Messaging Software

User Manual

FOR

PC & REMOTE OPERATIONS

(REV. 4.0)

Note: Jan 29, 2009

This manual is applied to the model of
M500N-7 series

Note: Specifications are subject to change
without notice

1: General Information
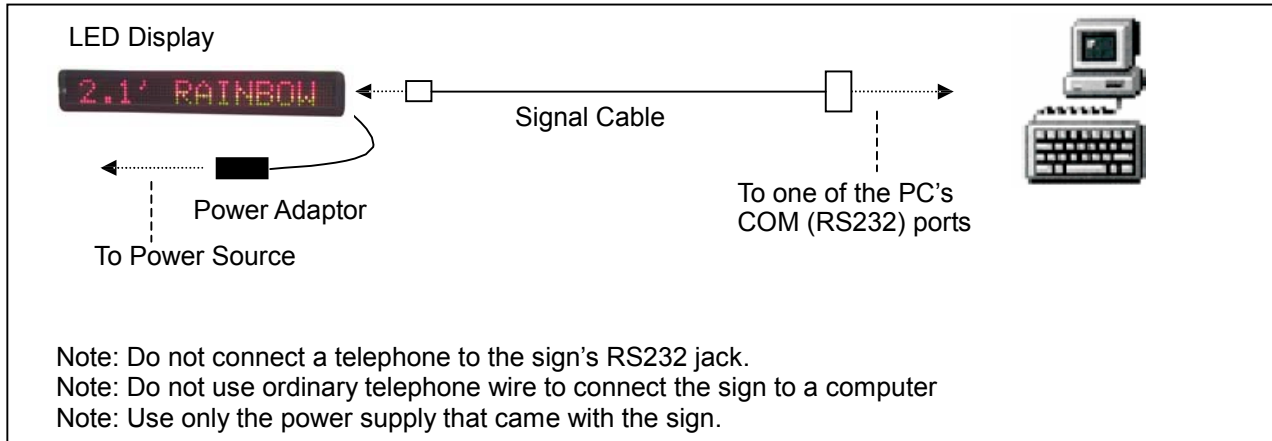
You can operate the sign in two ways:
> By using a hand-held remote control
> By using personal computer

1.1: Using a remote control to operate your sign
A remote control is a hand-held keyboard used to operate the sign. This manual shows you how to program messages on your sign using a remote control.

1.2: Using a computer to operate your sign
To do this, you'll need special connectors and computer software as following shown:

LED Display

2.1' RAINBOW

Signal Cable

To one of the PC's
COM (RS232) ports

Power Adaptor

To Power Source

Note: Do not connect a telephone to the sign's RS232 jack.
Note: Do not use ordinary telephone wire to connect the sign to a computer
Note: Use only the power supply that came with the sign.

1.3: Attaching your sign to a surface
Your sign can be mounted to a wall.
Note: This sign is intended for indoor use only.
Note:
> Do not mount or attach the power supply to anything.
> Do not let the power supply hang loose.
> Place the power supply on a flat surface where no chemicals or liquid, such as water, will contact it.
> Plug the power supply into an easily accessible electrical outlet

Wall mount
1. Attach the mounting brackets to the wall or surface.
2. Attach the sign to mounting brackets using hardware as shown below.
3. Plug the power cord into the sign and into an outlet.

Bracket

Bracket

Power cord

Screw

Washer

Top View

Washer

Screw

Front View
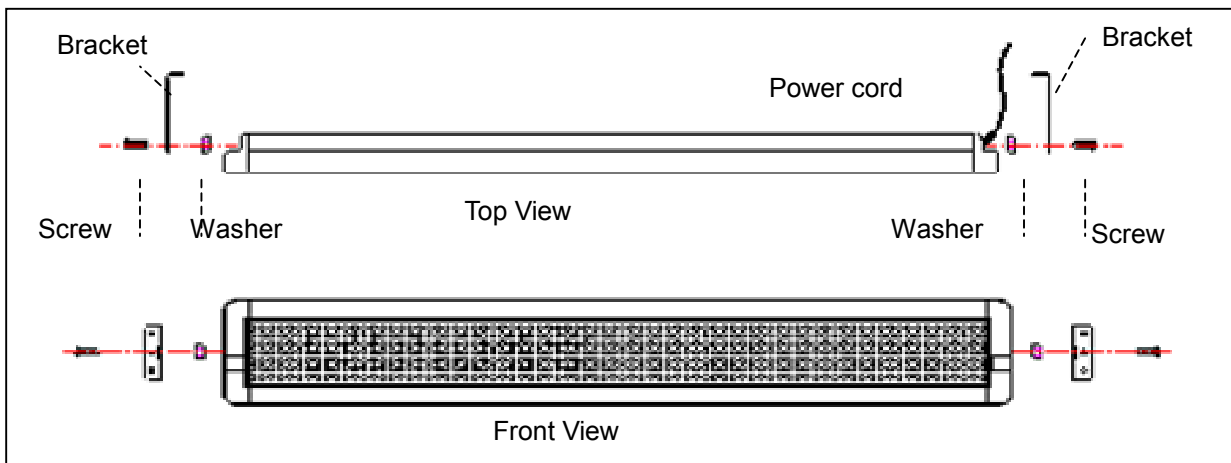
2: Basic Sign Operation

2.1: Turning a sign on and off

When you plug in the sign's power supply, the sign starts up automatically. On the other hands, in order to turn the sign off, you can unplug the power supply or use the remote control.

2.2: System requirement

The computer must be Pentium 200 or above, 32M memories, 2M or above display memory, 100M empty hard disk. The computer must be installed window 95 or above version. The display mode is designed for 800x600, 16-bit or 24-bit colors.

2.3: Software operation

Messaging Software allows you to send messages to your sign using a computer. Please follow the steps to activate your software:

Turn on your computer and start Windows 98/2000/XP.
Insert the software CD disk into CD-ROM, or you can copy the software into your PC
for the easy operation.

