



PROGRAMMING MANUAL

FOR

REMOTE OPERATIONS

Notes: December 1, 2003

This manual is applied to the model of
M500N-7X50R1 only.

Note: Specifications are subject to change without
notice

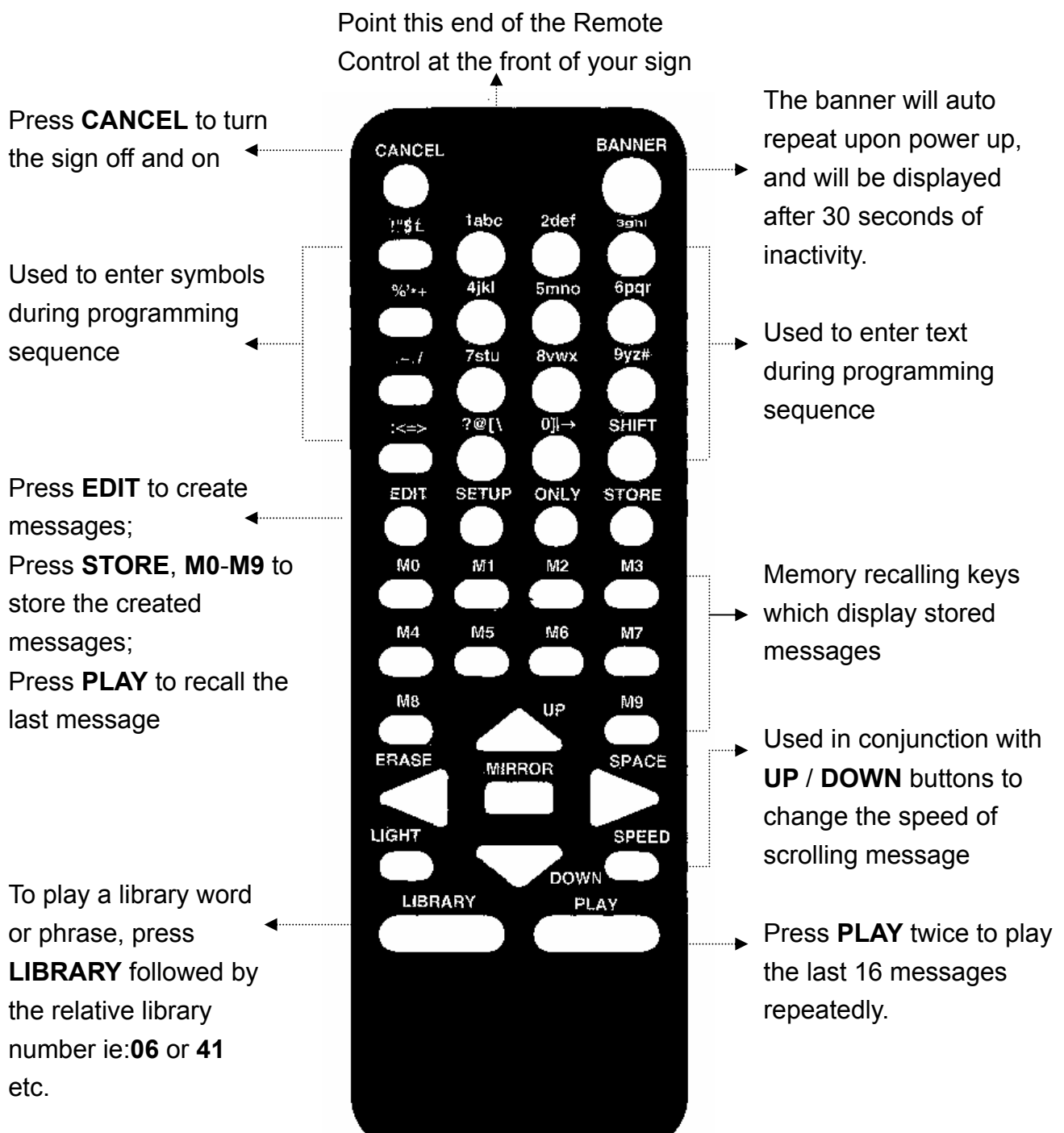
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1: General Information

1.1: Using a Remote Control to operate your sign

A Remote Control is a hand-held keyboard used to operate the sign. Most of this manual shows you how to program messages on your sign using a Remote Control. A Remote Control needs two AAA batteries to operate.



