

VISION-TEXT

MESSAGEMAKER DISPLAYS

KEYBOARD

INSTRUCTION MANUAL



Note: Specifications are subject to change without notice

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

Caution: to prevent the risk of electric shock, do not remove cover or back of display or power supply.
No user serviceable parts inside, refer all servicing to qualified personnel.

Instructions

All operating instructions should be read and followed and retained for future reference.

Water & Moisture

Do not use this product near water.

Cleaning

Unplug the product, do not use liquids or aerosol cleaners. Use a damp cloth for cleaning exterior only. Do not attempt to clean the inside.

Guarantee

This product is guaranteed for twelve months from the date of original purchase. In the unlikely event of any defect arising due to faulty materials or workmanship, the unit will either be replaced or repaired during this period by the dealer from whom you purchased the unit.

This guarantee is in addition to, and does not diminish, your statutory or legal rights.

Specifications

The manufacturer declares that the products supplied comply with the Low Voltage Directive 72/23/ECC and EMC Directive 89/336/ECC and conform to the BS EN 60950 Safety requirements for Information Technology Equipment.

WEEE Compliance Statement



Background

The European Union also adopted Directive 2002/96/EC on Waste Electrical and Electronic Equipment (WEEE), with requirements that went into effect August 13, 2005. WEEE is intended to reduce the disposal of waste from electrical and electronic equipment by establishing guidelines for prevention, reuse, recycling and recovery.

The final disposal of the product at the end of its life is the responsibility of the user.

Visiontext has already modified its practices and processes to conform to the requirements in this important Directive.

RoHS Compliance Statement



Background

Visiontext is collaborating with its suppliers to comply with the European Union Restriction of the Use of Certain Hazardous Substances in Electrical and Electronic Equipment ("RoHS") Directive (2002/95/EC), taking effect July 1, 2006. The RoHS directive prohibits the sale of electronic equipment containing certain hazardous substances such as lead, cadmium, mercury, hexavalent chromium, polybrominated biphenyls ("PBB") and polybrominated diphenylethers ("PBDE") in the European Union.

Visiontext has a programme in place to ensure that our products satisfy the RoHS Directive with respect to the various categories of electronic products.

REMOTE CONTROL PROGRAMMING

The first few pages of this manual are designed to get you programming quickly providing you with a fast, easy way to programme your display. For advanced features you should refer to the remainder of the manual.

Our displays come in two standard lengths, 50 pixel and 80 pixel. They come in either single color or tricolor options.

Important notes when programming

By default if you input a long text message then it will automatically scroll it through. If you want to break up the message and use the fancy display appear methods you should input a display method for each screen of text. This display method affects the next page, or full screen of characters. On 50 pixel displays the page length is 8 characters. On 80 pixel displays it is 13 characters.

Every time you enter a display method the display uses that appear method for the next screen full of text. By default the display uses a method called CYCLIC which runs through all the effects.

Display features covered in this manual

- 24 different display appear effects
- 6 different fonts
- 8 standard graphics
- 30 standard symbols
- 66 Special characters
- 8 animation sequences
- 8 Scrolling speeds
- Display of time & date
- Setting time
- Automatic on/off control
- Automatic scheduling of messages to appear at preset times / days
- Programming your own graphic image
- Setting alarm
- Changing password

QUICKSTART PROGRAMMING – A SIMPLE MESSAGE IN SIX EASY STEPS

The sign stores up to 100 messages in numbered data files. These files are numbered from 00 to 99. File 00 is factory built and is read only. You can program file numbers 01-99 with your standard message sequences then call them up easily. Most users just use message location 01.

Switch the display on. You see standard message or the last message you loaded. Ensure batteries are installed on the remote control. Stand in front of the display within 4M away. The display should beep every time it receives an acknowledged command. You will always need to input a password so make sure you do not forget it! Standard 3 number password is 000 (zero, zero, zero)

Step	What buttons you press	What happens	What you see on screen
1	PROG	Starts the editing mode – prompts for password	Password XXX
2	000 (must be zero, not letter o) then press ENT	You enter edit mode and are prompted for message to edit. There are 99 message locations to use.	00 =>OPEN
3	01 then press ENT	You enter message location 01 to program it.	[CYCLIC]
4	WELCOME VISITORS	You type in whatever text you want to appear	WELCOME VISITORS
5	RUN	Exits the edit program, asks if you want to save message)	SAVE (Y/N)
6	Y	Saves the message as message location (data file) 01	WELCOME VISITORS appears and then scrolls through

NOTE: You must always enter password then ENT key to enter edit mode. You can disable password if required

The programming of a message can be as simple or as complex as you desire. You decide what you want your message to say and how best to display it. In the above example the message was only two words, but you could have typed a complete set of instructions using as many different fonts, speeds, colors, graphics or animations as you want.

