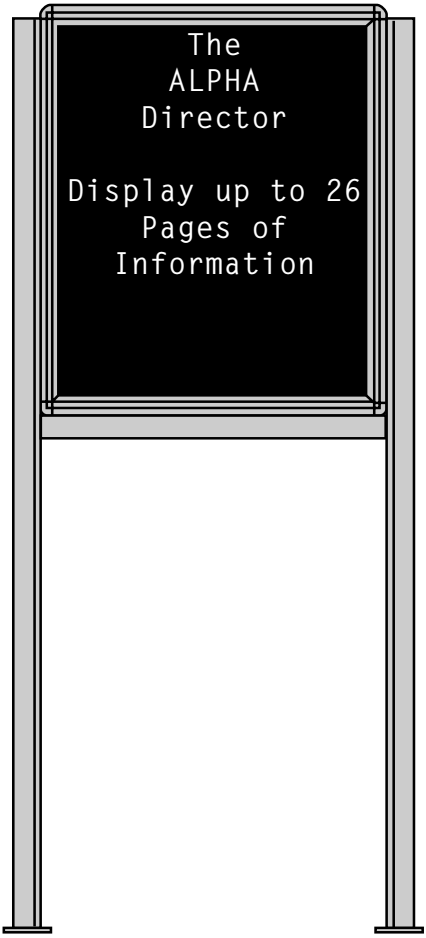
Assembly instructions inside

ALPHA™ Director User Manual



ADAPTIVE

© 1998 Adaptive Micro Systems
Form No. 9704-3006A
8/26/98

NOTE: Due to continuing product innovation, specifications in this document are subject to change without notice.

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Warranty

Adaptive Micro Systems, Inc. warrants to the original purchaser that the sign, keyboard and power supply will be free of defects in workmanship and materials for a period of one year from the date of purchase.

Adaptive Micro Systems, Inc. will without charge, repair or replace, at its option, defective product or component parts upon delivery to the factory service department accompanied by proof of the date of purchase in the form of a sales receipt.

This warranty does not apply in the event of any misuse or abuse of the product, or as a result of any unauthorized repairs or alterations. This warranty does not apply if the serial number is altered, defaced or removed from the sign. Incandescent lamps used in incandescent products are not covered by this warranty.

The purchase price of this product does not include, from Adaptive Micro Systems, Inc., any on-site support, service or maintenance.

Local ordinances prohibiting the use of flashing signs may exist in some locations. Compliance with local ordinances is the sole responsibility of the customer.

To obtain warranty coverage, this product must be registered. Please complete the enclosed warranty registration card and mail it to Adaptive Micro Systems, Inc.

How to obtain warranty service

1. Contact the dealer / distributor from whom the sign was purchased. If you do not know where the product was purchased, contact Adaptive Micro Systems Customer Service at 414-357-2020.
2. If the dealer / distributor cannot service the product, obtain a Return Merchandise Authorization (RMA) number through that company. An RMA number is required to obtain warranty service.
3. Fill out the Return Merchandise Authorization (RMA) Form on the following page. To obtain warranty service, this form including the RMA number must accompany the product.
4. Follow return instructions on the RMA form to return to Adaptive Micro Systems, Inc.

Return Merchandise Authorization (RMA) form

RMA Number: _____

Date of Purchase: _____

Company Name: _____

Contact Person: _____

Address: _____

_____

Phone Number: _____

Description of Problem: _____

_____

_____

_____

_____

Return Instructions:

Step 1: Obtain an RMA number from your dealer/distributor.

Step 2: Fill out this form and include proof of purchase receipt if product is under warranty.

Step 3: Pack this form, the sign, keyboard and transformer in the original carton (or a suitable replacement). Please write the RMA number on the outside of the package. Any damage to the product during shipment is the responsibility of the freight company or the owner of the sign.

Step 4: Ship the package, postage/shipping prepaid to:

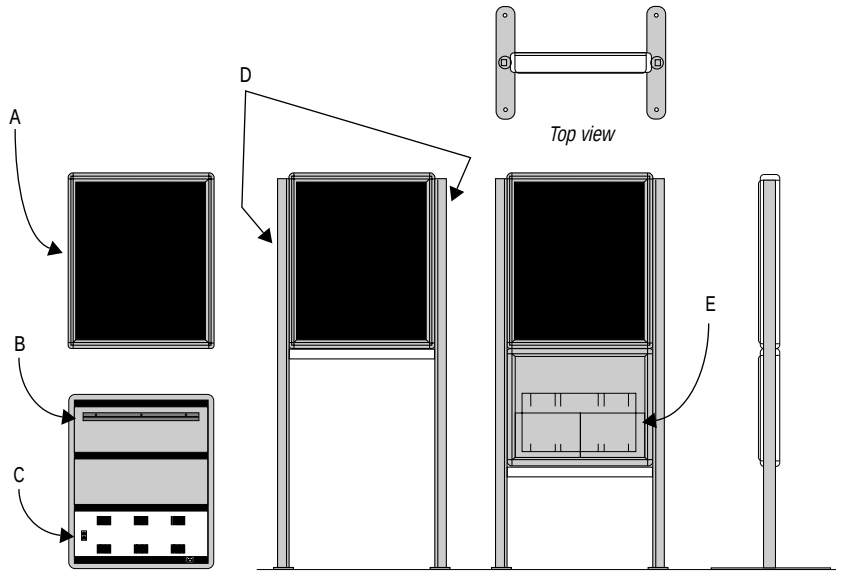
Adaptive Micro Systems, Inc.
Attn: RMA No. _____
7840 North 86th Street
Milwaukee, WI 53224

PLEASE WRITE THE RMA NUMBER ON THE LABEL OF THE SHIPPING BOX - THANK YOU.

Installation and setup

The ALPHA Director is an indoor LED sign that can display up to eight, 16-character rows of text. The sign can either be hung from a wall or mounted on a stand. Also, when mounted on a stand, an optional magazine rack can be placed beneath the sign.

Description



Item	Name	Description
A	ALPHA Director	An LED sign which can display up to eight, 16-character rows of text. The sign is capable of storing up to 26 “pages” or screens of text information.
B	Wall mounting bracket	This is a factory-installed option.
C	RS232/RS485 jacks	The bottom panel flips up to expose the RS232/RS485 jacks which are used to connect the sign to a computer or a network of signs. See the manual **Network Configurations** (9708-8046) for more information on connecting the sign to a network.
D	Floor mount brackets	This is a factory-installed option.
E	Brochure rack	This is a factory-installed option.

ALPHA Director technical specifications

AMS part number	Description	Input VAC	Input power	Dimensions in inches	Weight in pounds
1022-1111	ALPHA Director	120	150 W	22.5L x 3.12D x 27H (57.2L x 7.9D x 68.6H cm)	31.1 (14.1 kg)
0022-0001	ALPHA Director	230	150 W	22.5L x 3.12D x 27H (57.2L x 7.9D x 68.6H cm)	31.1 (14.1 kg)
Factory-installed options	Brochure rack option	—	—	27L x 18D x 61H (68.6L x 45.7D x 154.9H cm) with brochure rack and stand	58.7 (26.6 kg) with brochure rack and stand
	Wall mounting kit option	—	—		
	Floor stand kit option	—	—		

EMI compliance

This equipment has been tested and found to comply with the limits for a Class A digital Device, pursuant to Part 15 of the FCC Rules. These limits are designated to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Assembling the ALPHA Director

⚠WARNING



Hazardous voltage.
Contact with high voltage may cause death or serious injury.
Always disconnect power to sign prior to servicing.

⚠WARNING



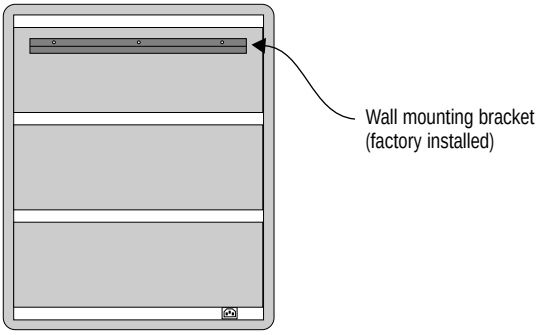
Fasten sign to floor.
Otherwise sign may tip over causing serious injury or death.

NOTE: Do NOT use the ALPHA Director outdoors because water and dust will damage the sign.

NOTE: Because of its weight, the ALPHA Director should be assembled by two people.