1.2: Attaching your sign to a surface

Your sign can be mounted to a wall / counter.

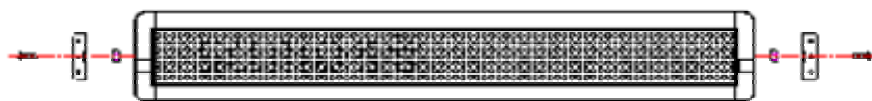
Note: This sign is intended for indoor use only.

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.



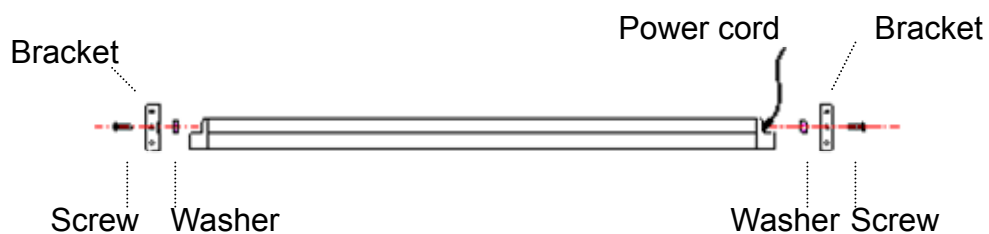
Top View



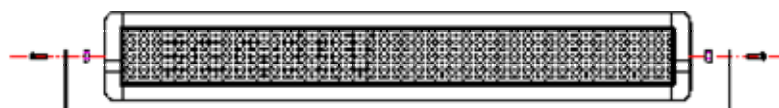
Front View

Counter mount

1. Attach the mounting brackets to the counter.
2. Plug the power cord into the sign.
3. Attach the sign to mounting brackets using the hardware as shown below.
4. Plug the power cord into an outlet.



Top View



Top View

1.3: Technical specifications

Weight (without power supply or keyboard):	0.8 kg
Height:	9.8 cm
Length:	43.4 cm
Depth:	3.4 cm
Power:	5 VDC at 2A
Environmental requirements:	The display should be operated in an environment where the temperature is between 0°C and 45°C, and the humidity (non-condensing) does not exceed 95%.

2: Basic Sign Operation

2.1: Turning a sign on and off

- Plug in / unplugging the sign's power supply for the ON/OFF operation, respectively. Wait for 5 seconds for the sign to start running
- Turning a sign ON/OFF by remote control keypad

When a sign starts up, the banner message will be displayed repeatedly.

■ **“ WELCOME ! ” and then “ hour:minute:second ” for 5 seconds**

(The banner message can be changed via keypad, but “hour:minute:second” will appear every time after showing the banner message. To change the clock, please refer to Appendix on page 10)

3: Operating Instructions

3.1: Creating messages

The sign has 10 memory hot keys that display preprogrammed messages when pressed.

To program your own messages

1. To enter text, press **EDIT**
2. Last message will be displayed, to remove text press **ERASE**, to clear entire message press **DOWN**.
3. Use alphanumeric keys to input required message. Press same key quickly to advance through characters, wait 1 second to use same letter again, or press next required character.
4. To insert a library word or phrase press **LIBRARY** then followed by the library number ie: 06 or 41 etc
5. To insert a space press **SPACE**
6. To change characters to lower case press **SHIFT**
Hint: Once you have completed your message press **PLAY** once to check this message. If you are unhappy with this message then press **EDIT** again to display the message for alteration.
7. After modification, press **PLAY** again to display your message (only press play once).
Hint: If your are happy with this message, store your message in the memory keys by pressing **STORE**, then followed by **M0** to **M9**, or **BANNER** of your choice. Your message is now stored in this memory location and can be replayed at any time by simply pressing this memory key.

The sign has a maximum memory capability of 470 characters. Upto 80 characters can be programmed into memory locations however the total sum of the messages stored cannot exceed 470.

Some words are displayed as ****, the sign has a built in profanity filter which prevents the use of some words

3.2: Playing messages

- 1 To play a message stored on a memory hot key, press **M0** to **M9**.
- 2 To Play a word or phrase stored in the inbuilt library, press **LIBRARY** followed by the library number ie: **06** or **41** etc
- 3 To play the banner message, press **BANNER**
- 4 To play the current message continuously, press **ONLY**
- 5 To play messages backwards, press **MIRROR**

3.3: Programming a sequence of messages

Up to 16 messages can be replayed in a sequence from the memory of the unit.