The sign always begins the editing of a new message with the default method of display as [CYCLIC], which stands for cycle through all color and method possibilities at random. It's a nice effect and keeps the message changing in appearance. You can choose specific effects if required.

You can follow the above procedures to enter some more messages, as long as the total file numbers do not exceed 99 and the total length of characters not exceed 7000.

WHEN YOU ARE EDITING A MESSAGE HERE'S HOW TO....

Change the color of text (only applies to tricolor displays)	Press ALT and CPW together (COL) then keep pressing NEXT until the color you want appears
Change the display appear method	Press MET then keep pressing NEXT until the display appear effect you want appears, then press ENT. This defines how the next screen of data appears.
Insert the time or date	Press TIME then NEXT until you get to ADD TIME or ADD DATE then press ENT
Insert a Pause	Press ALT and PAU then NEXT until the pause period you require is shown in seconds then press ENT
Change the font	Press ALT and PROG then NEXT until the font you require is shown then press ENT
Insert a symbol	Press ALT and ESC then NEXT until the font you require is shown then press ENT
Change the scroll speed	Press ALT and TIME then NEXT until the special character you want is shown then press ENT
Insert a Graphic	Press ALT and 1 then NEXT until the graphic you want is shown then press ENT
Insert a cartoon animation sequence	Press ALT and 2 then NEXT until the cartoon you want appears then press ENT
Put a beep in the message	Press ALT and 3 then NEXT until you see the beep sequence you want then press ENT
Change to capitals or back to lower case	Press CAP to switch between capitals and lower case text
Change the clock time	Press TIME then NEXT until screen shows EDIT TIME then press ENT edit time with the PREV / NEXT and arrow keys
Insert or Delete a character	Press INS or DEL
Move around in a message	Use the left or right arrow buttons
Disable password protection (saves you having to enter password every time but reduces security!!)	Press CPW then NEXT until you see 'UNUSE PASS' then press ENT
Scroll message	Just keep typing in text. It will automatically scroll after you have filled a screen.

You MUST be in the editing mode for these instructions to work!

RUNNING A PREVIOUSLY SAVED MESSAGE

Normally, the sign will display the message which is the latest edit/modified, but there is an option that user can choose any message to display at any time.

A Run Message File Example -

Step	What buttons you press	What happens	What you see on screen
1	PROG	Starts the editing mode – prompts for password	
2	000 (must be zero, not letter o) then press ENT	You enter edit mode and are prompted for message to edit. There are 99 message locations to use.	00 =>OPEN
3	RUN	Run a saved message	RUN :??
4	02 then press ENT	You have selected message location (data file) 02	Your message 02 starts to run

RECALLING A SAVED MESSAGE FOR EDIT

To recall a previously saved message, you again begin by pressing the PROG key, input the two-digit number and press the ENT key. 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.

A Simple Message File Recall Example -

Step	What buttons you press	What happens	What you see on screen
1.	PROG	Begins the edit program mode	Password XXX
2	000 (must be zero, not letter o) then press ENT	You enter edit mode and are prompted for message to edit. There are 99 message locations to use.	00 =>OPEN
3.	01 ENT	This is the file number for the previously stored message file (see previous example) Enter from 01 to 99 to call up the message file	OLDFIL [CYCLIC]
4.	RUN	Ends the edit program mode	SAVE ? (Y/N)
5.	N	There is no need to re-save the data file	Message begins to be displayed

Every time you want to recall a previously saved message, follow the 5 steps listed above, substituting in the appropriate file number.

MORE INTRICATE EXAMPLES

Once you have successfully programmed your first message, you will find that using the remote to program your sign is extremely easy. Adding spectacular color, animation and varying the shape of the letters is also easy. And while it takes a little more time to tackle more intricate messages, they add sparkle and increase readability.

