



Programming Manual

English Version
March 15, 2007
1196600101B



ADAPTIVE[®]
Connecting people, places and ideas

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March 15, 2007

BetaBrite Prism Programming Manual (1196600101B)

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Introduction

Technical Specifications

Weight (sign only)	2.55 pounds (1.16 kg)
Height	3 13/16 inches (9.7 cm)
Length	25 7/8 inches (65.7 cm)
Depth	9/10 inches (2.3 cm)
Power	7.5 VDC at 2.9A
Environmental requirements	The display should be operated in an environment where the temperature is between 0° C and 45° C, and the humidity (non-condensing) does not exceed 95%.

EMI information

United States

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference. (2) This device must accept any interference received, including interference that may cause undesired operation.

Canada

This Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la class A respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

Safety and EMC compliance

North America

- FCC Part 15, Class B
- C-ETL-US listed to UL 60950-1 and CSA, 22.2 No. 60950-1

Europe

- CISPR 22 Class B
- EN 60950-1

Package contents



PART	DESCRIPTION
A	(pn 1196900101) BetaBrite Prism sign.
B	(pn 1196100201) USB cable.
C	(pn 40351201) Power supply.
D	(pn 10729001) BetaBrite Prism sign remote control.
E	(pn 980903621) BetaBrite Prism sign remote control Spanish overlay.
F	(pn 1196600501) BetaBrite Prism sign messaging software.
G	(pn 1196000501) Chain mounting bracket
H	(pn 68036004) Mounting brackets.

Installation Instructions

Before you begin

- BetaBrite Prism sign is for indoor use only.
- Do not mount the BetaBrite Prism sign in any way that blocks the vents on the top and bottom of the sign.
- Do not tilt the sign face at an angle greater than 45 degrees from vertical.
- Place the power supply on a flat surface away from liquids and chemicals. Plug the power supply into an easily-accessible electrical outlet no more than 15 feet away from the sign.
- Do not mount the power supply in any way that blocks the vents or damages the case.
- Do not let the power supply hang.
- Use only the supplied power supply (Item C pictured above). Use of any type of non-standard BetaBrite Prism sign power supply may damage the sign and void warranty.
- Use of a surge protector between the electrical outlet and the sign is highly recommended. Message data can be lost or the sign could be damaged by an electrical surge.
- Electrostatic discharge, or “carpet shocks”, can also cause data loss and damage to the sign. Avoid touching the sign after it has been installed, especially in cold, dry winter air.

Mounting Instructions (4 types)

For information on surface mounting, see “Surface mounting with brackets” on page 9.

For information on wall mounting, see “Wall mounting” on page 10.

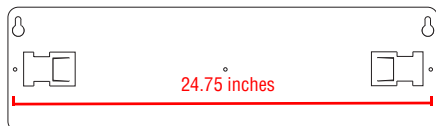
For information on through-panel mounting, see “Through-panel mounting” on page 11.

For information on chain mounting, see “Chain mounting with slip-in chain brackets” on page 12.

Surface mounting with brackets

The mounting brackets can be used to mount the sign on a wall, ceiling or counter. The brackets allow you to adjust the tilt of the sign. To mount the sign with the brackets:

1. Pre-drill two holes (1.34 inches apart) on each side to mount the “T” shaped brackets. Drill the left and right hole pairs at 24.75 inches on center.



NOTE: Use #8 pan head screws (2 per bracket) for surface mounting.

2. Insert the metal brackets on the back of the sign as shown.

Step 1



Step 2



Press bracket down and push to attach brackets to sign.

Step 3



3. Attach the T-brackets to the desired surface using 2 screws for each bracket.
4. Attach the T-brackets to the bracket on the sign using M-4 machine screws (one for each bracket, supplied).
5. Adjust the angle of the sign by loosening the screw on the bracket and tilting the sign. Tighten the screw after adjusting.



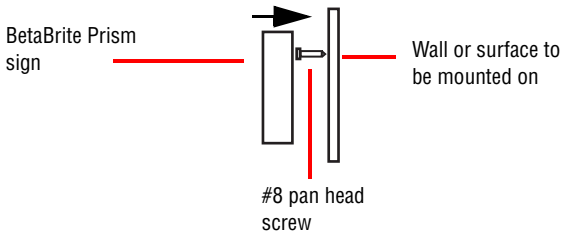
NOTE: Do not tilt the sign face at an angle greater than 45 degrees from vertical.