To program a sequence:

- 1 Clear all stored messages to ensure no unwanted messages are included, press **SETUP** followed by **ERASE**.
- 2 Play required messages from Memory keys, Banner message or Library phrases in the order required.
- 3 To remove last played message from sequence, press **ERASE**
- 4 Once you have played the sequence of messages you require, press **PLAY** to play sequence once, or **PLAY / PLAY** twice to repeat sequence continuously.
- 5 To turn off the message scroller, press **CANCEL**
- 6 To save message sequence for next power up, press **SETUP**, and then **STORE**

3.4: Adjusting the speed of the display

To increase the speed of the display

Press **SPEED**, followed by **UP**, continue to do this until required speed is achieved.

To decrease the speed of the display

Press **SPEED**, followed by **DOWN**, continue to do this until required speed is achieved.

3.5: Adjusting the brightness of the display

To increase the brightness of the display

Press **LIGHT**, followed by **UP**, continue to do this until required brightness is achieved.

To decrease the brightness of the display

Press **LIGHT**, followed by **DOWN**, continue to do this until required brightness is achieved.

3.6: Library Words and Phrases

00	ATTENTION PLEASE
01	BY MY BABY
02	Be my Valentine
03	Buy some Milk
04	Do the washing up!
05	GET UP!
06	Go on punk! Make my day.
07	GOD SAVE THE QUEEN
08	Gone Fishing!
09	Good Morning!
10	Happy Anniversary
11	Happy Birthday
12	Happy Christmas
13	Hello Boys!
14	Hello Girls!
15	Hello Sexy!
16	Here's lookin at you kid.
17	I LOVE YOU
18	Im leaving You.
19	I'm Sorry.
20	Information Point
21	Jesus Loves You
22	lets be friends
23	LIVE SEX PEEP SHOW
24	Looking good!
25	Made in the UK
26	make yourself at home
27	Meet me in the bedroom!
28	Mirror mirror on the wall who is the fairest of them all?
29	NO SMOKING
30	No Woman No Cry
31	Nothing to loose
32	Put the kettle on
33	quite please
34	running late
	Security surveillance in effect
35	sexy bum!

51	Who dares wins
52	Will You Marry Me?
53	www.suck.uk.com
54	Your dinner's in the dog
55	Your dinner's in the oven
56	Back in 10 minutes
57	SALE NOW ON!
58	Gone to lunch ... back soon
59	Holiday opening hours
60	All Major Credit Cards Accepted
61	No drugs kept on premises
62	No money kept on premises
63	Position vacant ... Apply within
64	Sorry we are closed ...
65	Today's specials ...
66	Trading hours
67	We close at
68	We open at
69	We will be closed
70	We will be closed for the holidays
71	Yes ... we are open
72	8.30 am
73	9.00 am
74	4.30 pm
75	5.00 pm
76	5.30 pm
77	6.00 pm
78	Closed for stocktake
79	Deliveries to rear door
80	No door to door salespersons
81	EMERGENCY EXIT
82	No hawkers
83	No smoking
84	Please wait
85	Use other door
86	We have moved
87	Welcome

36	Shoplifters will be prosecuted
37	shut up and watch the TV
38	smile you're on camera
39	spank the money
40	STRIP CLUB
42	SUCK UK LED CLOCK
43	testing, testing, 1.2.3...
44	Thanks for last night
45	these premises are alarmed
46	WAKE UP
47	Walk the dog
48	Welcome Home
49	What are you looking at?
50	where's my tea?

88	Caution
89	WARNING
90	Contractor
91	Danger
92	Fax
93	Minutes
94	Mobile
95	Now
96	Phone
97	Please
98	Stop
99	Exit

3: Appendix – Clock Setting

To edit the clock		
Press	“Library”, and then “Mirror”	You will see HH:MM:SS
Press	“Edit”	You will see “HH” is flashing continuously
Press	“Up”	To change the time
Press	“Erase” or “Space”	To move onto “MM” or “SS” for the changing
Press	“Up”	To change the time
If the clock is properly adjusted, then press “Play” to return to the normal mode		