pixel light (170pcs for example)

##### 1. Create a new led file in SDedit

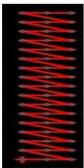
If we design the 170 pcs pixel lights (one light is a pixel) with 10 rows and 17 columns, so we can built a new file with 10 rows, 17 columns, ensure all the pixels in the range, click OK button.



Row number	Grid width
<input type="text" value="10"/>	<input type="text" value="12"/>
Column number	Grid height
<input type="text" value="17"/>	<input type="text" value="12"/>

##### 2.Signal line define

**Select Line**, For regular connection like tubes, ledstrip, pixel lights, you can use followed method. Our defining method: **press Shift, Alt or Ctrl button and drag your mouse at the same time**. Shift, Alt or Ctrl decide the connection way; dragging your mouse decide the direction.



No Shift, Alt and Ctrl Way



Shift Way

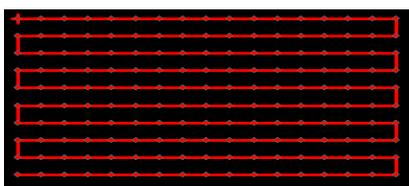


Ctrl Way

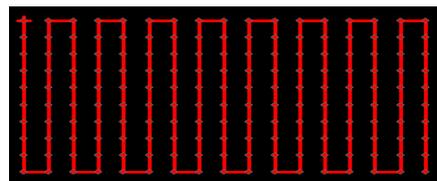


Alt Way

Here The “Ctrl Way and Alt Way” here are better than “no Shift, Alt and Ctrl Way” and “Shift Way” when considering the signal and power transmissions. Here click the button  can delete the wrong connected line. The button “+” for zoom in, “-” for zoom out can control the size of the holes. Click the button  to save the line file (XXX.line) into your PC. And also save the file “XXX.wst” by “File — SaveAs”



Ctrl Way



Alt Way

### 3. Color Design

Select **Animate** to make color design.

Firstly click the **B-Define** button and drag the mouse to choose the size you need to design color.

Secondly right click the color plate, then clear the default color, open the color box under the **SDedit** file



Please hose the change mode (Move, Cross, Slant, Helix, or Radiate) and operate by pressing A key, D key, S key, W key on the keyboard as the direction.

After designing the color, you can see the effect by **“Autoplay”**, come back by pressing **“ESC”**.

If not satisfied by some part, you can delete some parts by **“Edit — Delete”**.

Choose the start frame with 1-39, and the end frame is auto setting.



### 4. Data

#### output

Select **Data**, choose **“Controller — SD-M2”**, **“Gray — 256 for RGB tube, pixel light, wall washer”**, **“Format — DMX for DMX protocol/Format — LPD6803 for IIC protocol”**, and then save the **“XXX.led”** file in **“Build — Make Led Data ”**, and save the whole project **“XXX.wst”** by **“File — Save As”**. If you need a video about the color design, you can do with the following step.

#### 5. To make a video for the LED project

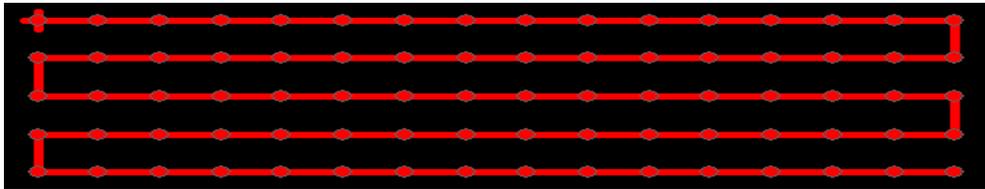
Choose **“picture — AutoGather”**, click open the file **“XXX.wst”**, and then save the file with **“XXX.avi”**. There are 4 files totally for the whole project. And you could save again the whole project **“XXX.wst”** by **“File — Save As”** finally.



## Lighting design for LED RGB Tube (5 pcs RGB 3216 for example)

RGB 3216, 1m long RGB ledstrip, 32pcs of SMD RGB 5050, 16 pixels, so we can built a new file with 5 rows, 16 columns.