Because the sign can display 16 different colors, and has various options selecting the method by which your messages appear on the sign, you can create extremely complex messages. There is no single method or pattern that you should start each message with - be creative in your approach to displaying your message and experiment with different color combinations, different methods for having the message appear (scroll from left to right versus immediately appearing, etc.).

A More Complex Programming Example -

We want to program in a message that is eye-catching and appealing to shoppers about our new Sporting Goods Department. Our message is simple: VISIT OUR NEW SPORTING GOODS DEPARTMENT TODAY. We'll use color and variety to bring to life the message and attract some new sporting goods buyers.

Step	Keys to press	What happens	What you see on screen
1.	PROG	Begins the edit program mode	Password XXX
2.	000 (must be zero, not letter o) then press ENT	You enter edit mode and are prompted for message to edit. There are 99 message locations to use.	00 =>OPEN
3.	02 ENT	This is the file number to assign to this new message file	[CYCLIC]
4.	NEXT NEXT NEXT NEXT	Assigns the method of display to an Open From Center	[OPEN <>]
5.	COL NEXT NEXT NEXT	Assigns the color Bright Orange	[ORA]
6.	VISIT OUR NEW	Enters in message text	VISIT OUR NEW
7.	COL NEXT NEXT NEXT NEXT NEXT NEXT NEXT NEXT	Assigns a rainbow color to test	[MIX]
8.	MET NEXT NEXT NEXT NEXT NEXT NEXT NEXT	Changes display method to cover old text from Right	[COVER?]
9.	SPORTING GOODS DEPARTMENT	Enters message text	SPORTING GOODS DEPARTMENT
10.	PAU NEXT	Pauses for 2 second delay at end of message before re-displaying it	[PAUSE 2]
11.	RUN	Exits out of edit message mode	SAVE ? (Y/N)
12.	Y	Save the data file as 02	Message begins to be displayed

That's a pretty fancy message and still only 12 steps! The beauty of the sign is that there is an unlimited number design for your messages, just by changing the colors, methods of display, and the character sizes and shapes. You must decide what works best with your wall colors, room lighting etc. Remarks: The message "SPORTING GOODS DEPARTMENT" is more than one screen; the only display method is slide in from the right. User may try to shorten this message and try for other display method.

HOW TO MAKE THE MESSAGE SCROLL

Simply continue to input words and characters after the screen fills. Do not put in any display effects. When you put in more data than 1 screen (13 characters) the display automatically scrolls through the rest of the characters in display mode.

This section of the manual describes more advanced programming features of your display.

REMOTE CONTROL PROGRAMMING

METHOD	[CYCLIC]	[IMMED]	[OPEN?]	[OPEN?]	[OPEN<>]
	[OPEN><]	[COVER<>]	[COVER?]	[COVER?]	[COVER><]
	[SCROLL?]	[SCROLL?]	[INTER><]	[INCOVER><]	[COVER?]
	[COVER?]	[SCANLN]	[EXPLODE]	[PACMAN]	[FALL]
	[SHOOT]	[FLASH]	[RANDOM]	[SLIDE IN]	

*Please note if the display message is longer than one page, whatever the display method used, the display method will be [OPEN←].

FONT	[5×6] [5×11] [7×6] [7×11] [7×9] [7×17] [Small]
SPEED	[SPEED 1] [SPEED 2] [SPEED 3] [SPEED 4] [SPEED 5] [SPEED 6] [SPEED 7] [SPEED 8]
GRAPHICS	*The graphics will be displayed as what they are.
PHRASE	[ANIM 1] [ANIM 2] [ANIM 3] [ANIM 4] [ANIM 5] [ANIM 6] [ANIM 7] [ANIM 8]
COLOR	[RED] [ORA] [YEL] [GRE] [MIX]
SYMBOL	
BEEP	[BEEP 1] [BEEP 2] [BEEP 3]

Using the function keys embeds the above program controls into your message to vary the speed of display, color, method of display, sound, symbols used and character styles. Using these special functions will add variety and excitement to your messages.

PROGRAMMING A SEQUENCE FILE AND MAKING MESSAGES APPEAR AT PRESET TIMES & DAYS

The sign has the option of displaying many files sequentially. You first create a sequence file with the file numbers of the messages you want to display. The following example leverages the power of sequencing to achieve desired results.

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.

A Simple Sequence Example -

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:

File Number	Message
10	Welcome to the Box Car Express
11	Today's special is
12	2-Pc. Chicken Meal with Mashed Potatoes and Gravy.
13	Our drink Special is
14	Diet Coke.

