



Texcellent[®] System

Remote Control User's Manual

V2.2

Information in this document is subject to change without notice. Companies, names and data used in examples herein are fictitious unless otherwise noted. No part of this document may be reproduced or transmitted in any form or by any means, electronic or mechanical, for any purpose, without written permission from the manufacturer

Copyright © 2009-2015. All rights reserved.

Table of Contents

General Information	2
1.0 Features and Functions of the Remote Control Box	3
1.1 Applicability	3
1.2 Features	3
1.3 Functions of the Remote Control Buttons	3
1.3.1 Systematical Buttons.....	3
1.3.2 Editing Buttons	5
1.3.3 Visible-Character Buttons.....	9
2.0 Main Menu & Sub Menus	9
2.1 Main Menu.....	9
2.2 File Operate Sub Menu	10
2.3Setup Sub Menu Setup Sub Menu.....	11
3.0 Basic Operations	12
3.1 Understanding the File Format	12
3.2 Turning the Display ON/OFF	13
3.3 Setting the Time and Date	13
3.4 Creating a Text Message	15
3.5 Making Changes to an Existing Message.....	17
3.6 The Order Messages are displayed.....	18
3.7 Setting Messages with Specific Run Times	19
3.8 Deleting Messages.....	21

Special Notes

All rights reserved. No part of this manual may be reproduced or transmitted in any form or by any means, electronic or manual, including photocopying and recording, for any purpose without the express written permission of us.

Information in this document is subject to change without notice. We reserve the right to change or improve our products or to make changes in the content without obligation to notify any person or organization of such changes or improvements. The release of the technical information does not constitute the granting of any license.

This document is for instructions to use the Texcellent[®] Remote Control Box. The Texcellent[®] Remote Control Box manual 2.2 presents detailed instructions to users on how to communicate with the Texcellent[®] indoor displays, manufactured in China.

- (1) When you want to use the Sigma3000[®] software to send file to the sign, please make sure the sign is in Schedule status (display status). If the sign is already in remote control status (you can see remote control list on the LED sign), please press the "PROGRAM" key on the remote controller to switch to Schedule status from remote control status; if the sign is in shut down status, please set the sign back to schedule status by pressing the "Shift +PROGRAM" button.
- (2) If you use the remote controller to change the content of file "B" which was received originally from the Sigma3000[®] software before, when you use the Sigma3000[®] software to send file "B" to the LED sign, please change the file name or change the display content and then send it to the LED sign, otherwise, the LED sign will not display this file content even after your sending it to the sign successfully.

For example, suppose you have just sent a file named "B" to the sign from the Sigma3000[®] software and the display contents are "Welcome Name1 to U.S". And then you use the remote controller to change the display contents to be "Welcome Name2 to U.S." but with the same file name "B". One day or some time later, you want to use the Sigma3000[®] software to send the original file B (its content being "Welcome Name1 to U.S") to the LED sign. If you don't change the file name "B" to other file name, or if you do not change the display contents, the sign will not display this file from the Sigma3000[®] software.

You need to change the file name from "B" to other name, such as file name "C". If you don' want to change the file name B, you will need to change the contents, such as "Welcome Name3 to U.S.", and the sign will display the contents accordingly.

General Information

In addition to the Sigma3000[®] software, all the Texcellent[®] displays can also be programmed by using the Texcellent[®] Remote Control Box. This handheld remote control box can be used to create text messages, edit existing text messages, and set the date and time, set the order of how you want the messages to be displayed and much more.

Terms and their explanation

1. Schedule Mode

The system is in Schedule Mode generally. In this mode, the files will be displayed according to the preset schedule (time/date/weekday)

2. On Line Ticker Mode

The pictures will be displayed moving left or right, but the LED sign need to be connected to the PC on line. This display mode can be used only after the user has developed new software based on our own protocol.

3.Head-to-tail Mode

In this display mode status, all files will be displayed moving left (or moving right) one after another

4.Software-shutdown mode

Press the Shift & PROGRAM buttons on remote to enter software – shutdown mode status. Press shift & PROGRAM buttons on remote again to exit

5.Remote Ctrl. Mode

Press the Program button on remote to enter remote control mode. In this mode, the user can control the LED sign with the remote controller

6.Clear(Blank) Mode

The LED sign will be in Clear (Blank) mode status before the Sigma3000[®] software sends files to the LED sign. In this mode, the LED sign will not display anything.

7. Self Test Mode

The LED sign can enter Self-Test Mode to do self testing in The Sigma3000[®] software

1.0 Features and Functions of the Remote Control Box

1.1 Applicability

The control box is one accessory of the remote control LED sign. You can use the remote control box to edit text or messages that you want to display without resorting to the computer or the related software.