Double click the ✐ icon to activate the programming software, this is what should appear   on your computer screen:
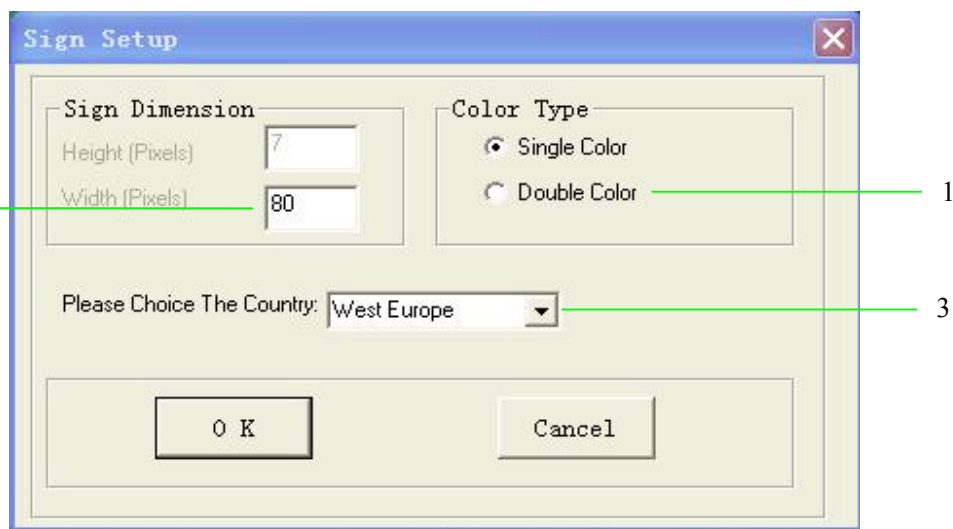
Letter	Name	Description
1	Color	If your sign is tricolor (Red, Green & Amber), please select
2	Text Size /pixel	The length of message sign, unit in pixel. The default setting is **80**
3	Country option	For new countries, select following choice for the operations

Click **OK** to enter into the main screen as follows;
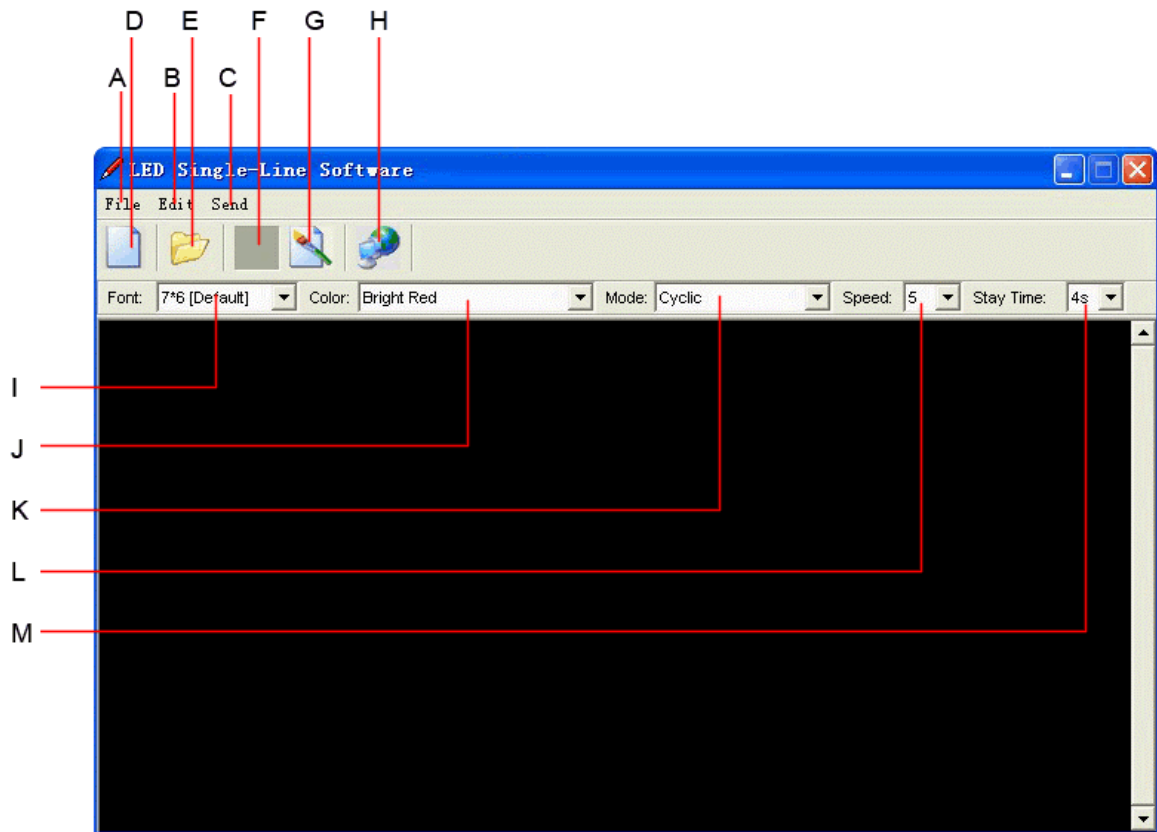
Overview of screen layout

Letter	Name	Sub-menu	Description
A	File	Clear	Clear all the contents in text edit area
		Open…	Open the old files (*.sdv)
		Save	Save the file of the current text edit area for later usin g
		Save as…	Save the file of the current text edit area as a new file
		Exit	Exit the messaging software
B	Moving_ Sign	Send	- **Send Edit Area's Content:** Update the sign with the new messages in the text edit area - **Send Disk File…:**Update the sign with stored *.sdv file
		Execution lattice	Create custom 7x80 (height x width) pixels graphics Note: up to 8 custom graphics can be created by users
		Special function	Allow you to schedule, to on/off, to alarm, to adjust time of your sign automatically
		Moving_Sign option	Models' selection
		Test	Send a testing signal to the sign
C	Send		Update the sign with the new messages in the text edit area
D	New		Clear all the contents in the text edit area
E	Open		Open an old file (*.sdv)
F	Save		Save the file of the current text edit area (*.sdv) for later using
G	Graphic edit		Create custom 7x80 (height x width) pixels graphics Note: up to 8 custom graphics can be created