You may want to display the above messages from 10:00 am to 1:00 pm, Monday to Friday.

In order to display the entire message, your sequence file would contain the line:

10 11 12 13 14

Step	Keys to press	Explanation	Display
1.	PROG	Begins the edit message mode	14=>OPEN : ??
2.	S	For sequential file	[S0]
3.	1 ENT	Enter sequential file number	DAY 0 1 2 3 4 5 6
4.	?	Move right	1 high lighted
5.	NEXT / PREV	Toggle for ON/OFF	1 in green with red background
6.		Repeat step 4 & 5 for 2? 3? 4? 5 until all 1? 2? 3? 4? 5 in green color	
7.	S	Set start time	START 00:00
8.	NEXT / PREV	Change the start timer	The digit in green will be changed
9.	? ?	Use the arrow key for proper digit	
10.		Repeat steps 8 & 9 until display shown 10:00	
11.	S	Set stop time	END 23:59
12.		Repeat 8 & 9 until display shown 13:00	
13.	ENT	Confirm the time setting	S1
14.	10 11 12 13 14	This is the sequence of file numbers to display, separated by a space.	
15.	RUN	Ends the edit program mode	SAVE ? (Y/N)
16.	Y	Save the sequence file as S1	Message begins to be displayed

The real advantage of sequencing files is the ability to change only one segment of a long message! If you decide to change the meal special but not the drink special, you need only edit file number 12.

In essence, sequencing saves your time from having to edit long messages when only minor changes are needed.

Please be remained that once there is any sequence file and the time setting is valid, the sign will display the preset message starts from sequence file 00 through 09.

DELETE MESSAGE FILE

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 are the Erase functions and there 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

PASSWORD PROTECTION

Password protection is built into the sign. In order to program a message or turn off the display with moving sign in password protect mode, you must key in the correct password. You are required to enter the edit mode when you want to change password, reset password or disable password security.

Steps to change the password

Step	Key to press	Explanation	Display
1.	PROG	Enter Edit mode	00=>OPEN : ??
2.	00 ENT	Enter file 00	OLDFIL [CYCLIC]
3.	Press ? while the ALT is being hold	Fast shift	
4.	Repeat step 3	A few times until you reach to the end of the file, this is to make sure you will not modify the content of the file while doing password change	
5.	CPW	Enter password mode	UNUSE PASS
6.	NEXT		USE PASS
7.	NEXT		RES PASS
8.	NEXT	Change password	CHANGE: ***
9.	AAA ENT	Change the password to AAA	AGAIN: ***
10.	AAA ENT	Confirm the password	Content of the data file

Then you have changed the password to AAA.

Meaning of Display

UNUSE PASS	Turn off password security
USE PASS	Turn on password security
RES PASS	Reset to factory default password "000"
CHANGE PASS	Change to new password

If for any reason the password is lost or forgotten, you must access the DIP switch in the back of the sign unit (not the remote control) and move Switch 8 to ON and then follow the "Steps to change password" from step 1 to step 7. In step 7, press enter. Thus the factory default password will be in effect (000). You may disable the password protection feature by leaving Switch 8 in the ON position.

USING THE INTERNATIONAL CHARACTER SET TO FIND £, €, Yen etc.

Using international characters in your messages is easy with the sign. As you program your message, key in the corresponding English equivalent for the character and use the NEXT and PREV buttons to scroll through the international characters that correspond to the English character (i. e. key in "\$" and use the NEXT button until the "£" character appears if you want to display a number in British pound currency). If there is no corresponding English character first enter, key in a SPACE and then use the NEXT and PREV buttons to scroll through the list of available characters.

GETTING A GRAPHIC FOR DISPLAY

To get a graphic for display between any messages, the user should enter the Edit mode of the proper file, at the desired location, press GRA. User can 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.

EDIT THE USER DEFINED GRAPHICS

Inside the edit mode, user can make a new graphic or edit a user-defined graphic in the memory [GRAPHIC A] to [GRAPHIC H]. User can press the key GRA for choosing the appropriate function. After select the memory location, the display will show the user defined graphic (when enter the EDIT GRAPH function), or show a blank display only with a dot of cursor (when enter the MAKE GRAPH function). Edit the graph, user can use the direction keys (same key pad as F , G , H ,J, L, N, O, P) to move the cursor onto the position and user can change the dot color by pressing PREV or NEXT key. If user want to draw a line, he can press the dot keys (same key pad as K) and make a line through the cursor position. Turned off this draw line function by press the dot key again.