**Select Line**, press Ctrl and drag the mouse at the same time to select all the holes, and then release Ctrl and mouse.



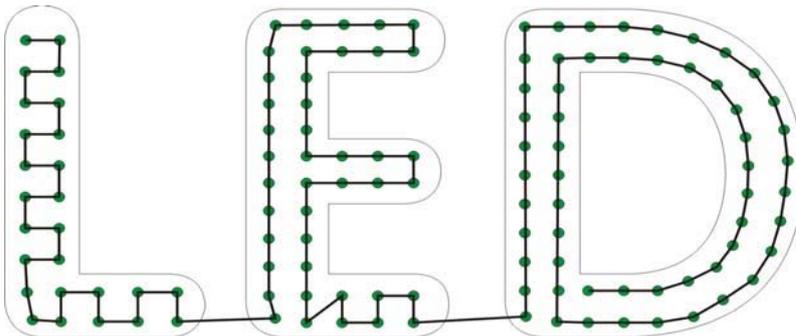
Click the  button to save the line file (XXX.line) into your PC.

For color design, data output and video output for LED RGB tube, it is the same as LED pixel light.

And save the file "XXX.wst" as the last step.

## RGB Module Sign Design

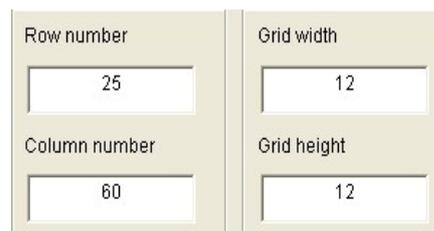
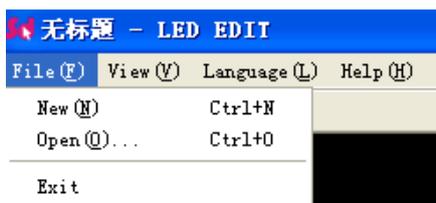
### 1. Connect every module in CorelDraw by Bezier tool



After connection, you can output bmp format (XXX.bmp) and change the picture size below 20MB. Then user can install every module in sign according to the drawing.

### 2. Create a new led file in SDedit

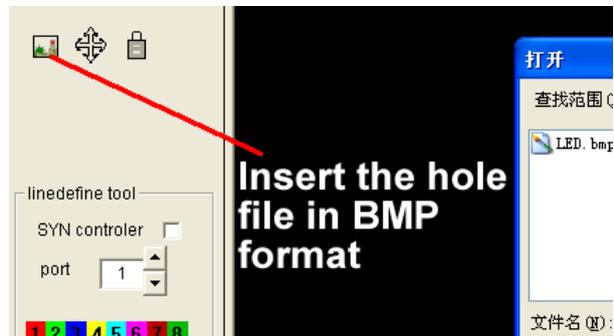
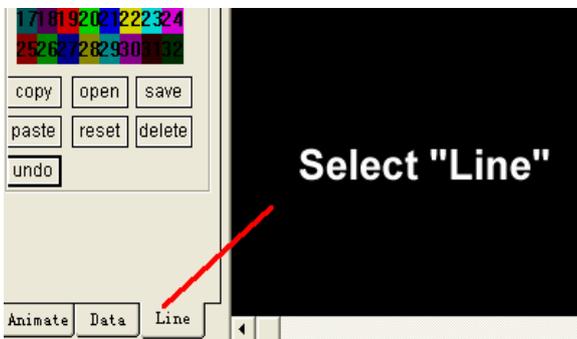
At first open the file SDedit, click the "File" button, choose "New" button. We can count the pixels of "LED" 3 letters, 10pcs on the row number, and almost 20pcs on the column number, so we can enter almost 25 and 60 in the dialogue to ensure the "led" letter in the range, click OK button.