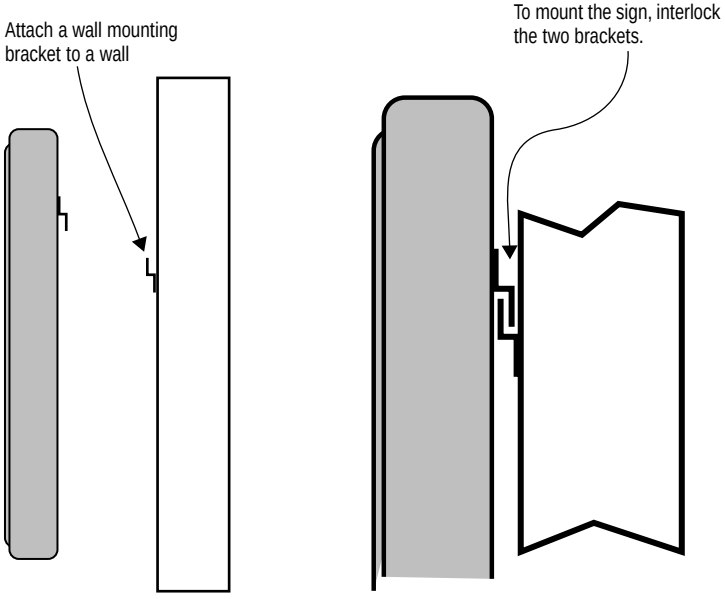
How to mount an ALPHA Director on a wall

1. Make sure a wall mounting bracket is attached to the back of the sign:



2. Attach the wall mounting bracket (supplied) to a wall. Then hang the sign from this bracket.

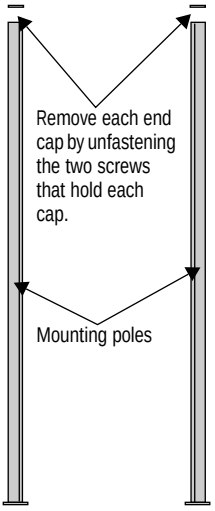
   NOTE: Only hang the ALPHA Director from a wall capable of supporting 116 pounds (52.5 kg).



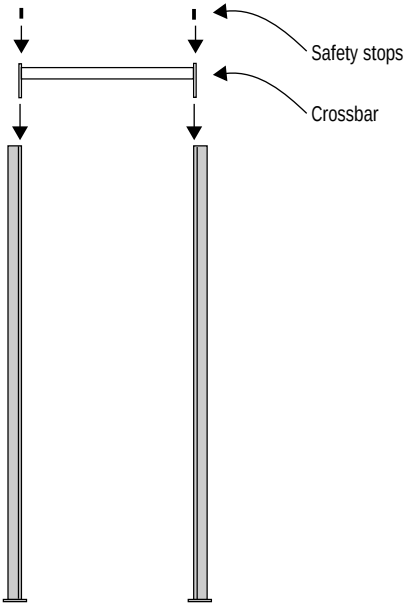
3. Route the power cord from the sign in such a way that the cord is not in an area where people will be walking.

How to mount an ALPHA Director on a stand (without the optional brochure rack)

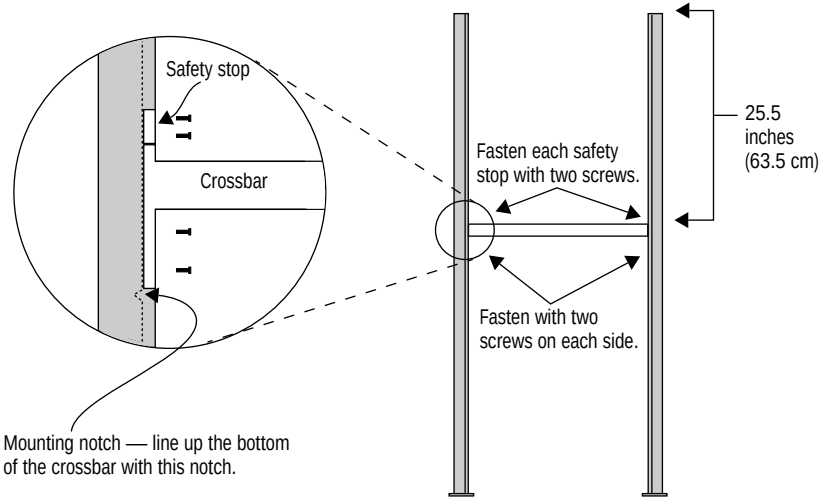
1. Remove the caps from the top of each mounting pole:



2. Place both mounting poles on a flat surface. Slide the crossbar down the channels on the mounting poles. Then slide a safety stop down each channel:

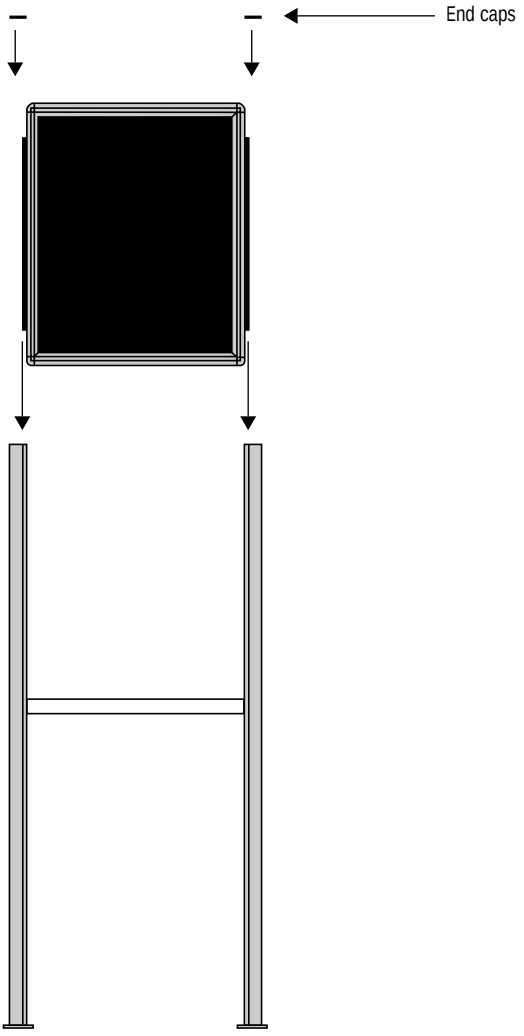


3. Fasten the crossbar to each mounting pole with the four set screws. Then fasten each safety stop with the two sets screws:

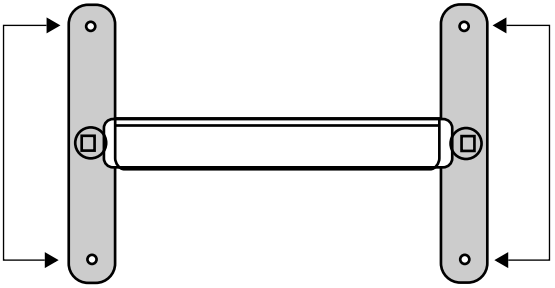


NOTE: Screws should be securely tightened (18 to 20-inch/pounds of torque recommended).

4. Place each of the sign's mounting brackets in a channel on each mounting pole. Then slide the sign down until it rests on the safety stops. Finally, re-attach the end caps onto the tops of the mounting poles:

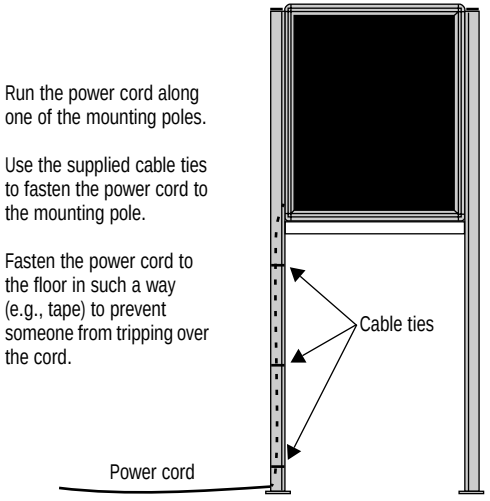


5. Fasten the sign to the floor using four bolts or screws in the locations shown below:



Top view of sign

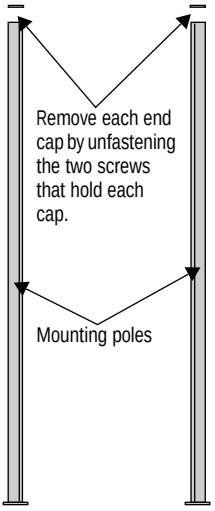
6. Route the power cord from the sign in such a way that the cord is not in an area where people will be walking.



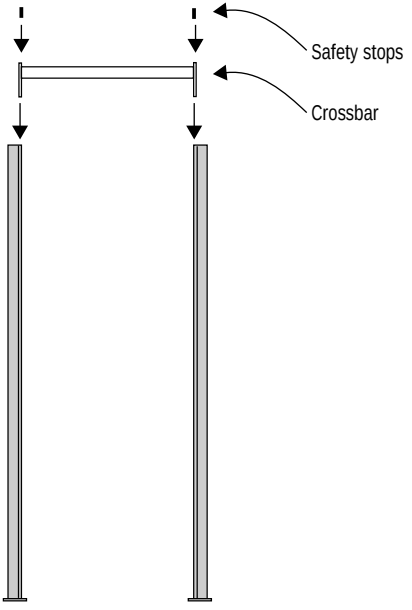
Completed assembly of sign

How to mount an ALPHA Director on a stand (with the optional brochure rack)