APPENDIX A: ADDITIONAL PROGRAMMING TIPS

The following functions require that you move through the list of possibilities and make a selection. Use NEXT and PREV keys to move through the list of choices.

Function Code	Definition	Possibilities	Control
METHOD	Display Option	Cyclic	[CYCLIC]
		Immediate	[IMMED]
		Open from Right	[OPEN←]
		Open from Left	[OPEN→]
		Open from center	[OPEN<>]
		Open to Center	[OPEN><]
		Cover from Center	[COVER<>]
		Cover from Right	[COVER←]
		Cover to Left	[COVER→]
		Cover to Center	[COVER><]
		Scroll Up	[SCROLL↑]
		Scroll Down	[SCROLL↓]
		Interlace to Center	[INTER><]
		Interlace Cover	[INCOVER><]
		Cover Up	[COVER↑]
		Cover Down	[COVER↓]
		Scan Line	[SCANLN]
		Explode	[EXPLODE]
		Pac Man	[PACMAN]
		Fall & Stack	[FALL]
		Shoot	[SHOOT]
		Flash	[FLASH]
		Random	[RANDOM]
		Slide in	[SLIDE IN]
COLOR	Alters the color of text	see Appendix C	
FONT	Changes the shape and size of characters	5×6 Short	[5×6]
		5×11 Short & Wide	[5×11]
		7×6 (Default)	[7×6]
		7×11 Wide	[7×11]
		7×9	[7×9]
		7×17 Extra Wide	[7×17]
		Small Fonts	[Small]

Function Code	Definition	Possibilities	Control
SPEED	Changes the Scrolling Speed of the display	Speed 1 (Fastest)	[SPEED 1]
		Speed 2	[SPEED 2]
		Speed 3	[SPEED 3]
		Speed 4	[SPEED 4]
		Speed 5	[SPEED 5]
		Speed 6	[SPEED 6]
		Speed 7	[SPEED 7]
		Speed 8 (Slowest)	[SPEED 8]
GRAPHICS	Editable by user		[GRAPH A]
			[GRAPH B]
			[GRAPH C]
			[GRAPH D]
			[GRAPH E]
			[GRAPH F]
			[GRAPH G]
			[GRAPH H]
GRAPHICS	Non-editable by user	City	[GRAPH I]
		Car	[GRAPH J]
		Vessel	[GRAPH K]
		Tel	[GRAPH L]
		Nature	[GRAPH M]
		Ship	[GRAPH N]
		Swim	[GRAPH O]
		Cat	[GRAPH P]
PHRASE	Generates an animated pre programmed display	MERRY X'MAS	[ANIM 1]
		HAPPY NEW YEAR	[ANIM 2]
		4TH JULY	[ANIM 3]
		HAPPY EASTER	[ANIM 4]
		HAPPY HALLOWEEN	[ANIM 5]
		DON'T DRINK & DRIVE	[ANIM 6]
		NO SMOKING	[ANIM 7]
		WELCOME	[ANIM 8]
PAUSE	Generates a pause within the programmed message	Pauses for 2 second delay	[PAUSE 1]
		Pauses for 3 second delay	[PAUSE 2]
		Pauses for 4 second delay	[PAUSE 3]
		Pauses for 6 second delay	[PAUSE 4]
		Pauses for 10 second delay	[PAUSE 5]
		Pauses for 20 second delay	[PAUSE 6]
		Pauses for 30 second delay	[PAUSE 7]
		Pauses for 60 second delay	[PAUSE 8]

APPENDIX B: TIMER AND ALARM OPTIONS**Time Options**

Note that you may only set the timer functions while in the EDIT program mode of operation.

To select the timer function while in edit mode at the end of a message is fine, press the TIME key. Press the NEXT and PREV keys to cycle through the timer functions and press the ENT key to make your selection

To input times, press the Left and Right Arrow Keys to move through the digits and use the NEXT or PREV keys to increment or decrement the values for the digits.