1.2 Features



- Support the function of deleting text
- Support text editing & text displaying
- Support the display pattern of character & location
- Capital and lower case entry is supported
- Different character and background color
- About 50 displaying patterns
- Display day, time, and different time zones.
- Flashing, pause and speed control.
- Support the setting of displaying order
- Display time control
- Day, time, week and time zone display
- Automatic power on and off

1.3 Functions of the Remote Control Buttons

1.3.1 Systematical Buttons

Most of these buttons will only work under the programming/editing mode.



1. PROGRAM Button

Function: Program/Run switch. When the sign is displaying text, this button is used for entering the programming mode. When the sign is under the mode of programming, the button is used for going into Run mode.



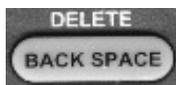
2. ESC Button

Function: When in the programming mode, you can cancel the current operation and/or return to previous menu.



3. ENTER Button

Function: When in the programming mode confirm the current operation, enter into the next menu or perform the current operation.



4. BACKSPACE & DELETE Button

Function: When in the programming mode you can delete characters. BACKSPACE button will delete the previous character. When the SHIFT button and the DELETE button are pushed together it will delete the next character.



5. CAPS Button

Function: When in the programming mode you can switch from capital to lower case letters.



6. SIMULATOR Button

Function: When in the programming mode you can view the message for one play to see how your message will appear before saving that message to the display.



7. SAVE & EXIT Button

Function: Save the information entered and exit to run mode. You

can either save the editing text or exit the editing environment, or you can save the current operation and exit the setting environment.



8. **SHIFT Button**

Function: Above-combination key. This button will not operate when it is pressed alone. For example, you should press both the SHIFT button and the "1" button to get the character "!".



9. **(UP) Arrow Button**

Function: Move the menu up or move one line up.



10. **(DOWN) Arrow Button**

Function: Move the menu down or move one line down.

1.3.2 Editing Buttons

These buttons will only work under the programming mode.



1. **FONT Button**

Function: Size of character. Usually, the size varies with the height of the sign. For example, on a one-line display you will only have the choice of a 5 or 7 pixel characters. You can also choose which font you want to use. The only way to download more fonts to the display is by using the Sigma3000[®] software.



2. **FLASH Button**

1. Flash On
2. Flash Off

Function: When entering a message you can choose to have either all or part of that message to flash. Where ever the cursor is, anything to the right of that cursor will flash. The default is "Flash Off". If only one letter is to flash you must place the cursor just before the

character to turn "Flash On" and then place cursor just past the character and turn "Flash Off".



3. STAY Button

>>Stay:_(Sec) ranging from 00-99

Function: You can enter how long you want the message to stay on the display per play.

The default is 03 seconds.



4. SPEED Button

1. Fastest
2. Fast
3. Medium Fast
4. Medium
5. Medium slow
6. Slow
7. Slowest

Function: This will let you control the speed at which your message appears to the display and also the speed that it leaves the display.

The default value it set by Sigma software, in Default display setting menu.



5. IN MODE (OUT MODE) Button

1. Auto
2. Move left
3. Move right
4. Scroll O/L
5. Scroll O/R
6. Move up
7. Move down
8. Scroll O/C... and many more

Function: The "IN MODE" button refers to how the message appears on the display. The "OUT MODE" button refers to how the message is

taken off the display. If you don't choose an "IN MODE" or and "OUT MODE" the display will default to "AUTO". There are more than 50 patterns for you to choose from.



6. COLOR (BACK COLOR) Button

COLOR button

1. Black
2. Red
3. Green
4. Yellow
5. Mixcolor 1
6. Mixcolor 2
7. Mixcolor 3
8. Mixcolor 4

BACK COLOR

1. Black
2. Red
3. Green
4. Yellow

Function: Setting the color of the character and the background. The "COLOR" button refers to the color of the character; the "BACK COLOR" button is the color of the background. The default value it set by Sigma software, in Default display setting menu.

CAUTION: Do not change the background and foreground color to the same choice or the display cannot read the text. Also, if you have a single color sign do not choose a color that the sign does not have.



7. JUSTIFY (HORIZONTAL) Button

J USTIFY

1. Center
2. Left

3. Right

HORIZONTAL

1. Fill
2. Top
3. Bottom
4. Center

Function: The "JUSTIFY" button refers to the control of the vertical direction. The "HORIZONTAL" button refers to the control of the horizontal direction. The "HORIZONTAL" button can only be used on 2 line displays. This function controls the position of the text on the display.