Wall mounting

The BetaBrite Prism sign can be mounted flush to the wall, if adjusting the angle of the sign is not necessary.

To wall mount your sign:

1. Pre-drill 2 holes in mounting surface 24.75" inches on center.
2. Insert #8 pan head screws into the wall. Leave enough space to slide the sign onto the screws.
3. Position the sign's keyhole slots over the two screws in the wall. Push the sign towards the wall and pull down until the sign is securely hung in place.



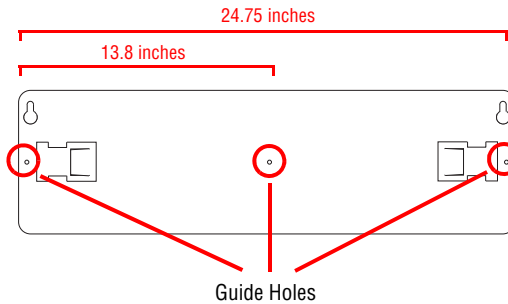
NOTE: Sign is not "locked" into position. Bumping sign may cause it to fall.

Through-panel mounting

The BetaBrite Prism sign can also be mounted through the mounting surface.

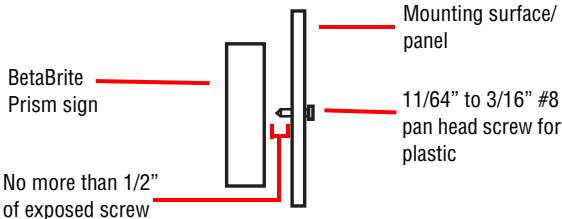
To mount the sign from the back:

1. Locate the 3 guide holes on the back of the sign.



2. Drill three holes in the mounting surface with 12.38 inches space between them. Do not drill into the sign.
3. Insert screws (11/64" min., 3/16" max #8 pan head screws for plastic, not provided) through the drilled holes into the guide holes on the back of the sign.

NOTE: Leave 3/8" to 1/2" of screw exposed to insert into guide holes. No more than 1/2" of screw should be exposed to prevent damage to sign. .



4. Screw straight into guide the indicated guide holes

NOTE: Do not use machine screws. Screws must be equipped to screw into plastic.

Chain mounting with slip-in chain brackets

Use the chain brackets to mount the sign to the ceiling.

1. Insert the metal chain brackets into the keyhole slots on the back of the sign.



2. Hang the sign by slipping a chain (not provided) through the eye-hole of the chain bracket.

Applying power to the sign

Connect the power supply to the sign

Plug the small end of the power cable into the sign and then the other end into the wall outlet.

NOTE: The wall outlet must be near the equipment and must be easily accessible.

NOTE: Do not mount the power supply



BetaBrite Prism sign

Operating options for the BetaBrite Prism sign

Remote control

The remote control is a hand-held keyboard for the BetaBrite Prism sign. The keyboard allows you to program your sign from up to thirty feet away. No cables or special equipment is needed to operate the remote control.

Personal computer

Personal computers can use the BetaBrite Prism sign Messaging software to create and send messages to the sign. The BetaBrite Prism sign Messaging software is compatible with the following Windows operating systems:

- Windows XP
- Windows 2000

NOTE: The BetaBrite Prism sign messaging software is compatible only with a 1.1 or 2.0 USB port.

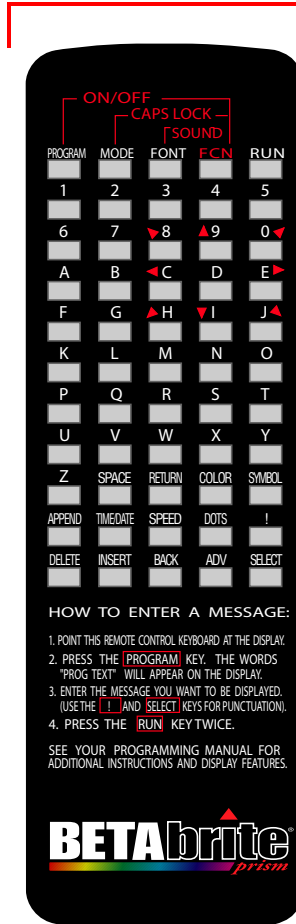
Using a remote control to operate the sign

Remote control layout

Point this end of the Remote Control at the front of your BetaBrite Prism sign.