### 3. Signal line connection

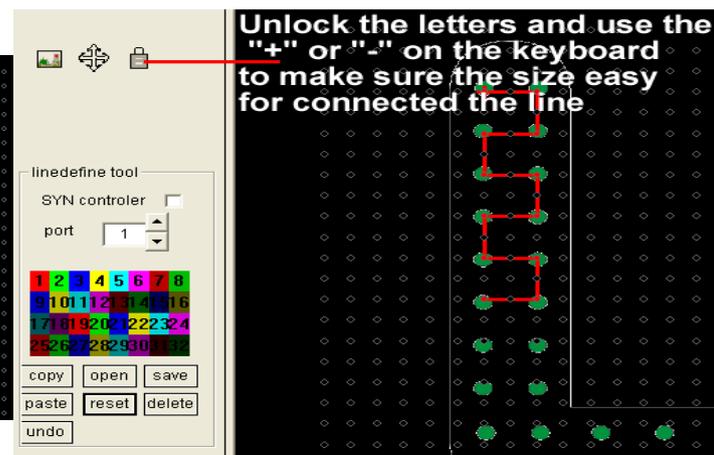
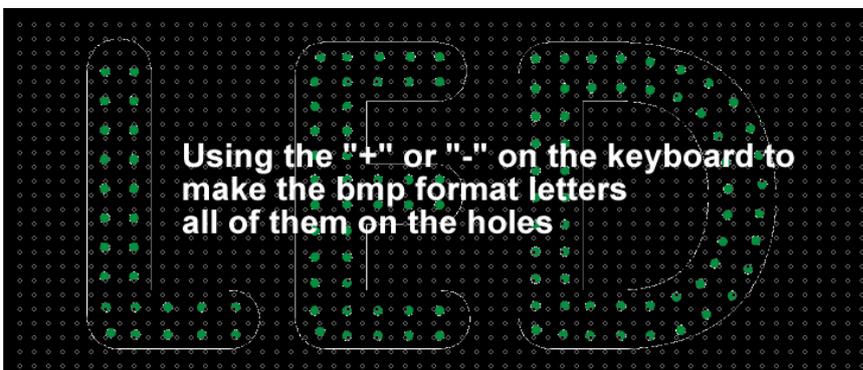
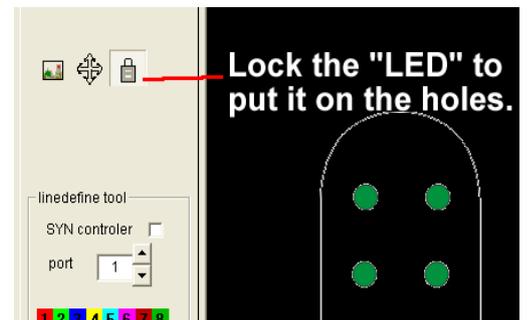
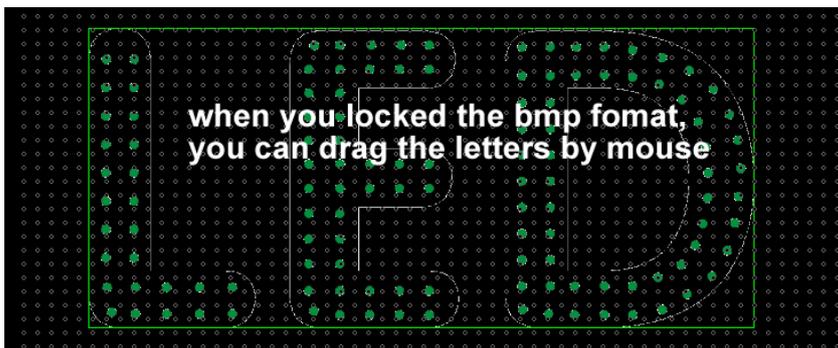
Please insert the "XXX.bmp" picture into software.