**8. CAPS Button**

Function: When entering a message you can press "CAPS" to switch from capital letters to lowercase. The default is capital letters.

**9. FRAME Button**

Function: It can be used under the editing state. You can use it to input the frame character to have a new frame.

10. F4 ("SHIFT"+"SPEED") Button

1. Wrap Word.
2. Not Wrap (Scrolling)

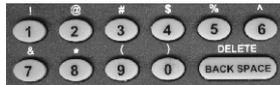
Function: Wrap refers to how the text is shown on the display. When entering text, if the number of characters exceeds the width of the display, the display will automatically "Wrap" the text in the running mode to another screen (or page) of the display, if "Wrap Word " is selected. The "ENTER" button will also force the text entered after the "ENTER" button is pressed to wrap to the next page. Currently, the wrap function will not pay attention to breaks in a word so the user must force a manual wrap (by pressing the "ENTER" button) to not

allow a break in a word. The "SIMULATE" button is helpful in reviewing for this before saving and exiting program mode. "Not Wrap" will keep all text entered to be on the same page (assuming the "ENTER" button is not pressed) and all the text entered will move across the screen from right to left at the speed chosen by using the "SPEED" button.

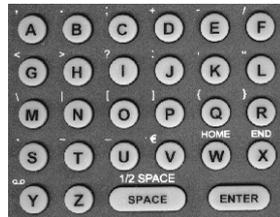
1.3.3 Visible-Character Buttons

The visible-character consists of several frequently used characters, like numbers, English characters and punctuations. All the punctuations are used through a combination of keys. You can use the punctuations by pressing the "SHIFT" button and any punctuation button.

1. Numbers 0-9



2. English Characters



2.0 Main Menu & Sub Menus

The display has one main menu and two sub menus. In this section you can become familiar with the main menu and the sub menus.

2.1 Main Menu

When the sign is running, you can press the "PROGRAM" button to get to the main menu.

The "UP" and "DOWN" arrow buttons are used to move up and down in this menu. Press the "ENTER" button and then you will get to the sub menus.

Main Menu Contents

1. File Operate
2. Edit File
3. Setup
4. Quit

File Operate

Function: In this menu you will be able to delete individual files, delete all files, delete sequences and delete run times.

Edit File

Function: In this menu you will be able to create and edit messages.

Setup

Function: In this menu you will be able to set the message sequence (order), set the message run time, set the date and time, and set the power on/off time of the display unit.

Quit

Function: This option will exit you back to the display mode.

2.2 File Operate Sub Menu

File Operate Sub Menu

1. Delete File
2. Del All Files
3. Del Sequence
4. Del Run Time
5. Esc to Return

Delete File

Function: Delete a specified message file.

Del All Files (Delete All Files)

Function: Delete all message files.

Del Sequence (Delete Sequence)

Function: Delete the sequence (order) of messages to display.

NOTE: Deleting the sequence will allow all stored messages in the sign to display once the sign is in **RUN** mode.

Del Run Time (Delete Run Time)

Function: Deletes the run time on all message files.

ESC to Return

Function: Returns to the main menu.

2.3 Setup Sub Menu Setup Sub Menu

1. Set Sequence
2. Set Run Time
3. Set Date Time
4. Power ON/OFF
5. Esc to Return

Set Sequence

Function: Put files in a sequence (order) in which you want them displayed.

Set Run time

Function: This allows you to set the run time that each file is to be displayed based on the time of day.

Set Date Time

Function: This allows you to set the current date and time.

Power ON/OFF

Function: This allows you to control the displays power and set the display to turn on and off based on the time of day.

ESC to Return

Function: Returns to the main menu.

3.0 Basic Operations

There are a few basic operations you will need to know before you start using the remote control sign. The remote control box will only work under the software Texcellent[®]. Before you use the remote control box, please make sure that the sign is on and the batteries are good. You should point the remote control box directly towards the receiver window (the red window on the right side of the sign).

3.1 Understanding the File Format

It is better to get an understanding of the file formats (Example: [D:\TVA]) before creating your messages. There are 2 different drives available on the LED Display, D: and E: (the drive is in bold [**D**:\TVA]). The D: drive is your non-volatile (flash) drive, meaning that when you enter information in this drive and the display is powered off and then powered back on, that information will still be there. The E: drive is your volatile (RAM) drive, meaning that when you enter information in this drive when the display is powered off and then back on, that information will be gone.