H	**Font**	7 different kind of fonts	
I	**Color**	16 different kind of color combinations	
J	**Text edit area**	Type messages here	

2.4: Remote control operation

-Press PROG to enter into text editing mode
- Type in your password
(**default="000"**)
then press ENTER
-Type in:" OPEN: 01".
then press ENTER
-…… start programming

Point the end of the remote control at the front of your sign

Hold down **ALT** and then press ON/OFF to turn the sign of and on

Press **RUN** to exit programming mode

In text editing mode:
Hold down **ALT** and then press **GRA** to put the sign into one of these modes:
(Use **PREV** or **NEXT** to move from mode to mode and **ENT** to select a mode.)
- **GET GRAPH** – for getting GRAPH A - P
- **MAKE GRAPH** – for making NUMBER A –H
- **EDIT GRAPH** – for editing NUMBER A-P

To type a special characters or symbol

Press PREV or NEXT to move from mode to mode

Use SPA to insert a blank space between characters

Hold down **ALT** and then press any key to select character or symbol above selected key

Item	Key	Description
1	**ON/OFF**	Power On / Off. If there is no file in **01** to **99**, it will run file **00**.If there is file in **01** to **99**, it will display the last saved file.
2	**PROG**	Enter the Edit Program Mode. Select **01** to **99** to enter message.

3	**CPW**	Use for edit or reset password
		Use **PREV** and **NEXT** to select (a) to (d)(a) UNUSE PASS Turn off password security.(b) USE PASS Turn on password security(c) RES PASS Reset to factory default password "**000**".(d) CHANGE PASS Change to new password (see Appendix
4	**MET**	To select the display modes, totally up to 24 different mode.Note: Press **PREV** and **NEXT** to select (1) to (24) methods. See Appendix A.

5	**PREV**	Select option backward.
6	**NEXT**	Select option forward.
7	**CAP**	Toggle between Capital letter and lower case character.
8	**TIME**	To select time option. See Appendix B.
9	**SPE**	Select the display speed of the message. (Use **PREV** and **NEXT** to select different speeds.)
10	**FONT**	Select the font size of the display message. (Use **PREV** and **NEXT** to select different fo r zes.)
11	**COL**	Select the color of the display message. (Use **PREV** and **NEXT** to select different colors of the display message.)
12	**SYM**	Select 30 built-in symbols. (Use **PREV** and **NEXT** to select different symbols.)
13	**CLR**	Erase option.
14	**GRA**	Select graphic option. (Use **PREV** and **NEXT** to select the following options:)
		(a)**GET GRAPH** : Place the graphic in the message. Use **PREV** and **NEXT** to select **GRAPH A** to **GRAPH P**.
		(b)**MAKE GRAPH** : Create new graphics in location **NUMBER A** to **NUMBER H**
		(c)**EDIT GRAPH** : Edit **GRAPH A** to **GRAPH P** and store in one of the location of **NUMBER A** to **NUMBER H**.
15	**<=**	Moving the message and command to the right.
16	**>=**	Moving the message and command to the left.
17	**ALT**	Note: IF YOU WANT TO DELETE MESSAGE OR COMMAND IN THE EDIT PROGRAM MODE.PLEASE USE ABOVE KEYS TO MOVE THAT MESSAGE OR COMMAND TO THE LEFT-MOST POSITION AND PRESS **DEL**. IF YOU WANT TO INSERT MESSAGE OR COMMAND IN THE EDIT PROGRAM MODE.PLEASE USE ABOVE KEYS TO MOVE THAT MESSAGE OR COMMAND TO THE LEFT-MOST POSITION AND (1)PRESS **INS** TO INSERT.(2)TYPE IN YOUR MESSAGE OR PRESS COMMAND KEY,IT WILL INSERT AUTOMATICALLY.(3)PRESS **INS** AGAIN TO OVERWRITE.
18	**PAU**	Generate a pause within the programmed message. (Use **PREV** and **NEXT** to select **PAUSE 1** to **PAUSE 8**)
19	**PHR**	Select a programmed animation in the message. (Use **PREV** and **NEXT** to select **ANIM 1** to **ANIM 8**)
20	**BEEP**	Select beep sound in the message. (Use **PREV** and **NEXT** to select **BEEP 1** to **BEEP**

		3)
21	ENT	Accept the selected option.
22	ESC	Return to the upper manual in the edit program mode.
23	INS	Refer to 15 and 16
24	DEL	Refer to 15 ad 16
25	SPA	Insert space in message.

26	RUN	(1) In edit program mode, press RUN to save and run the current message. (2) In display mode, press RUN and enter 01 to 99 to select other messages for display.
27	S	Programming a sequence file. Please refer to **Section 3.5: Programming a sequence file.**
28	F G H J K L N O P	Crusor direction pointer . K toggles cursor on /off Note: The direction pointer only works in graphic edit mode

3: Beginning Messaging

3.1: Example 1- A simple message in seven easy steps

The sign can store up to 100 messages in numbered data files. These files are numbered from **00** to **99**. File 00 is a default message and for read only.

A Simple Programming Example –

Note:

Underline denotes words or numbers to type, xxxx denotes key names. To correct a mistake, press the DEL key to remove it.
User can toggle the capital letter and small letter by pressing the key CAP, and use the ALT key to display symbol on keypad. Default Password:"**000**"

Step	Keys to press	Explanation	Display
1.	PRO	Begin the edit program mode	PASSWORD:***
2.	0 0 0	Default Password "**000**"	PASSWORD:***
3.	ENT	Enter into editing mode	OPEN: ??