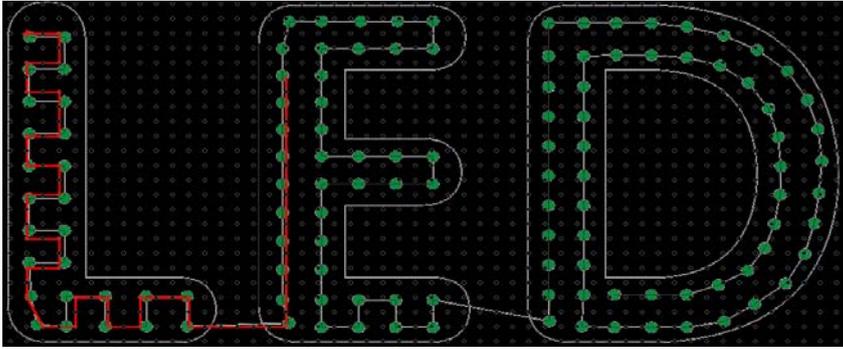
**Select Line** Insert the hole file in BMP format as follows



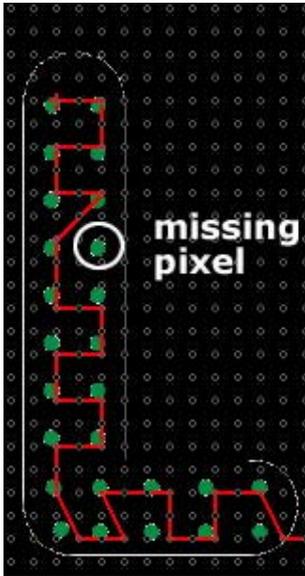
Now the hole file is in our software, and pixel dot in our software is closer with every hole. The button on the keyboard "+" for zoom in, "-" for zoom out can control the size of the holes. And after lock the "LED" you can control the size of "LED".

Here you can choose the button  to lock the "LED" to move it to match the pixel dot, and then click the button again to unlock  Let's start click every hole match the dot on "LED",





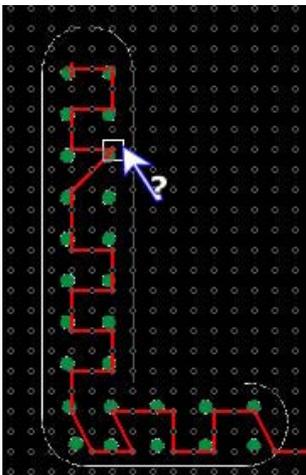
Here use the button  can delete the wrong connected line.



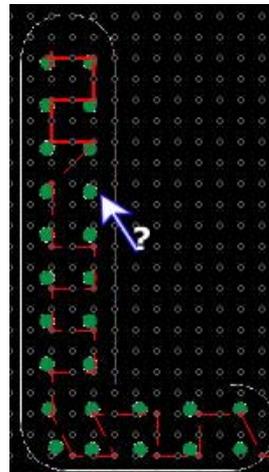
What could we do if some pixels missing?



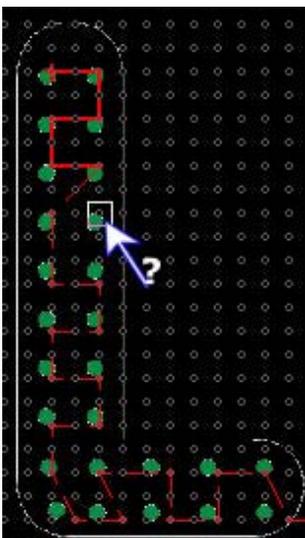
Click this button  to add that missing pixel



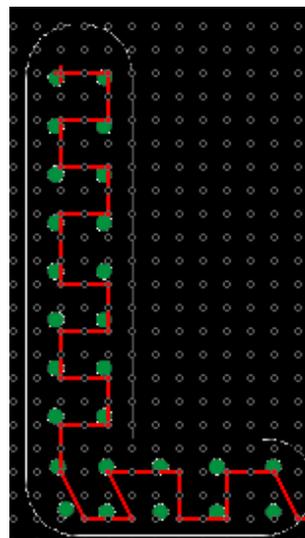
If you miss the 3<sup>rd</sup> pixel, then here you need to click the 2<sup>nd</sup> pixel. That means you need click the forward pixel being missing



After you click that the line will like this



Click the missed pixel



After you finish all the dots, click the button  save the line file (XXX.line) into your PC. And also save the file (XXX.wst) by “File — SaveAs”.