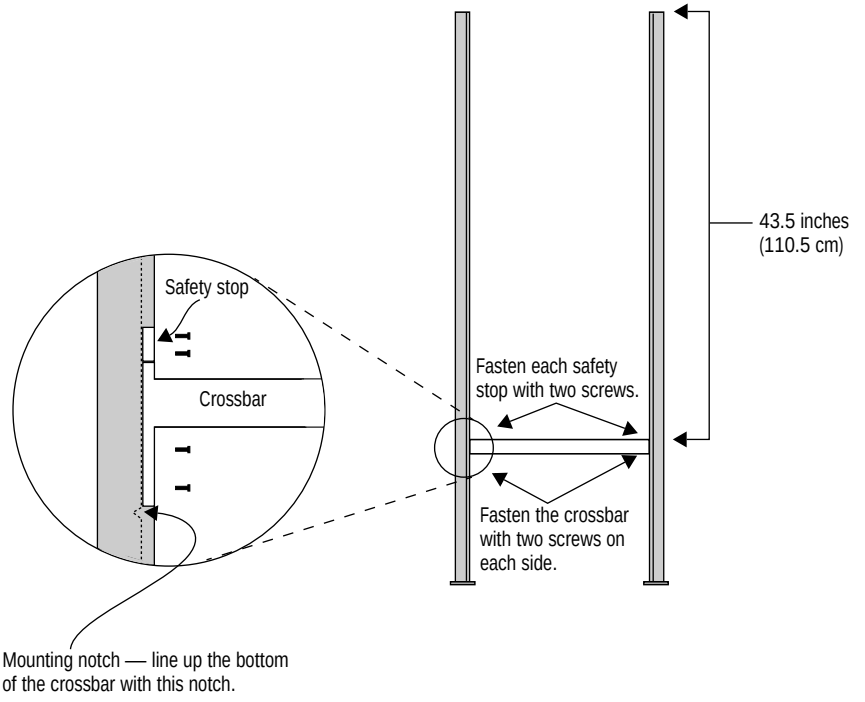
1. Remove the caps from the top of each mounting pole:



2. Place both mounting poles on a flat surface. Slide the crossbar down the channels on the mounting poles. Then slide a safety stop down each channel:

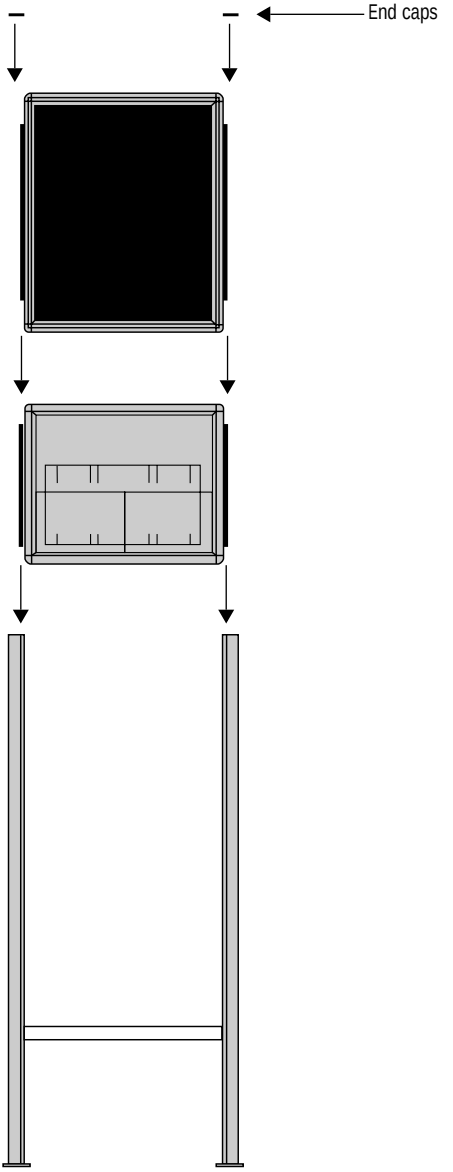


3. Fasten the crossbar to each mounting pole with the four set screws. Then fasten each safety stop with the two sets screws:

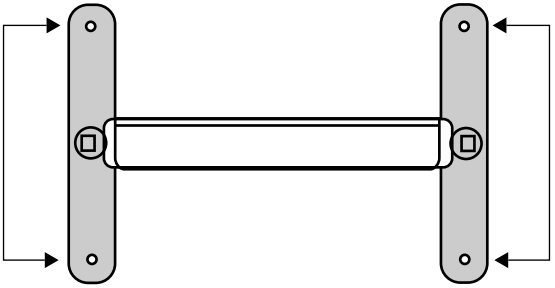


NOTE: Screws should be securely tightened (18 to 20-inch/pounds of torque recommended).

4. Place each of the brochure rack's mounting brackets in a channel on each mounting pole. Slide the brochure rack down until it rests on the safety stops. Then slide the sign down the channels. Finally, re-attach the end caps onto the tops of the mounting poles:

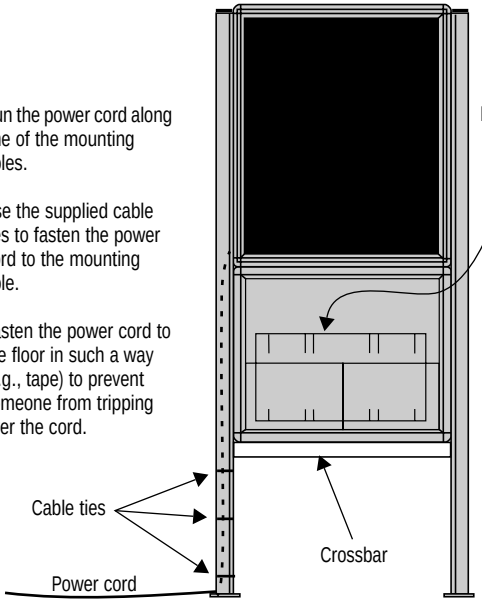


5. Fasten the sign to the floor using four bolts or screws in the locations shown below:



Top view of sign

6. Route the power cord from the sign in such a way that the cord is not in an area where people will be walking.



Completed assembly of sign

Using the Remote Control

A Remote Control can be used to turn a sign off and on or to clear its internal memory. Also, a Remote Control can set a sign's time and date and its serial address.

However, a Remote Control's most important—and most used—purpose is the creation of text messages and graphic images on a sign.

To show you how to use a Remote Control, this manual presents practical, everyday examples.

NOTE: A sign (or a network of signs) can also be programmed using a personal computer and special software. (See the document **Network Configurations**, part number 9708-8046, for more detailed information.)

A Remote Control is a hand-held keyboard used to operate an ALPHA sign. From its front, a Remote Control emits infrared light which can control many of the functions of an ALPHA sign.

A Remote Control needs four AAA batteries to operate.

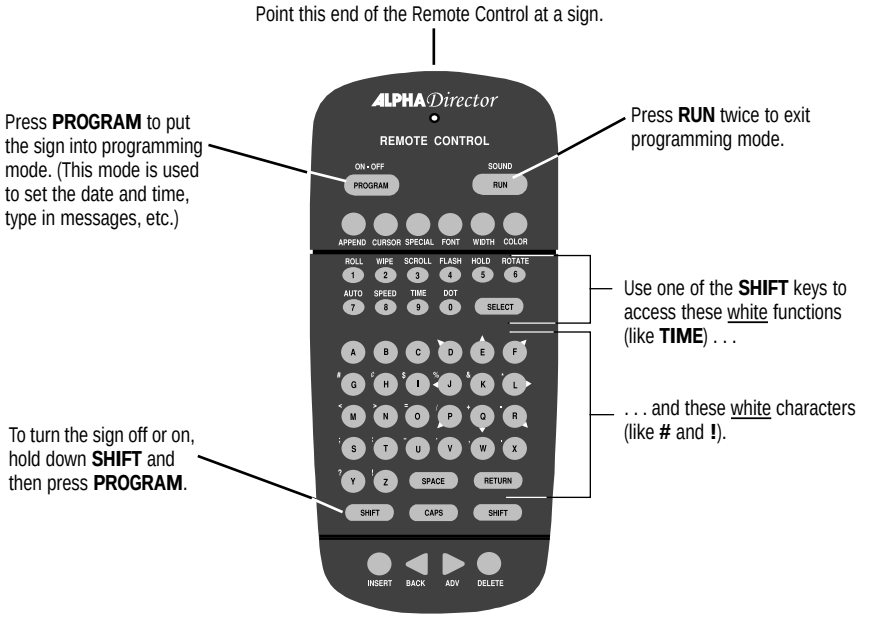
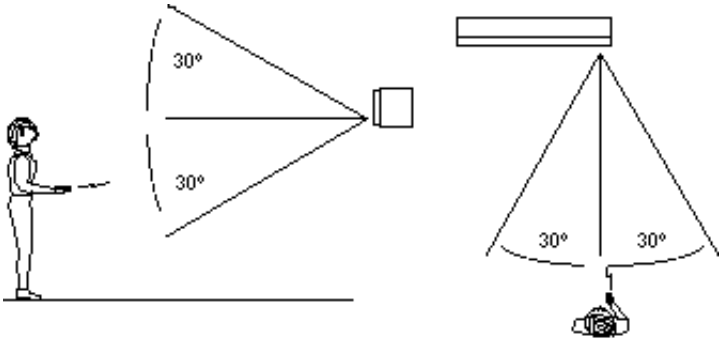


Figure 1: Infrared (IR) Remote Control keyboard

To program a sign with a Remote Control:

- stand at least 5 feet and no more than 30 feet from the sign (see “Using a Remote Control with a sign” on page 14)
- make sure nothing reflective is in front of the sign (Light from the sign’s display that is reflected back can interfere with the Remote Control.)
- if nearby fluorescent lights interfere with the Remote Control, you may have to relocate either the lights or the sign.