4.	<u>01</u> ENT	The first two digit file number (01-99) are allowed for naming message files **[CYCLIC]** is the default method of display code which means to cycle through at random	**[CYCLIC]**
5.	<u>WELCOME VISITORS</u>	Type the text you wish to display in you message ▢	**WELCOME VISITORS**
6.	**RU**	End the edit program mode	**SAVE? (Y/N)**
7.	<u>Y</u>	Save the message as data file number 01	Message begins to be displayed

3.2: Example 2- Insert text, time, date, symbol, graphic, character or carton
3.2.1: Software operation

(2) Click it to send the messages into the FILE01
(default) of your sign.
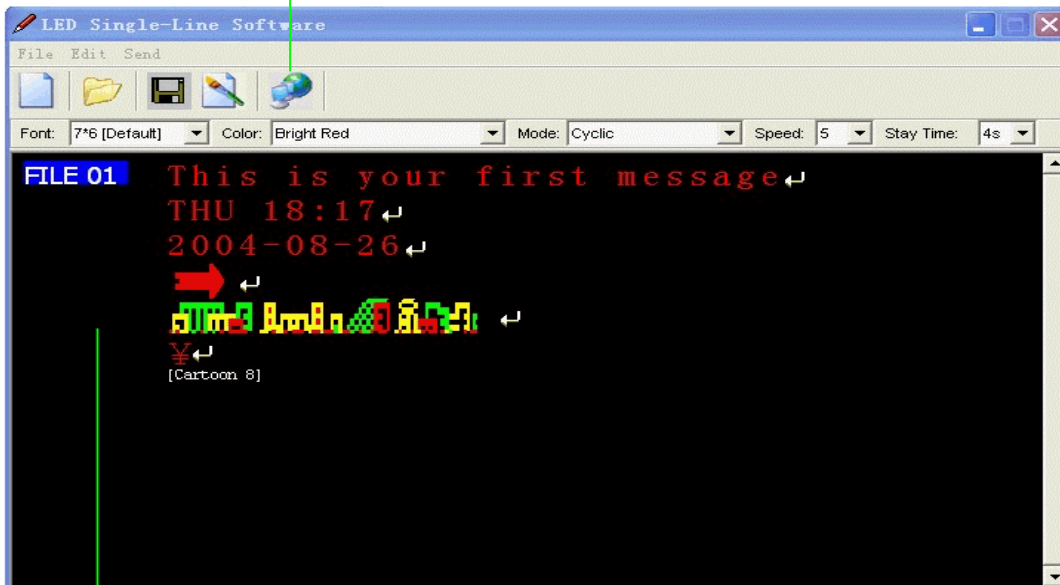
(1) Insert text by typing and Right click the mouse to add time, date, symbol, graphic, character and carton respectively.

Note: The default front and color are **7X 6** and **Bright Red**, respectively.
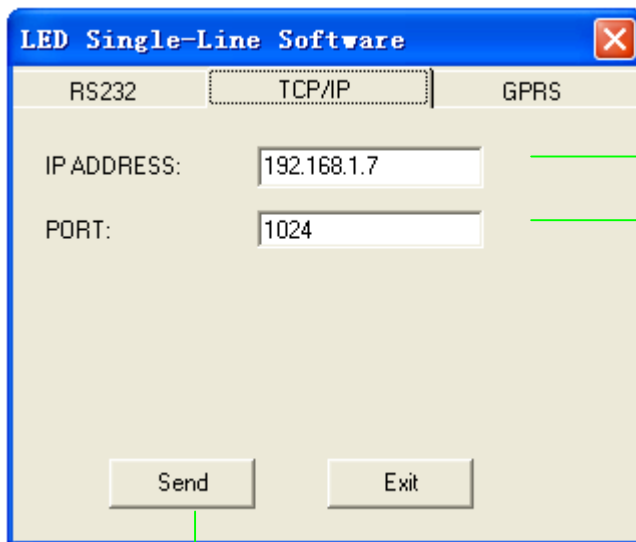
i.   Transport though RS232
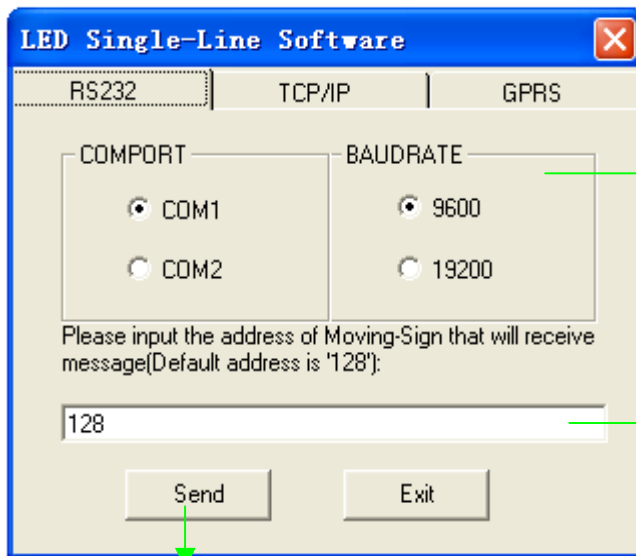
(3) Select a suitable COMPORT and BAUDRATE,

(4) Input the value (default = 128)

(5) Click **Send** to start the transmission. The sign will display the new message
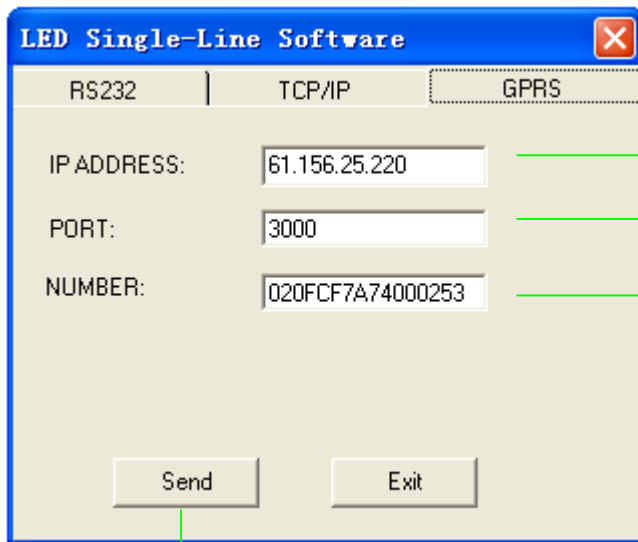
ii.   Transport though TCP/IP

(3) Set a correct IP ADDRESS,

(4) Set remote port

(5) Click **Send** to start the transmission. The sign will display the new message

iii.   Transport though GPRS

(3) Set a correct IP ADDRESS,

(4) Set remote port

(5) Set GPRS NUMBER

(6) Click **Send** to start the transmission. The sign will display the new message