The center letter is the folder (the folder is in bold [**D**:\TVA]). Usually, we save the new edited files into the folder T, when using the remote control. And the files which saved in different folder can be called when setting up the sequence (Play list). The T folder is used for text only and is the only folder that can be used to display messages on a sign. The S folder is used for any word or sentence that will be repeated often. The S folder can be embedded into text messages.

The last letter is the file name (the file is in bold [**D**:\TVA]). Every English character

(capital and lowercase), number and punctuation can be used as a file name. There are about 384 messages, which can be stored in the non-volatile memory, but only 128 messages can be added into each individual sequence (Play list).

3.2 Turning the Display ON/OFF

The displays power can be controlled in two ways:

1. Plugging the power supply into the display and the outlet, will automatically start the sign. -or-
2. Automatic On, i.e., by using the remote control box. Follow the instructions in Table 1: Use the Remote Control Box to Turn the Power ON/OFF. You can specify which time you want the display to turn on and turn off.

Table 1: Using the Remote Control Box to Turn the Display Power ON/OFF Automatically

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to...	Setup
3	Press "ENTER"	Set Sequence
4	Press "DOWN" Arrow until it gets to...	Power ON/OFF
5	Press "ENTER"	Disabled
6	Press "UP" Arrow until it gets to...	Enabled.. (if the "Enabled.." is showing on the display, skip this step)
7	Press "ENTER"	OFF TIME 00:00-Enter the time you want the display to turn off
8	Press "ENTER"	ON TIME 00:00- Enter the time you want the display to turn on
9	Press "ESC" until it gets to the display mode	

3.3 Setting the Time and Date

Once time and date are set, the display will keep time even on power loss for a maximum of 2 weeks.

Table 2: Setting the Time and Date

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to...	Setup
3	Press "ENTER"	Set Sequence
4	Press "DOWN" Arrow until it gets to...	Set Date time
5	Press "ENTER"	Set Date
6	Press "ENTER"	YYYY-MM-DD
7	Press numerical buttons to change the date	2005-11-17
8	Press "ENTER"	Set Date
9	Press "DOWN" Arrow until it gets to...	Set Time
10	Press "ENTER"	TIME HH:MM
11	Press numerical buttons to change the date	TIME 08:19
12	Press "ENTER"	Set Time
13	Press "DOWN" Arrow until it gets to...	Set Time Zone
14	Press "ENTER"	L. GMT+08:00
15	Press "DOWN" Arrow or "UP" arrow to choose the time zone	E. GMT+01:00
16	Press "ENTER"	Set Time Zone
17	Press "ESC" until it gets to the display mode	

3.4 Creating a Text Message

In this feature you can create a text message and also pick an existing message for modification. When creating messages, make sure you understand the file format (detailed in Section 3.1 Understanding the File Format). You can refer back to the description of the editing buttons in Section 1.3.2 Editing Buttons to add more features to your message.

NOTE: To switch from capital to lowercase letters anytime while entering a message presses the "CAPS" button.

NOTE: If at any time you have keyed in the wrong character you can press the "BACK SPACE" button to delete your mistake. If the mistake is at the beginning of the message press the "SHIFT" + "W (HOME)" buttons to take you to the beginning of that message. You can use your "LEFT" and "RIGHT" arrow buttons to move your cursor back or forward to any mistake that needs to be corrected. The "SHIFT" + "BACK SPACE (Delete)" buttons will delete the characters in front of the cursor.

NOTE: Press "SHIFT" + "SAVE (ENTER)" buttons to save the message entered. The message added or changed must be saved or it will be lost.

NOTE: Once a new message is created either delete all sequences or refer to "3.6 The Order Messages are Displayed" to place this message in order.

Table 3: Creating a Text Message

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to..	Edit File
3	Press "ENTER"	[D:\T_]
4	Enter the file name	Here [D:\T\ (file name goes here and is any single character on the keyboard, including "SHIFT" and "CAPS" characters), the maximum length of the file name is 8 characters.
5	Press "ENTER"	The display will be blank
6	Enter your message	Example: "THANK YOU COME AGAIN"
7	Press "SAVE&EXIT"	

3.5 Making Changes to an Existing Message

Once you have created a message and it is displaying, you can go back and make changes to the message. In 3.4 Creating a Text Message the message that was created was "THANK YOU COME AGAIN". If you wanted the message to read "THANK YOU COME AGAIN SOON" you can follow the steps below to add the word "SOON".