Function	Description
SET TIME	Adjust the Real Time Clock
SET DATE	Adjust the Date
ALARM HOUR	Set alarm times and interval
ALARM	Set the hourly alarm On/Off
12H MODE	If selected, the time will be displayed in 12-hour format (Note: while programming, always enter the time in 24-hour format)
24H MODE	If selected, the time will be displayed in 24-hour format
ADD TIME	Add a time display screen in the data file
ADD DATE	Add a date display screen in the data file
OFF TIME	Tums off at the programmed time of day
ON TIME	Tums on at the programmed time of day

Additional Tips On Alarm Setting-

When you select the Alarm option, the sign will indicate C: XXXM: XXX.

Where XXX is a number from 000 to 255.

C is the total times of the alarm to be activated, and M is the time interval of each activation.

Example-

C: 123M: 001 - this means that there will be 123 times of alarm signal, and the time interval between each alarm signals will be 1 minute.

APPENDIX C: LISTING OF COLOUR

Listing of Colours-

Colour Name	Display Code
Red.....	[RED]
Bright Red.....	[RED] *
Orange.....	[ORA]
Bright Orange.....	[ORA] *
Yellow.....	[YEL]
Bright Yellow.....	[YEL] *
Green.....	[GRE]
Bright Green.....	[GRE] *
Layer Mix (Rainbow)	[MIX]
Bright Layer Mix (Rainbow)	[MIX] *
Vertical Mix.....	[MIX]
Saw Tooth Mix.....	[MIX]
Green on Red.....	[MIX]
Red on Green.....	[MIX]
Orange on Red.....	[MIX]
Yellow on Green.....	[MIX]

* The color of the dots will not change, except the brightness

APPENDIX D: LISTING OF SYMBOL CHARACTERS

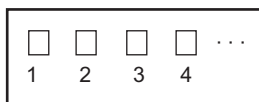
Note: The actual symbol appear in brackets ("[]") during the programming mode

Sunny	Cloudy	Rainy	Clock
Phone	Glasses	Faucet	Rocket
Alien	Key	Sweater	Helicopter
Car	Tank	House	Teapot
Trees	Duck	Motorcycle	Bike
Crown	Hearts	Right Arrow	Left Arrow
Lower Left Arrow	Upper Left Arrow	Mug	Chair
Shoe	Martini Glass		

APPENDIX E: DIP SWITCH SETTINGS

There is a DIP SWITCH is use to setup the serial address and password protection. The DIP SWITCH shown as below.

O N



bit1~bit7: representing the serial address, the address bit value is zero when the corresponding DIP bit is ON. For example, if DIP state is OFF,ON,ON,ON,ON,ON,ON, then the serial address is 01H(Hex).

Bit8: when DIP bit8 is OFF, the sign will be in password protect mode.

APPENDIX F: WHAT DO THE REMOTE CONTROL KEYS DO?

1. ON 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.

REMARK: [Edit Program Mode] The pressed key will be shown in [Command] within the message.
[In edit Program Mode] The pressed key will do some operation.

3. [Edit Program Mode] 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. |

4. [Edit Program Mode] MET To select the 25-display method.

(use PREV and NEXT to select (1) to (25) method)

5. [In Edit Program Mode] PREV Select option backward.

6. [In Edit Program Mode] NEXT Select option forward.

7. [In Edit Program Mode] CAP Toggle between Capital letter and lower case character.

8. [Edit Program Mode] TIME to select time option.

(use PREV and NEXT to select the following options:)

- | | |
|--|--|
| (a) SET TIME | Set the current time. |
| (b) SET DATE | Set the current date. |
| (c) ALARM | Set alarm times and interval. |
| e.g. C: 123M:001 means there will be 123 times of alarm signal at 1-minute interval. | |
| (d) HOURLY ALARM | Set the hourly alarm On / Off. |
| (e) 12- HOUR | The time will be displayed in 12-hour format. |
| (f) 24- HOUR | The time will be displayed in 24-hour format. |
| (g) ADD TIME | Add time screen in display message. |
| (h) ADD DATE | Add date screen in display message. |
| (i) OFF TIME | Turn off the 1000 series at the programmed time. |
| (j) ON TIME | Turn on the 1000 series at the programmed time. |
| (k) ADD TEMP | Add temperature in display message. |
| (Only available for models has temperature function installed) | |

9. [Edit Program Mode] SPE select the display speed of the message.