If a sign is this far from the floor...	...then hold a Remote Control this far away:
10 feet	from 10 to 30 feet
15 feet	from 19 to 30 feet
20 feet	from 25 to 30 feet

Figure 2: Using a Remote Control with a sign

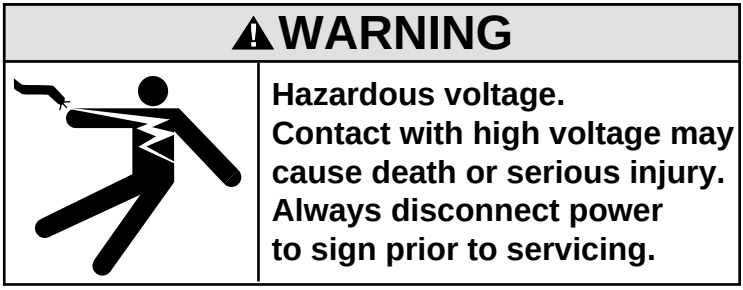
Connecting the sign to a computer

Messages are sent to the sign using either the hand-held Remote Control or a computer that is running AlphaNET *plus* software. You can either connect one sign or many types of ALPHA signs.

How to connect one sign directly to a computer

If you only want to connect a single sign to your computer, follow these steps:

1. Remove power from the sign.



2. Make sure the sign's internal RS232 / RS485 jumper is set to RS232 according to this diagram:

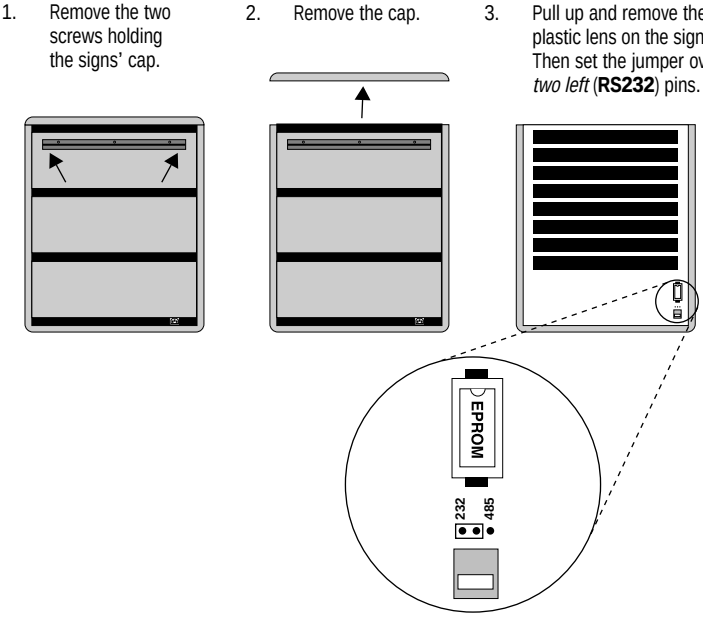
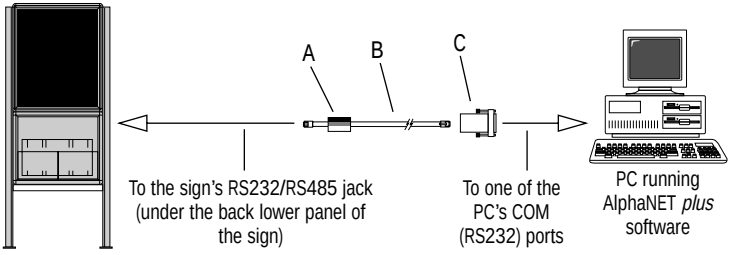


Figure 3: How to change the RS232/RS485 jumper

3. Re-assemble the sign.
4. Connect a personal computer to the sign as follows:



Item	Part #	Description
A	—	Ferrite (ferrite end towards sign)
B	1088-8625	25-foot 6-conductor RS232 data cable
	1088-8627	50-foot 6-conductor RS232 data cable
C	4370-0001C	25 pin sub-D/to 6 pos. RJ11 adapter
	1088-9108	9 pin sub-D/to 6 pos. RJ11 adapter

How to connect multiple signs into a network

For this type of networking, the sign's internal RS232 / RS485 jumper must be set to **RS485** (see "How to change the RS232 / RS485 jumper" on page 15.)

Because there is such a wide variety of ways (e.g., LAN, wireless, etc.) to connect signs, see the manual **Network Configurations** (9708-8046) for more details.

Updating the sign's firmware (or EPROM)

From time to time it may be necessary to update the sign's internal firmware by replacing an EPROM inside the sign. To do this, follow these steps:

1. Remove power from the sign.

⚠WARNING



Hazardous voltage.
Contact with high voltage may cause death or serious injury.
Always disconnect power to sign prior to servicing.

2. Replace the sign's internal EPROM according to this diagram:

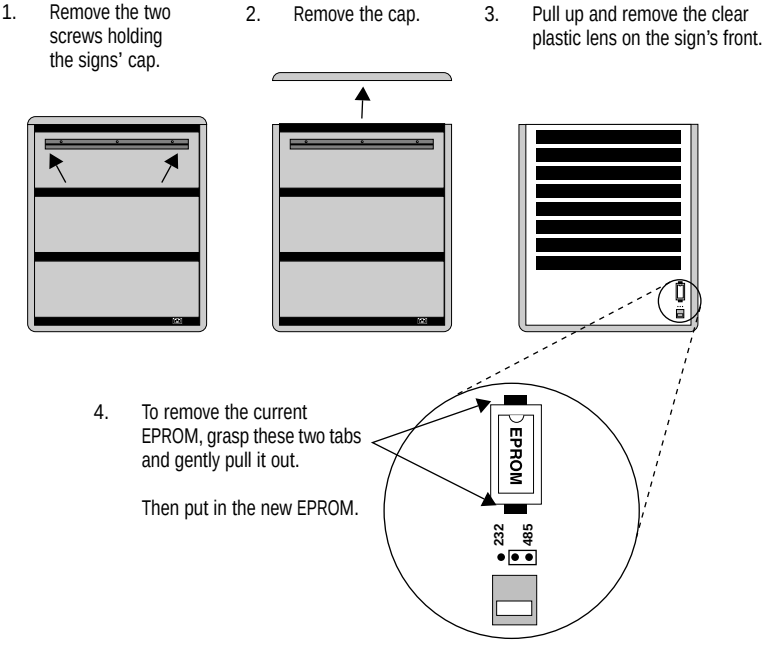


Figure 4: How to change the sign's EPROM

3. Re-assemble the sign.

Basic sign operation

Turning a sign on and off

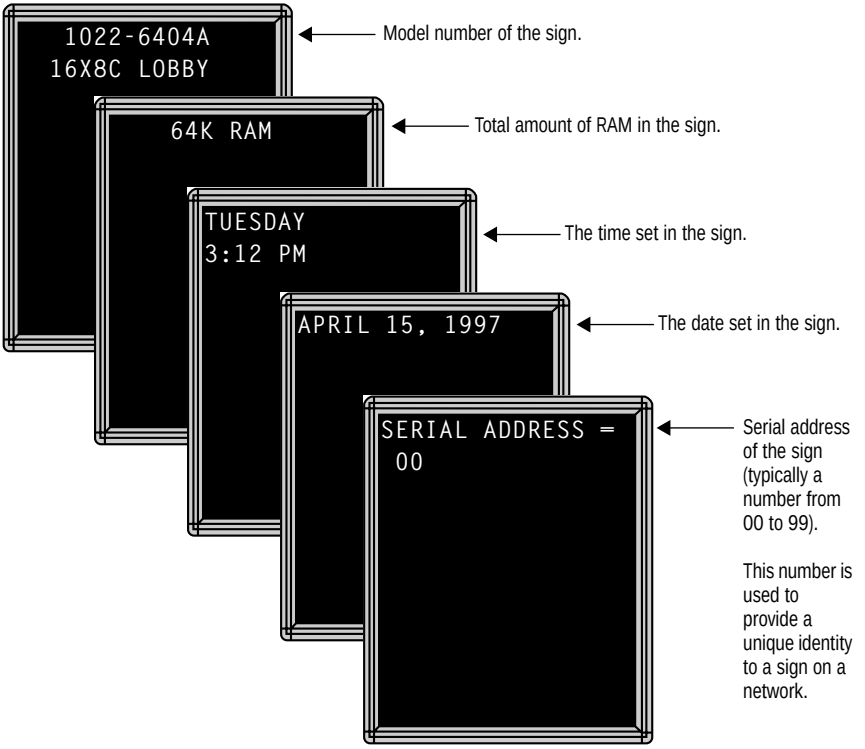
When you plug in the sign's power supply, the sign starts up automatically, and unplugging the power supply turns the sign off.

However, instead of unplugging a sign, there are two other ways to turn a sign off:

*Holding down **SHIFT** and then pressing **PROGRAM** turns a sign off and on.*

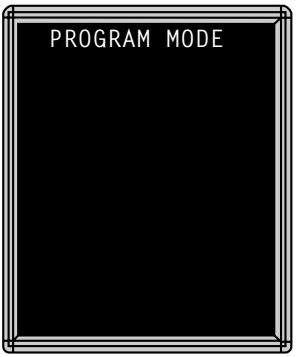
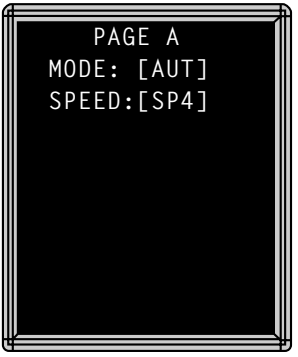
NOTE: Messages that you have programmed into the sign will *not* be lost when you turn a sign off. Messages will be retained for up to 30 days if the sign is not powered.