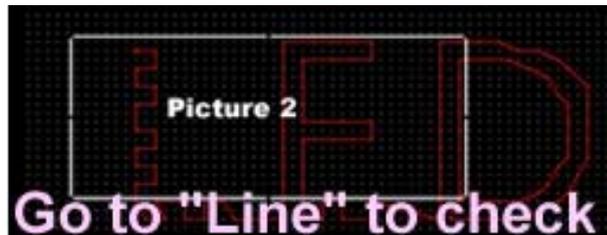


#### 4. Color Design

Select Animate to make color design.

Firstly click the button  choose the size you need to design color.

Drag the mouse to a size nearly the size of the LED letter as picture 1, and select Line to check the size as picture 2, and then select Animate, drag the mouse to adjust the size as picture 3, and select the Line to confirm the size as picture 4.



Secondly, Select Animate right click the color plate, then clear the initial color, open the color box under the SDedit file.



Please choose the change mode (Move, Cross, Slant, Helix, or Radiate) and operate by pressing A key, D key, S key, W key on the keyboard as the direction.

After designing the color, you can see the effect by “Auto play”, come back by pressing “ESC”. If not satisfied

by some part, you can delete some parts by “Edit — Delete”. Choose the start frame with 1-328, and the end frame is auto setting.



## 5. Data output

Select **Data**, choose “**Controller — SD- M1**”, “**Gray —32 for RGB module**”, “**Format — DMX for DMX protocol/Format — LPD6803 for IIC protocol**”, and then save the “XXX.led” file in “**Build — MakeLedData**”, and then save the whole project “XXX.wst” by “**File — Save As**”.

## 6. To make a video for the LED project

Choose “**picture — AutoGather**”, click open the file “LED.wst”, and then save the file with “LED.avi”. There are 5 files totally for the whole project. And you could save again the whole project “XXX.wst” by “**File — Save As**” finally.



## NOTE

- z The file “XXX.wst” is used to open the whole file from the SDedit, and “XXX.led” used to store into memory card (SD card). “.bmp is the drawings which the works will according the map to plug the led modules in the hole.
- z When you open the software, you could not exit before you finished one project. And save as the XXX.wst as the final step.
- z **If you unsatisfied the project, how to re-edit?**  
First open the software, open the file “XXX.wst” you saved before, and then select **Line** and click  to open the file “XXX.line” to get the line connection, select **Data** and reset the controller definition. Then you can select **Animate** to design the color again.
- z The controller of products from SDedit is “**Controller —SD- M1**”, and “**Gray —32 for LPD 6803 IC or D705, D709 and 256 for WS2801 IC or DMX signal**”, “**Format — DMX for DMX protocol/Format — LPD6803,WS2801, D705,D709, for IIC protocol**”.
- z Save the file “XXX.wst” by “**File — Save As**” can save time when you re-edit the files.
- z The button on the keyboard “+” for zoom in, “-” for zoom out the size of the letter and the holes at the **Line**.

## FOQ

### 1. How to make the bmp files match with the holes?

At first choose the lock button lock the bmp files, and then use the “+” or“-” to make the size is near to the size of the holes, and drag it to the holes, after all the lines pixels of the bmp files is in the holes, then click the lock button again to release the bmp files, and then use the “+” to enlarge the holes and the bmp files together ,then you will got the right size.

### 2. How to do if the hole files is too small or too large?

At first choose the lock button lock the bmp files, and then use the “+” or“-” to make the size is near to the size of the holes, and drag it to the holes, and you find that the holes is not match with holes, you can go to the “File-New” and counted how many row and column you need to plus or reduce. And try the before again.

### 3. How to do if dot a pixel in a wrong place?

Click the “undo” button to reduce the pixels one buy one. Click the “reset” button delete all by one time Click the “delete” button,delete the dots you wrong doing, and then right click the mouse to back, and then continue the following steps

### 4. How to delete the wrong color doing?

Click “Edit-Delete” and delete the frames you are not satisfied.

### 5. If all files finished and close the software, how to re-edit?

First open the software, open the file “XXX.wst” you saved before, and then select Line and click to open the file “XXX.line” to get the line connection, select Data and reset the controller definition. Then you can select Animate to design the color again.