Table 4: Making Changes to an Existing Message

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to...	Edit File
3	Press "ENTER"	[D:\T_]
4	Press "DOWN" or "UP" Arrow to select a existing file name	[D:\T(the existing file name goes here)]
5	Press "ENTER"	The display will show the message that is currently saved. For example: 'THANK YOU COME AGAIN'
6	Make your changes	Example: "THANK YOU COME AGAIN SOON"
7	Press "SAVE&EXIT"	

3.6 The Order Messages are displayed

The display allows you to choose the order in which your messages will be displayed. This is called the sequence. If you do not choose a sequence then all the messages that you have created will be displayed one after another with no sequence.

NOTE: If a sequence is created and then a new message is added, then this message must be added to the current sequence or it will not show on display.

QUICK TIPS: Keep hitting the "ENTER" button to add all files to the sequence. Move the cursor over to the left and use your "UP" and "DOWN" arrow buttons to review the sequence you have selected. If you have a message that you would like to display more than others, you can add that particular file in the sequence more often. For example, your company has a deadline to turn in their insurance forms and you have created a file (A) that says "REMINDER PLEASE TURN IN YOUR INSURANCE FORMS BY FRIDAY". When you set up the sequence you can add the file A more often. For example, A, F, A, B, A, T, A and so on.

Table 5: The Order Messages are displayed

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to...	Setup
3	Press "ENTER"	Set Sequence
4	Press "DOWN" and "UP" Arrow to review the sequence	1. xx 2. xxxx
Delete Files (see Step 5~6) Add Files (see Step 7~10)		
5	Find the file name you want to Delete to the sequence and Press "Back Space"	

6	Press "ENTER" or "Y"	
7	Press "ENTER"	<ol style="list-style-type: none"> 1. Add Text 2. Add Picture 3. Add Array 4. Add FLW
8	Find the file Model you want to add to the sequence and Press "ENTER"	<p>Example: Text Model</p> <ol style="list-style-type: none"> 1. Add Text
9	Find the file name you want to add to the sequence and Press "ENTER"	Example: D:\xxx
10	Press "SAVE&EXIT"	

3.7 Setting Messages with Specific Run Times

After you have created a message, you can choose how long you would like that message to run. For example, if you have a message that only needs to be displayed during a lunch break you can specify for that message to run from 11:00 am to 13:00pm (1:00p.m.) everyday. You can only specify the calendar days or days of the week in which you would want the message to run if you have the Sigma3000[®] software.

The time pattern is HH:MM. The first four digits represent the start time, while the last four digits represent the finish time.

NOTE: The times are shown in military time (24 hour format).

Table 6: Setting Messages with Specific Run Times

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "DOWN" Arrow until it gets to...	Setup
3	Press "ENTER"	Set Sequence
4	Press "DOWN" Arrow until it gets to...	Set RunTime
5	Press "ENTER" Use the "UP" and "DOWN" arrows to view the Sequence list for Run Time	1. xx 2. xx
6	Press "ENTER" Select the file to set run time	1. Play Time 2. Play Weeks
Set Play Time step 7~8, set Play Weeks setp9~10		
7	Use the "UP" and "DOWN" arrows to set Time or Weeks	1. Play Time
8	Set Play Time Enter in the times by moving the cursor with the "LEFT" and "RIGHT" arrows and use the numeric buttons to enter the time the left "00:00" is the Start time the right "00:00" is the End time	[00:00-00:00] (before changing) [11:00-13:00] (after changing)
9	Press "DOWN" Arrow until it gets to...	2.Play weeks
10	Set Play Weeks Use the "UP" and "DOWN" arrows to select Weeks Press "Space" to select or Cancel	[*] means Select [] means Cancel

11	Press "SAVE&EXIT"	
----	-------------------	--

3.8 Deleting Messages

Once you are done using a certain message, you can delete that entire message, and then reuse that file name to create a different message.

Table 7: Deleting Messages

Step	Function	Display Will Read...
1	Press "PROGRAM"	File Operation
2	Press "ENTER"	Delete File
3	Press "ENTER"	1.Text File 2.String File 3.Picture File 4.Array File 5.FLW File 6.ESC to Return
4.	Press "UP" and "DOWN" arrows until you find type of the file you want to delete	Example Text File
5.	Press "ENTER"	1.xxx 2.xxxxx 3.....
6	Press "UP" and "DOWN" arrows until you find the file you want to delete	Example: 1.123.Nmg
7	Press "ENTER"	DelSure? (<u>Y</u> /N)
8	Use your "LEFT" and "RIGHT" arrows to select either Y=Yes or N=No	DelSure? (<u>Y</u> /N)
9	Press "ENTER"	1.xxx 2.xxxxx

		3.....
10	Either select another file name and follow steps 3-6 or Press "ESC" until you get back to the display mode	