Note: The display mode is **Cyclic** in the example

Note: If the display message is longer than one page of LED screen whatever the display method used, the display method will be **[OPEN←]**

3.2.2: Remote Control Operation

Step	Keys to press	Explanation	Display
1	PROG	Begin the edit program mode	**PASSWORD:*****
2	**OOO**	Default Password "**000**"	**PASSWORD:*****
3	ENT	Enter into editing mode	**OPEN:??**
4	01 ENT	The first two digit file number (01-99)are allowed for naming message files[**CYCLIC**] Is the default method of display code which means to cycle through at random	**[CYCLIC]**
5	CPW ENT	To disable password function ****Note: Suppose the password function was disabled in the rest of this manual.	**[UNUSE PASS]**
6	**This is your first message**	Type the text you wish to display in your message	**This is your first message**
7	**Time**	Enter into time function mode	**SET TIME**
8	PREV PREV PREV PREV ENT	Insert time to display your message	**ADD TIME**
9	Time	Enter into time function mode	**SET TIME**

| 10	PREV PREV PREV ENT	Insert date to display your message	ADD DATE
11	SYM	Enter into symbol mode	[-><-]
12	PREV or NEXT ENT	Specified graphic function mode	[→]

Here are some important things that you learned from this first example:

⌘ An audible beep is heard when the unit accepts programming input from the remote. This can assure you that the signal from remote has been received and understood.

⌘ The default color for messages is Bright Red and the default font size is 7*6.

⌘ You have the option to save your message at the end of your programming.

⌘ The sign always begins with the default method of display as **[CYCLIC]**, which stands for cycle through all color and method possibilities at random.

⌘ In order to use international characters in your messages, you should first key in the corresponding equivalent English character and then use the NEXT and PREV buttons to scroll through the international characters, i.e.(Key in "$"and press the NEXT button you will see the "¢"character appears). For the international characters which do not have corresponding English character, please key in a SPACE and then use the NEXT and PREV buttons to scroll through the list of available characters. See Appendix D for the more information.

3.3: Example 3- Create / Delete messages into different file names
You can create / delete messages into different FILE No. by using keyboard or hand-held remote control.

3.3.1: Software operation
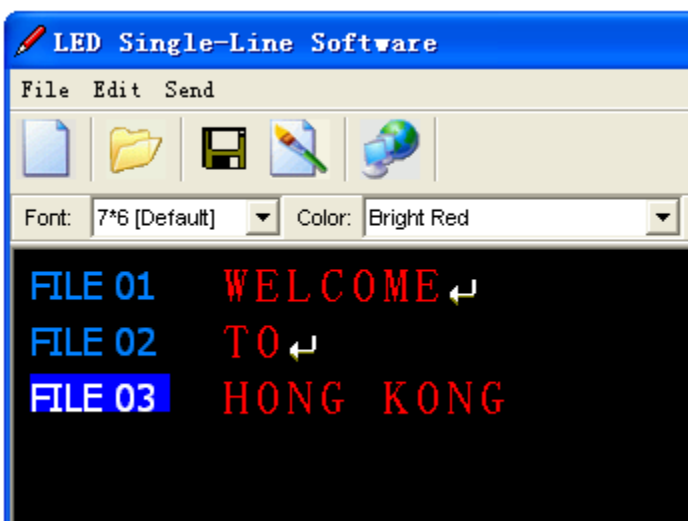
⌘ To create different file names such as FILE 02, FILE 03 and so on , you can press **CTRL** + **ENTER** **key.** *Note：totally, users can create files from 01 to 99.

⌘ If you make mistakes while typing, you can correct them by pressing **DEL** key until you have removed the mistake(s) and re-entered in the message properly.

3.3.2: Remote Control Operation

To create and edit message used by remote control, you should follow the below steps. If there is a previously stored message under that file number, the display will show **[OLDFIL] [CYCLIC]**, or may not be **[CYCLIC]** depending on actual content.

Step	Keys to press	Explanation	Display
1.	**PROG**	Begin the edit program mode	**OPEN : ??**
2.	**01 ENT**	This is the file number for the previously stored message file.	**OLDFIL [CYCLIC]**
You then can edit or create new message……….			
3.	**RUN**	End the edit program mode	**SAVE ? (Y/N)**
4.	**Y**	There is a need to re-save the data file	Message begins to be displayed

In some circumstance, user may like to erase some of the message; the sign has such an option for user to do so. After enter the Edit Mode, user can press the key **CLR** and cycling through the difference functions by pressing the **PREV** or **NEXT** key.

Listed below is the Erase functions and their usages:

- DEL ALL   Clear all message files
- DEL FILE ??   Delete the specified file
- DEL MSG   Delete the message of the current opening file
- DEL ON/OFF   Disable the Auto Turn on /Turn off timer function
- DEL ALARM   Disable the alarm function

### 3.4: Example 4- Adjustment of methods, fonts and colors

Method: Type of moving options which are displayed on a sign, see Appendix A.
Fonts: Style of fonts which are displayed on a sign, see Appendix A too.
Colors: Your sign can display up to 16 different colors, e.g: Red, Green, Yellow, etc. – plus 8
special color combinations. To determine what colors are available on your sign, see Appendix B.