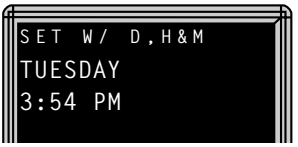
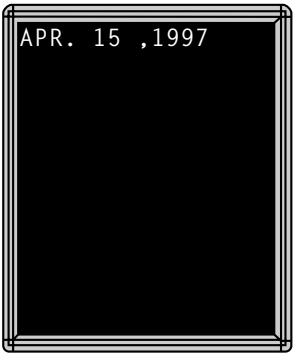
When you turn a sign on, information similar to the following will be displayed:



Setting a sign's time and date

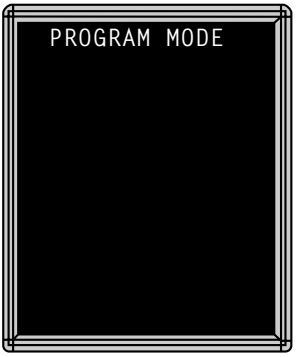
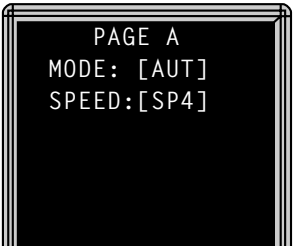
Once set, a sign will remember the time and date unless the sign is unplugged or interrupted by a power loss. However, models equipped with battery-backed clocks will continue to keep accurate time.

Step	When you do this...	You see this...
1	Press **PROGRAM**.	 THEN 
2	Press **BACK** until SET TIME AND DAY appears.	
3	Press **ADV.**	

4	Press **D** to set the day of the week. Press **H** to set the hour. Press **M** to set the minute. NOTE: Press **SELECT**, to change from 12-hour (AM/PM) to 24-hour mode (0 - 23).	
5	Press **BACK** until SET DATE appears.	
6	Press **ADV**.	 THEN 
7	Press **D** to set the correct day. Press **M** to set the month. Press **Y** to set the year. NOTE: Press **SELECT** to display the date in different formats—for example, JAN 26, 1994 or 1/26/94, or 26/1/96, etc.	
8	After setting the date and time, press **RUN** twice to return to normal operation.	

Clearing a sign's memory

NOTE: Clearing a sign's memory erases all messages and the password that have been programmed into the sign.

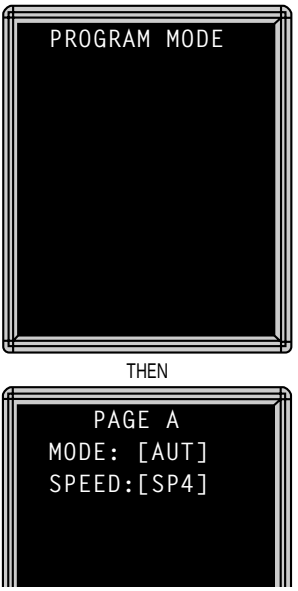
Step	When you do this...	You see this...
1	Press **PROGRAM**.	 THEN 
2	Press **BACK** until CLEAR MEMORY appears.	
3	Press **ADV.**	 THEN 
4	Press **Y** to clear the sign's memory. The sign will return to normal operation and display a series of demo messages.	

Setting a sign's password

Some signs allow you to set a personal password to protect your messages from tampering by others.

NOTE: DON'T FORGET YOUR PASSWORD! If you do, you won't be able to operate the sign.

However, *if you do forget the password*, see "What to do when you forget a sign's password" on page 24.

Step	When you do this...	You see this...
1	Press **PROGRAM**.	
2	Press **BACK** until SET PASSWORD appears.	
3	Press **ADV**.	
4	Press **Y** to set a password.	

5	Type a 6-character password. (Only asterisks will appear on the sign as you type.) Re-type the password when prompted. CORRECT will appear if you entered the same password. If you failed to type the same password, ERROR will appear, and you'll have to start over from Step 1.	 THEN  THEN  THEN 
6	Press **RUN** twice.	
7	Press **Y** to password protect the sign. NOTE: If you select **N**, then a password will not be needed when you press **PROGRAM**.	 THEN The sign will return to normal operation. Now, whenever you press **PROGRAM**, you'll have to type the password you just entered.

What to do when you forget a sign's password

Step	When you do this...	You see this...
1	Press **PROGRAM**.	

2	Hold down **SHIFT** and press **L** six times.	 THEN 
3	Enter a new password. (See “Setting a sign’s password” on page 23.)	

How to delete a sign’s password

If you no longer want to be prompted to password protect a sign, you must clear the sign’s memory in order to delete the password. To do this, see “Clearing a sign’s memory” on page 22.

Sound control

Remote Control sounds

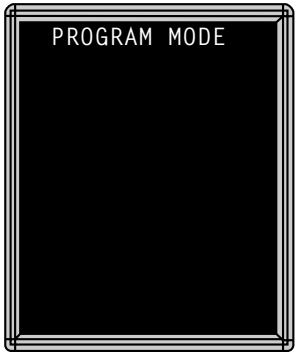
On some signs, whenever you press a Remote Control key, the sign will beep. To turn this feature off (or on again), hold down **SHIFT** and press **RUN**.

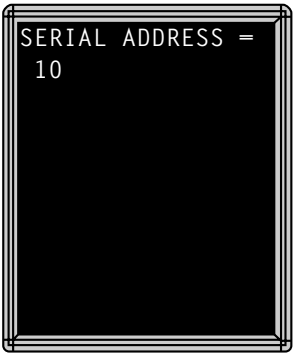
NOTE: On some signs, you will first have to press **PROGRAM**, then hold down **SHIFT** and press **RUN**.

Setting a sign's serial address

The serial address is a number that you can assign to a sign. Typically, this feature would be used for a sign that is connected to other signs on a network. Giving a unique serial address to a sign allows you to send messages to that *particular* sign.

See the document **Network Configurations** (part number 9708-8046) for more detailed information on networking signs.

Step	When you do this...	You see this...
1	Press **PROGRAM**.	 THEN 

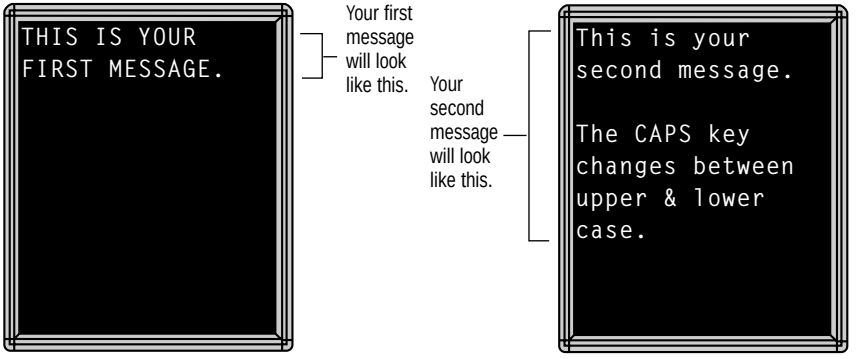
2	Press **BACK** until SET SERIAL ADDRESS appears.	
3	Press **ADV**.	
4	Type a number, like *10*. NOTE: A serial address is actually a number from 0 to 255 in *hexadecimal* (00 to FF). However, in typical use entering a number from 00 to 99 is fine. NOTE: When a sign leaves the factory, its serial address is set to 00.	
5	Press **RUN** twice to set the new serial address and return the sign to normal operation.	

Beginning text messaging

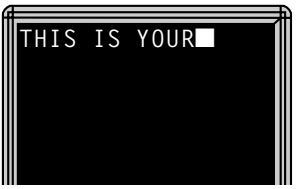
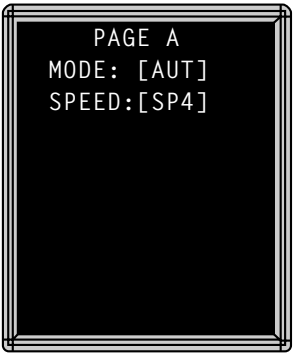
This section shows you how to start creating messages on your sign.