10. [Edit Program Mode] FONT select the font size of the display message.
(use PREV and NEXT to select the different font size)

11. [Edit Program Mode] COL select the color of the display message.
(use PREV and NEXT to select the different color of the display message)

12. [Edit Program Mode] SYM select 30 built-in symbol.
(use PREV and NEXT to select the different symbol)

13. [In Edit Program Mode] CLR erase option.
(use PREV and NEXT to select the following options:)

- | | |
|-----------------|--|
| (a) DEL ALL | Clear all messages. |
| (b) DEL MSG | Clear the current message. |
| (c) DEL FILES?? | Delete the specified file (01 to 99) or sequence file (S0 to S9) |
| (d) DEL ON/OFF | Delete the Auto ON/ OFF timer function. |
| (e) DEL ALARM | Delete the alarm function. |

14. [Edit Program Mode] 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 H |
| (b) MAKE GRAPH | Create a new graphics in location GRAPH A to GRAPH H. |
| (c) EDIT GRAPH | Edit GRAPH A to GRAPH P and store in one of the location of the location of
GRAPH A to GRAPH H. |

REMARK: Please refer to 28. Cursor direction pointer to make and edit graphic.

15. [In Edit Program Mode] <= Moving the message and command to the right.

16. [In Edit Program Mode] => Moving the message and command to the left.

REMARK: 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.

17. [In Edit Program Mode] ALT use the alternative symbol in the keyboard

18. [Edit Program Mode] PAU generate a pause within the programmed message.
(use PREV and NEXT to select PAUSE 1 to PAUSE 8) .

19. [Edit Program Mode] PHR select a programmed animation in the message.
(use PREV and NEXT to select ANIM 1 to ANIM 8)
20. [Edit Program Mode] BEEP Select beep sound in the message.
(use PREV and NEXT to select BEEP 1 to BEEP 3)
21. ENT accepts the selected option.
22. [In edit Program Mode] ESC return to the upper manual in the edit program mode.
23. [In edit Program Mode] INS refer to 15 and 16.
24. [In edit Program Mode] DEL refer to 15 and 16.
25. [Edit Program Mode] SPA insert space in the 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 message for display.
27. [Edit Program Mode] S please refer to the topic: Programming a sequence file.
28. F G H Cursor direction pointer. K toggle cursor
 J K L on /off
 N O P

REMARK: The direction point only work in graphic edit mode.

Trouble Shooting

- No display - Check if the power socket located at the back of the sign is connected.
 - Check if the AC power plug is plugged into the wall outlet.
 - Check if the main power of the AC outlet is normal.
 - Check if the auto on/auto off time setting is correct.
- No response to - Check if the batteries of the remote control still have enough energy.
remote control If user is not sure, please replace all the batteries.
 - Check if the batteries of the remote control are placed at right polarity. Please follow the
 markings in the battery compartment.
 - Check if there is anything between the remote and the sign blocking the remote signal.
- No display but -Check if the auto on/auto off time setting is correct.
response to the -Check if the data in the files are valid.
remote control -If you are not sure, you can enter the edit mode and press 'CLR' key of the remote control,
 select 'DEL ALL' to erase all data, this will reset the sign to display the default demo
 messages.

If the above procedures do not work, please contact your dealer.

Fixing Details for Window Display Brackets

CONTENTS

- 2 x Wall Brackets
- 4 x Hanging Brackets
- 8 x Grub Screws
- 4 x Wall Bracket Bolts

Note: the 2 slots which run along the back of the case, and the slots which run along top and bottom of the case.

NOTE: FOR ALL MOUNTING OPTIONS YOU SHOULD REMOVE ONE END PANEL OF THE CASE. THIS SHOULD BE DONE WITH POWER OFF.

TO CEILING MOUNT

Slide two of the hanging brackets along the top slot of the case and when in position fix by using the grub screws. Replace end bracket.

TO WALL MOUNT

Slide 2 of the hanging brackets into each of the back slots in the case. Locate 1 hanging bracket at each end of the case in both top and bottom slots. Fix with the grub screws. Bolt a wall bracket to each pair of the located hanging brackets. Adjust to required position and tighten wall bracket bolts.

N.B.1. By releasing the grub screws the hanging brackets can be adjusted to any position at the back of the case before tightening the grub screws.

N.B.2. If the located hanging brackets are located at the extreme ends of the case, the wall brackets can be rotated by 90 degs to allow the case to be fixed to two end walls.



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