3．4．1：Software operation
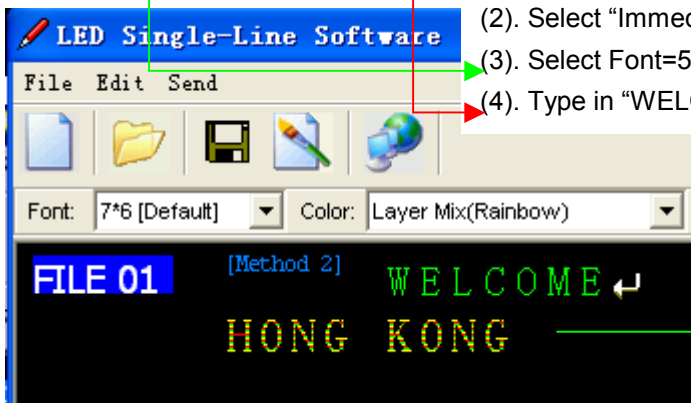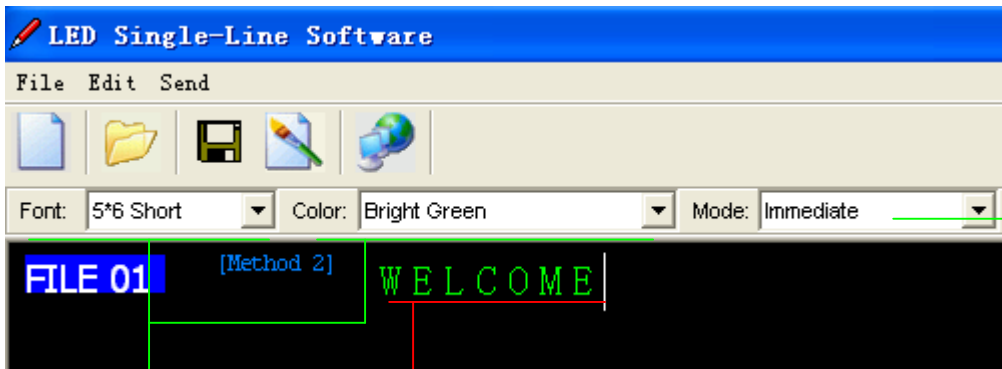
(1). Click the Box in the right of"Mode"

(2). Select "Immediate "

(3). Select Font=5*6 Short &Color=Green

(4). Type in "WELCOME"

(5). Select **Font=7*6** & **Color=Rainbow**

Note: It turns on **Cyclic** again

(6). Type in "HONG KONG"

3.4.2:Remote Control Operation

User can make method, font or color adjustment of the message. After enter the Edit Mode as 3.2.2,user should firstly press → or ← key so as to enter into method, font or color can be chosen to display at the message.

Step	Keys to press	Explanation	Display
1.	**PROG**	Begin the edit program mode	OPEN:?
2.	**01 ENT**	This is the file number to assign to this new message file	[CYCLIC]
3.	**MET** **PREV** or **NEXT**	Assign the method of display to an **Immediate**	[IMMED]
4.	**COL** **PREV** or **NEXT**	Assign the color **Green**	GRE
5.	**FONT** **PREV** or **NEXT**	Assign the font =5*6 Short	[5×6]
6.	**WELCOME**	Enters in message text	WELCOME
7.	**RUN**	Exit out of edit message mode	SAVE？（Y/N）
8.	**Y**	Save the data file as 01	Message begins to be displayed

4:Advanced Messaging

4.1 : Example 6-Setting time or date

4.1.1 : Software operation

Update corrected time and date from PC clock.
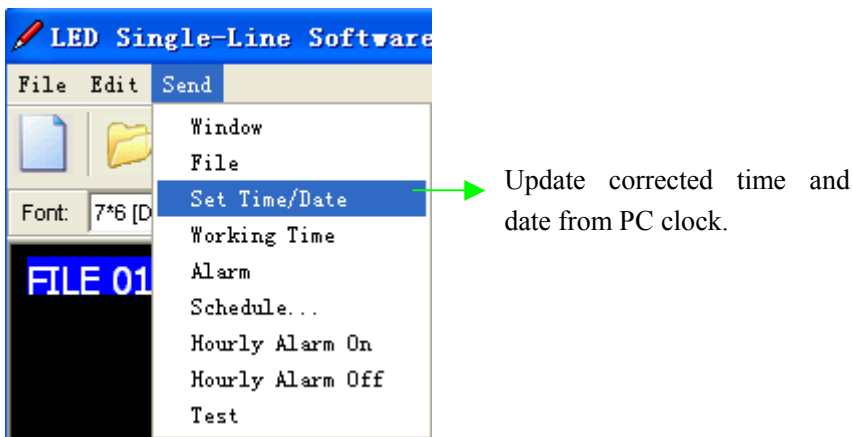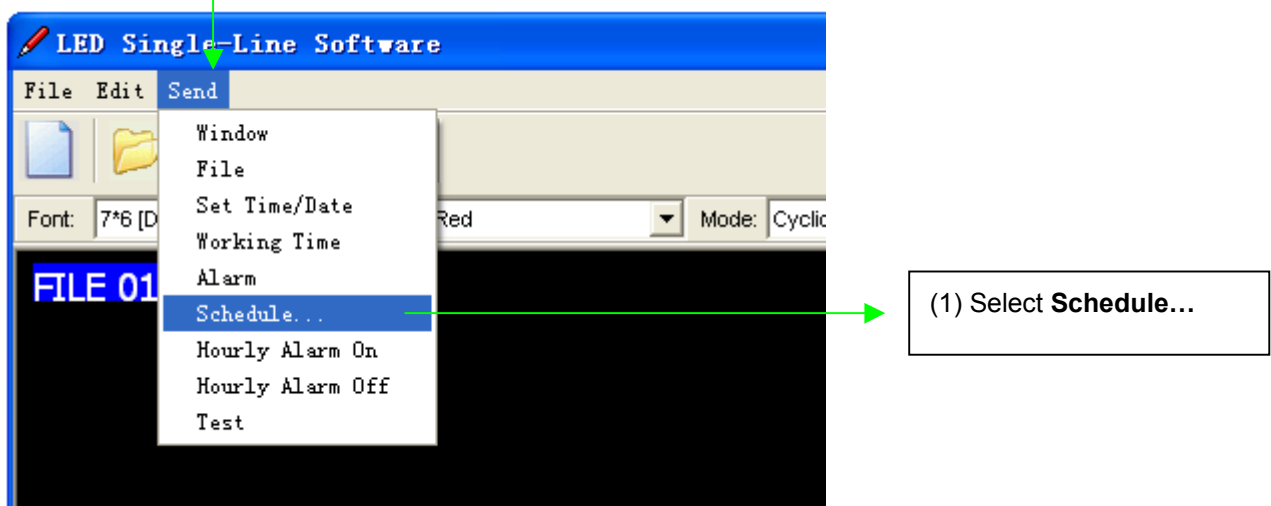
4.1.2: Remote control operation
User can set time or date of the message used by hand-held remote control.