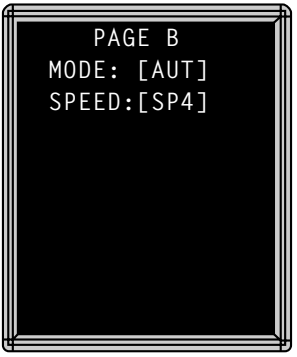
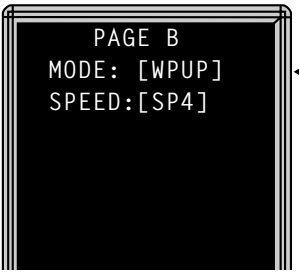
Example 1 — Using upper and lowercase text

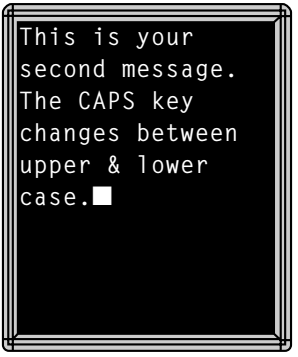
In this first example, you'll display the following text on the sign:

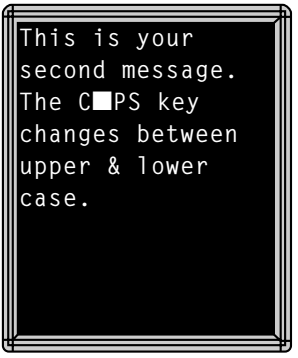
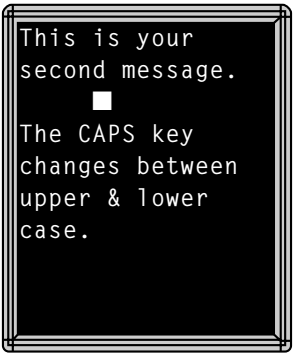
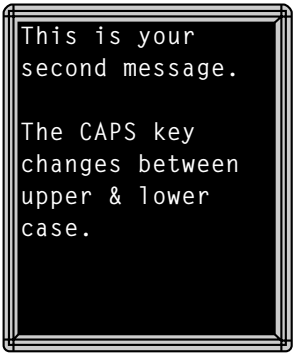


Step	When you do this...	You see this...
1	Press **PROGRAM**.	MODE allows you to use a special effect, like flashing, on a message. In this case, Automode [AUT] is used. To change MODE, hold down **SHIFT** and press either **2** (WIPE), **4** (FLASH), **5** (HOLD), or **7** (AUTO). SPEED controls how fast a mode changes. To change SPEED, hold down **SHIFT** and press **8**. [SP5] is the fastest speed and [SP1] is the slowest. [NHL] means "no hold". PAGE A MODE: [AUT] SPEED:[SP4]
2	Press **ADV.**	Blinking cursor

3	Type *THIS IS YOUR* NOTE: If you make a mistake while typing, press **BACK** to erase a letter.	
4	Press **RETURN** to start on the next line.	
5	Type *FIRST MESSAGE.* NOTE: To create the period (.), hold down **SHIFT** and press **X**.	
6	Press **RUN** to display your first message.	Because Automode [AUT] was used, the message will appear in different colors. 
	Here's how to create the second message:	
7	Press **PROGRAM**.	

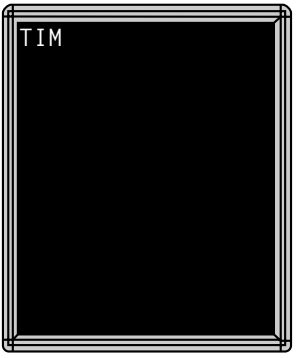
8	Press **B** to switch to PAGE B.	Your second message will be created in PAGE B. (Your *first* message is still in PAGE A. You can create up to 26 separate messages using pages A through Z.) 
9	Hold down **SHIFT** and then press **2** for WIPE.	 WPUP = wipe up. If you hold down **SHIFT** and press **2** again, the MODE would change to WPDN (wipe down). You can also select wipe left and wipe right.
10	Press **ADV**	
11	Press the round **COLOR** key until the cursor color stays green.	
12	Type *T*	
13	Press **CAPS** to change to lowercase text. Then type *his is your*	All these characters in this line should be green. 

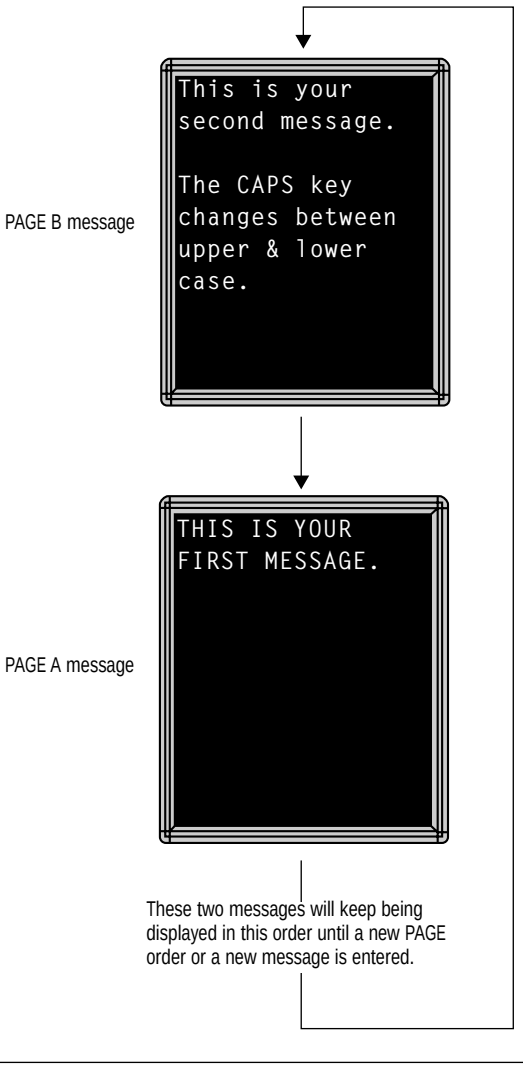
14	Press **RETURN** to go to the next line.	
15	Press the round **COLOR** key until the cursor color stays red.	
16	Type *second message.*	All these characters in this line should be red. 
17	Press **RETURN** to go to the next line.	
18	Press the round **COLOR** key until the cursor color stays amber.	
19	Using **CAPS**, **SHIFT**, and **RETURN** when necessary, type the following: *The CAPS key changes between upper & lower case.* NOTE: The ampersand (&) is made by holding down **SHIFT** and pressing **K**.	All these characters in these lines should be amber. 
Here's how to insert a blank line between the two sentences above:		

20	Hold down **SHIFT** and press **E** to move the cursor up one line. Repeat this until the cursor is over the A in CAPS.	
21	Press **INSERT** to create a blank line.	Use **INSERT** to create blank lines between text. (Use **DELETE** to remove blank lines.) 
22	Press **RUN** to see the message.	Notice that only the second message (PAGE B) is displayed. In the next example, you'll see how to display multiple messages instead of just one. 

Example 2 — Displaying messages in PAGE name order (A, B, C, etc.)

Once you've programmed messages into the sign, you may want to set the order or sequence in which messages appear. This method will display messages by their PAGE name (A, B, C, etc.) or in alphabetical order.

Step	When you do this...	You see this...
This example continues where Example 1 left off. This example assumes that there are two messages (PAGE A and B) in the sign.		
1	Press **PROGRAM**.	Since we're continuing from Example 1, this would appear on the sign. 
2	Press **RUN**.	DEMO or RUN may also appear here. TIM = used to display messages in time order DEMO = displays a set of demonstration messages. RUN = used to display messages by PAGE order (A, B, C, etc.) 
3	If *RUN* appears on the sign, go to the next step. Otherwise, press **SELECT** until *RUN* appears.	

4	Press **B** and then **A**	This will be the order (PAGE B, then PAGE A) in which messages are displayed on the sign. → 
5	Press **RUN**.	
		Using this method, you can program the order of some or all of the messages you've entered on a sign.

Example 3 — Displaying messages in time order

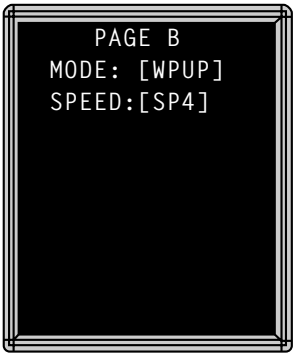
In Example 2, you set the order of messages by PAGE letter (A, B, C, etc.). However, that method could not specify an exact time when a message would appear.

In this example, we'll show you how to make a message appear and disappear at times you specify.

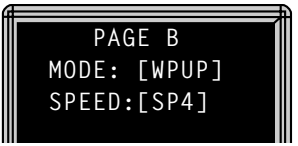
<table>
<tr><th>Step</th><th>When you do this...</th><th>You see this...</th></tr>
<tr><td colspan="3">For this example, make sure that your sign's internal clock has been accurately set.
(See "Setting a sign's time and date" on page 20.)

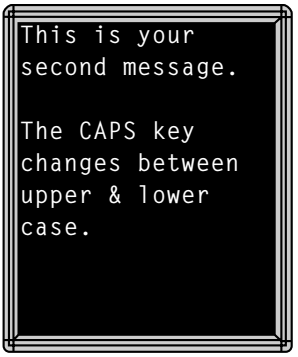
This example continues where Example 1 left off.
This example assumes that there are two messages (PAGE A and B) in the sign.

In this example, we'll program the sign to display the message in PAGE A
on Monday through Friday from 1:20 PM to 1:30 PM.
We'll program the sign to always display the message in PAGE B.</td></tr>
<tr><td>1</td><td>Press PROGRAM.

(If PAGE B does not appear, press B to display it.)</td><td>Since we're continuing from Example 1, this would appear on the sign.

</td></tr>
<tr><td>2</td><td>Hold down SHIFT and press 9 for TIME.</td><td>ON ALWAYS is the default setting for a message. A message set to ON ALWAYS will run continuously.