4.2: Example 7- Programming filename messages in sequence
4.2.1: Software operation
In this example, it leverages the power of sequencing to achieve desired results. We'll display messages by their files' names (**FILE01**, **FILE03**) in certain order, and disappear at times you specified.

* Note: Displaying messages in time order will work only as long as the sign has power. When your sign loses power, its internal clock becomes inaccurate and must be reset again. (See 4.1.1)

(1) Select **Schedule…**

(2) Select 0, totally there are 10 different kind of sequence files, from 0 to 9 , which you can specify.

Schedule

File: 0

Start time:
08 hour 20 minute

End time:
17 hour 00 minute

Set...

Run On:
- Sunday
- Monday
- Tuesday
- ☑ Wednesday
- Thursday
- Friday
- Saturday

With Seg#
- File01
- File02
- File03
- ☑ File04
- File05
- File06
- File07

OK

(5) Select File04

(6) Display on Wednesday ONLY.

(7) Click **Setting** to update the changes

(3) On time is 08:20

(4) Off time is 17:00

4.2.2: Remote control operation

Sequence files have special names that begin with the letter ″S″ followed by a single digit number (S0-S9). As such, there are only ten sequence files, which can be stored and retrieved by the sign. Let's say that as the owner of a restaurant named Box Car Express. You have daily specials that appeal to the lunch crowd at noon. You have already created the following files:

4.3: Example 8- Creating your own custom graphics & logo
4.3.1: Software operation

LED Single-Line Software

File Edit Send

Font: 7*6 [Default]   Color: Bright Red
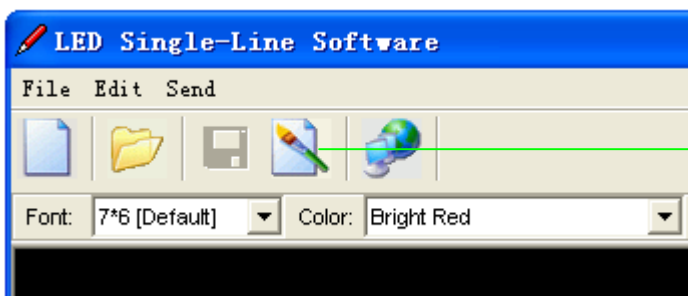
(1) Click **Lattice** icon to edit your graphic or logo.

Note: The maximum no. of user-defined graphics can be installed in the sign is 8, from graphic A – graphic H.

17

(2) Select the palette for different color.

(3) Create your graphics in this area.
Note: The graphic will be automatically saved.
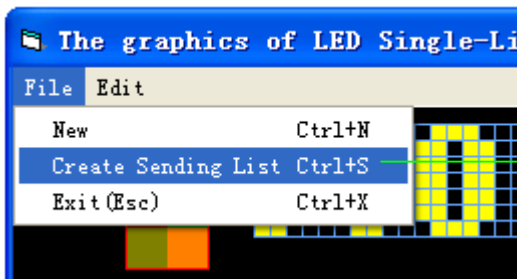Note: Click left mouse to draw dot by dot
Note: Click right mouse to delete a dot.

(5) The total numbers of the graphics had defined by the user.

(6) The no. of the graphic that is editing now.

(4) The preview of graphic is the same as the content in the editing area.

(7) Select Create Sending List to create your own graphic list

(8) Double click the graphic to add into the current graphic list

Note: The maximum no. of user-defined graphics can be installed in the sign is 8, from **Graphic A**- **Graphic H**.
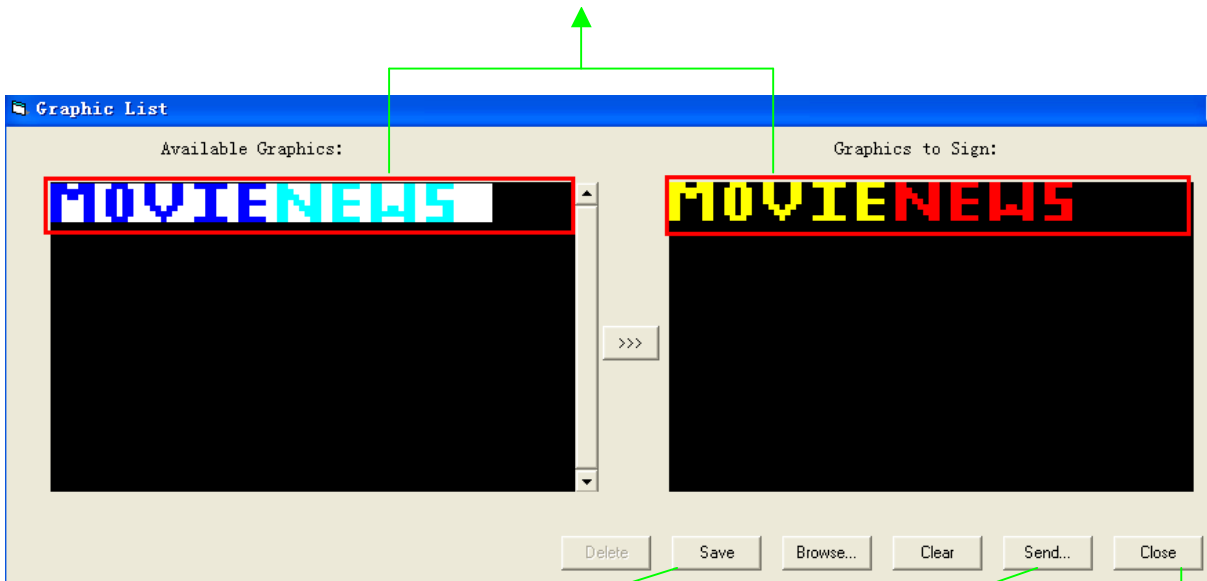
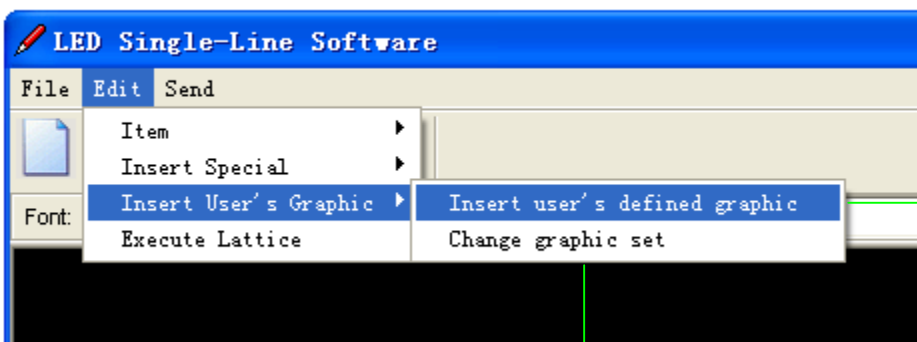(9) Click **Save** to store the current graphic list as "list" file.

(10) Click **Send…** to upload the current graphic list into the sign

(11) Close the window

4.3.2: Remote control operation

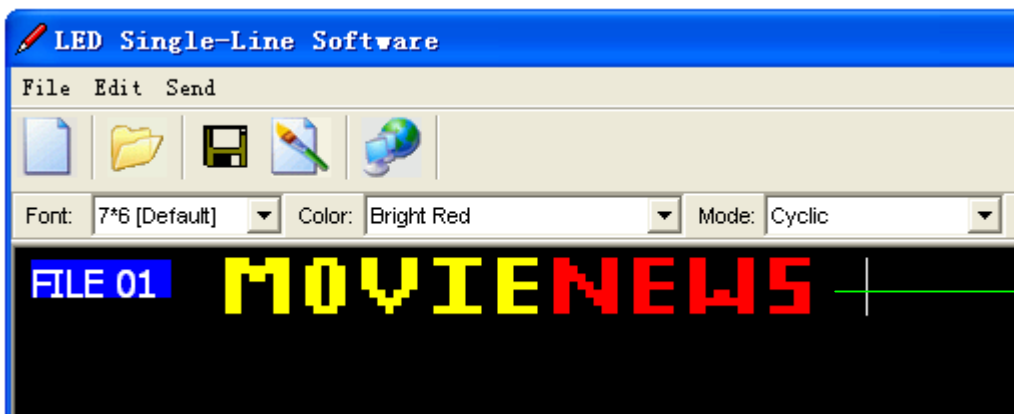## 4.4: Example 9- Displaying your own custom graphics & logo
4.4.1: Software operation

(1) Select **Insert user's defined graphic** to add your own graphic.

Note: Change graphic set is not applicable in this manual.

19

(2) Select your own graphic and then click **Insert.**

(3) Your graphic is inserted in **FILE01**

4.4.2: Remote control operation

In order to get a graphic for displaying between any messages, user should firstly enter the Edit mode at the desired location, press **GRA** and cycle through the functions and press **ENT** when the display shown ″**GET GRAPH**″. All preset graphics will cycle through with the key **PREV** or **NEXT** pressed. Press **ENT** for the right one.
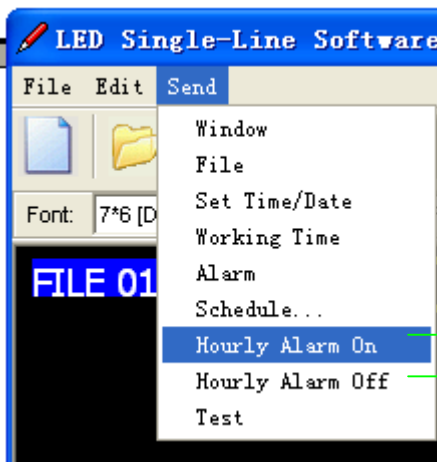
5: Other Timer Options
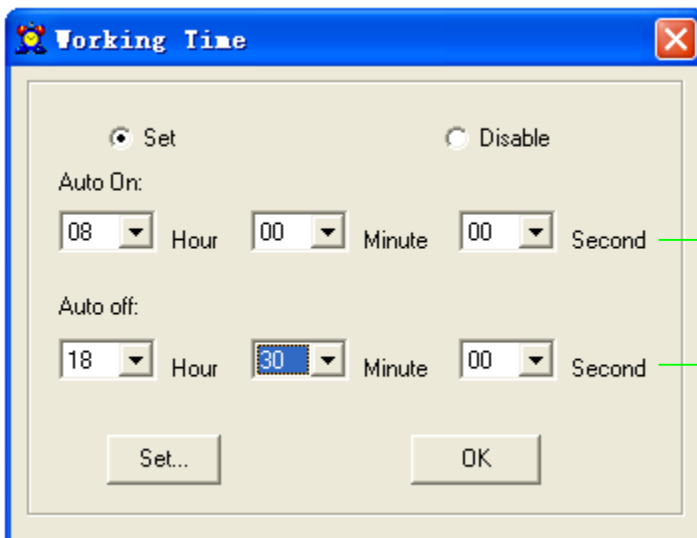
5.1: Software operation
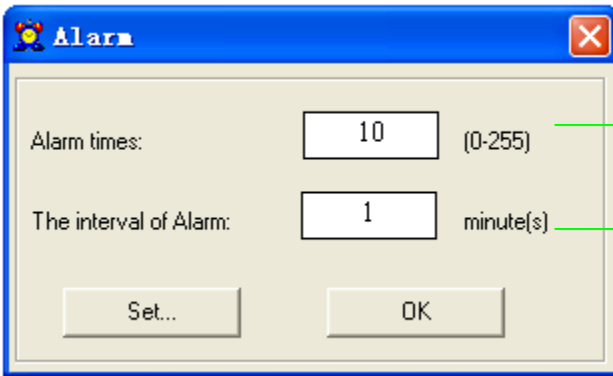
The sign will alarm for 10 times

The interval of each two alarms is 1 minute.

set the hourly alarm on.

set the hourly alarm off.

To power on the sign at 08:00 automatically

To power off the sign at 18:30 automatically.

Note that: You may only set the timer functions while running your message sign.