Since PAGE B is already set up, we'll go on to PAGE A.</td></tr>
</table>

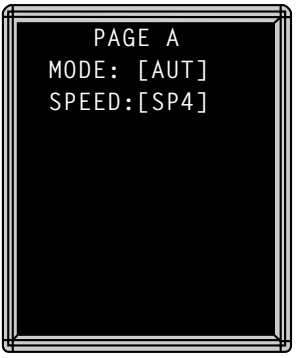
3	Press **RUN** twice. Then press **PROGRAM**.	
4	Press **A**.	
5	Hold down **SHIFT** and press **9** for **TIME**.	
First we'll set the ON time — or when this message will start on the sign:		
6	Press **D** (for day) until *MO-FR* appears.	 Press **D** to set the day, **H** for hour, and **M** for minute (in 10-minute increments).
7	Press **H** (for hour) until *13:00* appears.	 Hours must be represented in 24-hour or military style. So 1:00 PM = 13:00, 2:00 PM = 14:00, etc.
8	Press **M** (for minute) until *13:20* appears.	 Minutes are in increments of 10.
9	Press **SELECT**.	 After setting the ON time, we'll select the *OFF* time or when the message stops.
10	Repeat Steps 6, 7, and 8 to set an *OFF* time (in this case,13:30)	

11	Press **RUN** twice.	This message should appear continuously. — PAGE B  This message should only appear between the *ON* and *OFF* times you set. — PAGE A 

Example 4 — Changing the text of an existing message

After typing in a message, you may want to add or remove text from it. The following is an example of this common situation:

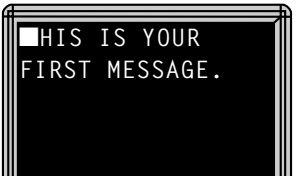
<table>
<tr><th>Step</th><th>When you do this...</th><th>You see this...</th></tr>
<tr><td colspan="3">This example continues where Example 2 left off.
This example assumes that there are two messages (PAGE A and B) in the sign.

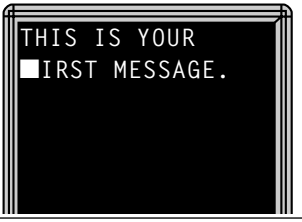
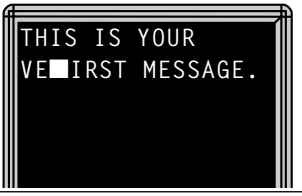
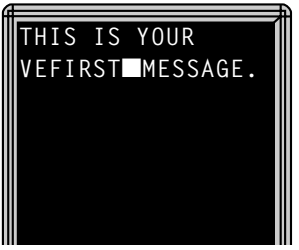
In this example, we'll change PAGE A to the following:
THIS IS YOUR VERY FIRST MESSAGE, BUT NOW IT'S LONGER</td></tr>
<tr><td>1</td><td>Press PROGRAM.</td><td>
</td></tr>
<tr><td>2</td><td>Press RUN.

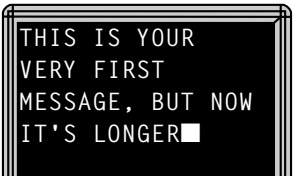
Press SELECT until RUN appears.

Press A and then B to set a run sequence.

Finally, press RUN again.</td><td>
</td></tr>
<tr><td>3</td><td>Press PROGRAM.

(If PAGE A is not displayed, press A.)</td><td>
</td></tr>
<tr><td>4</td><td>Press ADV.</td><td>The cursor should be blinking above the first letter.

</td></tr>
</table>

5	Hold down **SHIFT** and press **C** to move the cursor down one line.	How to move the cursor: **SHIFT** + **E** **SHIFT** + **D** **SHIFT** + **F** **SHIFT** + **C** The cursor should be blinking above the first letter on the *second line*. 
6	Try to type the word *VERY*	You'll only be allowed to type the first two letters of *VERY*, because there must be enough room in a line to add the characters. 
7	In order to make room for the word *VERY*, you'll have to delete the word *MESSAGE* first. Move the cursor to the end of the word *FIRST* by holding down **SHIFT** and then pressing **F**.	
8	Press **DELETE** until the word *MESSAGE* (and the period) is deleted.	
9	Hold down **SHIFT** and press **D** to move the cursor over the letter *F*.	

10	Finish the word *VERY* by typing *RY* and a space.	
11	Hold down **SHIFT** and press **C** to move down one line. Then hold down **SHIFT** and press **D** until the cursor is at the start of the line.	
12	Type *MESSAGE, BUT NOW*	The cursor moves to the next line automatically. 
13	Type *IT'S LONGER*	Use **SHIFT** + **W** to create a comma. Use **SHIFT** + **V** to create an apostrophe. 
14	Press **RUN** to see your message.	

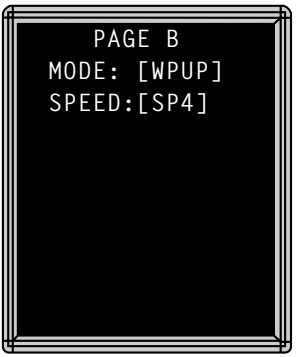
Example 5 — Deleting messages

To delete all the messages in a sign, see "Clearing a sign's memory" on page 22.

However, if you only want to delete selected messages, then use the method shown in this example.

<table>
<tr><th>Step</th><th>When you do this...</th><th>You see this...</th></tr>
<tr><td colspan="3">This example continues where Example 4 left off.
This example assumes that there are two messages (PAGE A and B) in the sign:
PAGE A = THIS IS YOUR VERY FIRST MESSAGE, BUT NOW IT'S LONGER
PAGE B = This is your second message. The CAPS key changes between upper & lower case.

In this example, we'll delete the PAGE B message:</td></tr>
<tr><td>1</td><td>Press PROGRAM.

(If PAGE B is not displayed, then press B.)</td><td>
</td></tr>
<tr><td>2</td><td>Press DELETE.</td><td>
</td></tr>
<tr><td>3</td><td>Press Y to delete the page.</td><td>
</td></tr>
<tr><td>4</td><td>Press RUN twice.</td><td>Only the PAGE A message should appear.

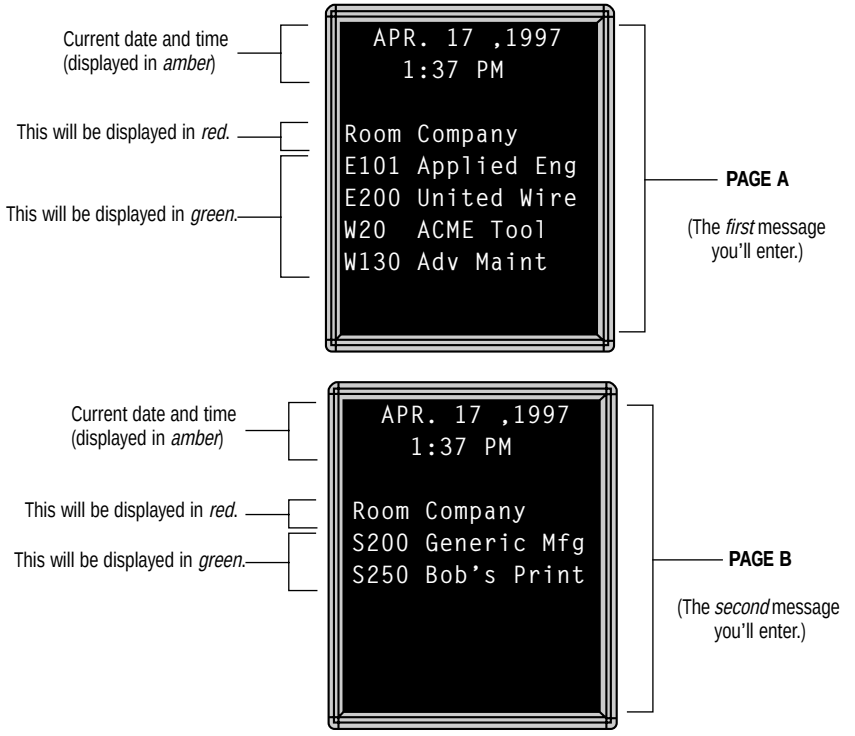
</td></tr>
</table>

Advanced text messaging

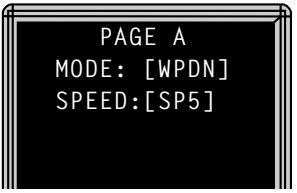
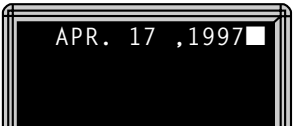
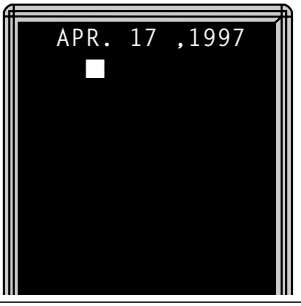
Before attempting the following, make sure you're familiar with the previous examples in the "Beginning text messaging" section of this manual.

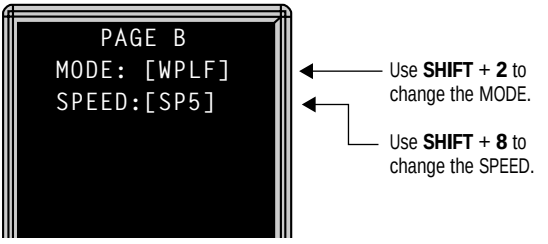
Example 6 — Displaying the time and date

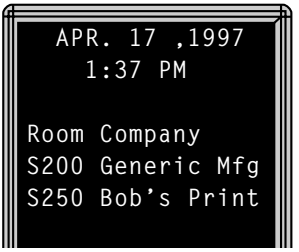
Step	When you do this...	You see this...
	In this example, we'll create a message that continuously displays the current time and date:	



1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 22 or "Example 5 — Deleting messages" on page 41.)

2	Press **PROGRAM**. (If PAGE A is not displayed, just press **A**.)	
3	Change the MODE to Wipe Down. Set the message transition speed to its fastest — SP5.	 Use **SHIFT** + **2** to change the MODE. Use **SHIFT** + **8** to change the SPEED.
4	Press **ADV**. Press **COLOR** until the cursor always blinks amber. Then press **SPACE** to move the cursor over two spaces.	
Here's how to put the *date* in the message:		
5	Hold down **SHIFT** and press **0**.	
6	Press **RETURN** to start on a new line. Press **COLOR** until the cursor always blinks amber. Then press **SPACE** four time to move the cursor over.	
Here's how to put the *time* in a message:		

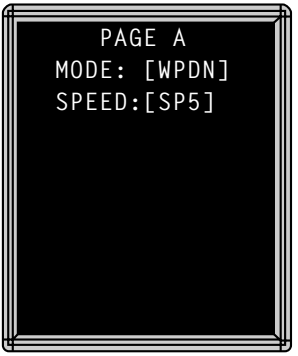
7	Hold down **SHIFT** and press **9**.	
	Now enter the rest of the PAGE A message:	
8	Press **RETURN** twice to skip down two lines. Press **COLOR** until the cursor always blinks red. Using **CAPS** when necessary, type *Room*, a space, and then *Company*	
9	Press **RETURN** again to start on a new line. Press **COLOR** until the cursor always blinks green. Using **CAPS** when necessary, type *E101*, a space, and then *Applied Eng.* Repeat this process for the remaining lines of text.	
10	Press **PROGRAM**. Press **B** to go to PAGE B. Change the MODE to Wipe Left [WPLF]. Change the SPEED to the fastest [SP5].	

11	Press **ADV**.	
12	Using what you've just learned, enter the PAGE B message as shown:	Current date and time (displayed in *amber*) This should be in *red*. This should be in *green*. 
13	Press **RUN**.	
14	Press **SELECT** until RUN appears.	
15	Type **A** and then **B** to set the order in which the two messages will appear.	

16	Press **RUN** again to display the two messages.	**PAGE A** message  **PAGE B** message 

Example 7 — Using the FLASH mode to highlight information

FLASH is a mode that you shouldn't overuse. However, it is very handy if you want to call attention to a single item, like a time or room number, on a page:

Step	When you do this...	You see this...
	In this example, we'll continue from the previous example:	
	To call attention to this room number, we'll make it flash on and off.	
1	Press **PROGRAM**. (If PAGE A is not displayed, then press **A**.)	

2	Press **ADV**.	Blinking cursor Since this continues where the last example, left off, this is what should appear for PAGE A. 
3	Press **A**.	
4	Hold down **SHIFT** and press **C** until the cursor is over the letter W in W20.	Move the cursor here. 

5	Hold down **SHIFT** and press **4** for FLASH.	This entire line should now be flashing. →	
6	Move the cursor to in front of ACME Tool.	Hold down **SHIFT** and press **F** to move the cursor. →	
7	Hold down **SHIFT** and press **4**. This turns flashing off for the rest of the line.	Now the only text flashing should be the room number — W20. →	

8	Press **RUN** to see the message.	

Example 8 — Using fonts and colors

Fonts are the way characters are displayed on a sign. In the world of printing and publishing, fonts are given names like Times or Helvetica and qualities like serif or sans serif, font size (like 12 point or 14 point), bold or italic, etc.

This sign can display two types of fonts:

Upper *and* lowercase letters can be used with this font. → This is the first font.

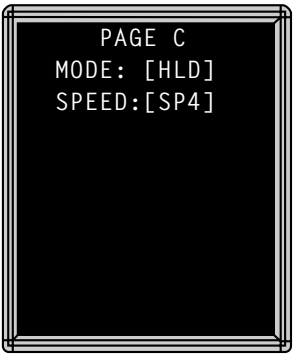
Only upper letters can be used with this font. → THIS IS THE SECOND

This is the message we'll create using both of the sign's fonts.

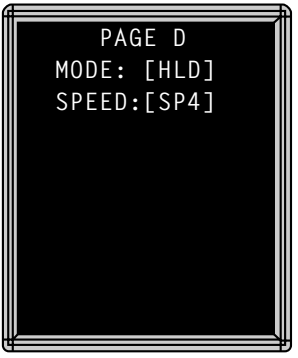


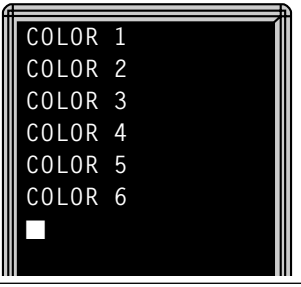
To change from one font to the other, press the **FONT** key.

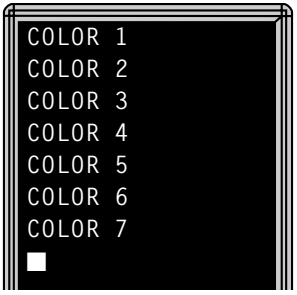
The following examples demonstrate how to use fonts on a sign:

Step	When you do this...	You see this...
1	Press **PROGRAM**. (If PAGE C is not displayed, just press **C**.) Using **SHIFT** + **5**, change the MODE to Hold.	

2	Press **ADV**.	
3	Type in the following message.	
4	Move the cursor in front of the *“The potentate* Then press **FONT**.	Pressing **FONT** changes the entire line to a different font. (Pressing **FONT** again would restore the original font.) 
5	Move the cursor in front of the word *potentate* Press **FONT**. All the text after the cursor should change to the other font.	The **FONT** key can be used to change a whole line of text or just a single word. 

6	Press **FONT** again to make the whole line the same font. Then position the cursor in front of the remaining lines and change the font of each line.	
7	Press **RUN** to see your message.	
	Here’s a demonstration of what colors can be used:	
8	Press **PROGRAM**. (If PAGE D is not displayed, just press **D**.) Using **SHIFT** + **5**, change the MODE to Hold.	
9	Press **ADV**.	

10	Type *COLOR 1* Then press **RETURN**	COLOR 1 should be red. → 
11	Press **COLOR** Type *COLOR 2* Then press **RETURN**	COLOR 2 should be red. → 
12	Press **COLOR** Type *COLOR 3* Then press **RETURN**	COLOR 3 should be green. → 
13	Press **COLOR** Type *COLOR 4* Then press **RETURN**	COLOR 4 should be amber. → 
14	Press **COLOR** Type *COLOR 5* Then press **RETURN**	COLOR 5 should be multi-colored. → 
15	Press **COLOR** Type *COLOR 6* Then press **RETURN**	COLOR 6 should be multi-colored. → 

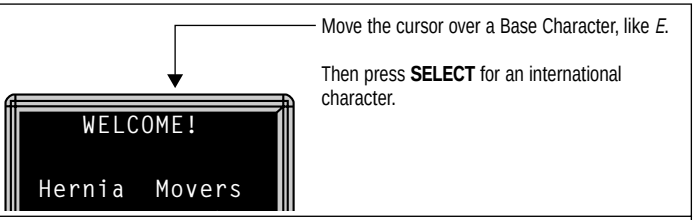
16	Press **COLOR** Type *COLOR 7* Then press **RETURN**	Each letter in COLOR 7 should be a different color. 
17	Press **RUN** to see what all the colors will look like.	

Example 9 — International characters

International characters—like ü and é—can be included in messages.

NOTE: International characters can not be used with the small font. If you try, a question mark (?) will appear in place of the letter.

The following table summarizes all the international characters that can be used:



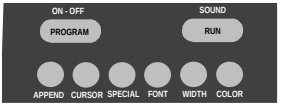
(Use the **CAPS** button on the Remote Control for the lowercase letters.)

	A	C	E	I	N	O	U	Y	?	!	$
International Characters	â	Ç	é	ï	ñ	ô	ü	ÿ	¿	¡	¢
	ä	ç	ê	î	Ñ	ö	û	Y	?	!	£
	å	C	ë	ì	N	ò	Ü	y			¥
	Ä	c	è	I	n	Ö	ú				*f*
	Å		É	i		ó	U				$
	æ		E			o	u				
	Æ		e			O					
	á					o					
	a										
	A										
	a										

Quick Reference Card

Message control keys

Not all of the Remote Control keys are used with the ALPHA Solar sign.



PROGRAM	To turn the sign on or off, hold down **SHIFT** and then press **PROGRAM**. To enter messages, set the date and time, clear memory, etc., press **PROGRAM** and then BACK until the parameter you want to change is reached. Then press **ADV** to change the parameter.
RUN	Press twice to exit PROGRAM mode.
APPEND	Not used.
CURSOR	Not used.
SPECIAL	Not used.
FONT	Changes between a small or large font.
WIDTH	Not used.
COLOR	Changes the color of text.

Display modes and special keys



ROLL	Not used.
WIPE	Hold down **SHIFT** and press **2** to use the Wipe mode in a message. Use **SELECT** to change the direction of the wipe.
SCROLL	Not used.
FLASH	Hold down **SHIFT** and press **4** to use the Flash mode in a message.
HOLD	Hold down **SHIFT** and press **5** to use the Hold mode in a message.
ROTATE	Not used.
AUTO	Hold down **SHIFT** and press **7** to use the Auto mode in a message.
SPEED	Hold down **SHIFT** and press **8** to use the Speed mode in a message. Use **SELECT** to set the speed (NHL = slowest, SP5 = fastest).
TIME	Hold down **SHIFT** and press **9** to include the time in a message.
Date	Hold down **SHIFT** and press **0** to include the time in a message.