Press **PROGRAM** to put the sign into one of these modes: (Use **BACK** to move from mode to mode and **ADV** to select a mode.)

- **PROG TEXT A** – for entering text messages. (“A” is a file name, from A to Z.)
- **PROG DOTS A** – for creating graphics. (“A” is a file name, from A to Z.)
- **SET TIME** – changes the sign’s time.
- **SET DATE** – changes the sign’s date.
- **SET PASSWORD** – used to prevent someone from changing your messages.



Hold down **FCN** and then press **PROGRAM** to turn the sign off and on.

Press **RUN** twice to exit programming mode.

These keys with red triangles are used in **PROG DOTS** to draw graphics. (Press **SELECT** to turn drawing on and

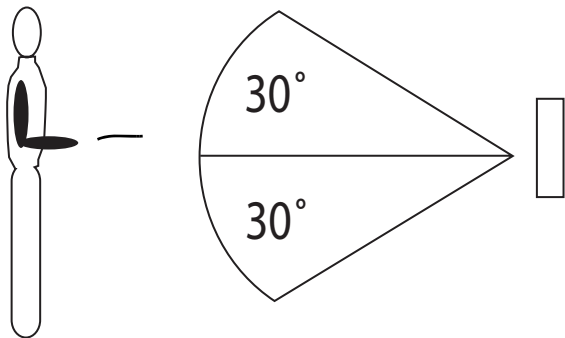
To select a special character (like ? or !) or a graphic symbol, Press **SYMBOL** or !

Then press **SELECT** to choose a special character or graphic.

Using the remote control

The remote control needs two AA batteries to operate. To program a sign with the remote control:

- Stand at least 5 feet and no more than 30 from the sign
- Make sure nothing reflective is in front of the sign. (Light from the signs display that is reflected back can interfere with the remote control.)
- If nearby fluorescent lights interfere with the remote control, you may have to move either the lights or the sign.



Distance of sign to floor	Distance to stand from the sign
10 feet	20 - 30 feet
15 feet	19 - 30 feet
20 feet	25 - 30 feet

Using a PC to operate your sign

Connect the sign to a PC

NOTE: A BetaBrite Prism sign can only be connected to one computer. It can not be networked to more than one computer or to another BetaBrite sign.

- Connect the larger end of the USB cable to the PC.



- Connect the smaller end of the USB cable to the sign.



Installing the BetaBrite Prism sign Messaging software

1. Insert the BetaBrite Prism sign Messaging software CD into CD-ROM drive.
2. Follow the installation wizard instructions on the screen.

Turning a sign on and off

When you plug in the sign's power supply, the sign starts up automatically. You can turn your sign off by:

- Unplugging the power supply.
- Hold down **FCN** on the remote control and then press **PROGRAM** to turn 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 are retained for up to 30 days if the sign is not powered.

What you will see when you turn your sign on

A rectangular LCD display with a black background and white text showing the number 11966606A.A rectangular LCD display with a black background and white text showing the words ADAPTIVE MICRO SYSTEMS.A rectangular LCD display with a black background and white text showing the words BetaBrite Prism sign.A rectangular LCD display with a black background and white text showing the text 512K RAM.A rectangular LCD display with a black background and white text showing the text MON 11 AM.

- The software (or “firmware”) version inside the sign.
- Adaptive Micro Systems copyright
- The name of the sign.
- The amount of memory inside the sign.
- The time and date of the sign.

Operating instructions








Setting the sign's date and time

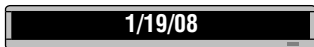




Both date and time can be set using either the remote control or the BetaBrite Prism sign Messaging Software.










Once the date and time are set, the sign will keep accurate time. The date will also update automatically each day. However, if the sign is turned off or loses power, the date and time may both have to be reset.







For instructions on displaying the date and time, see “Displaying the time and date” on page 30.









NOTE: Adaptive recommends using the BetaBrite Prism sign Messaging Software to set the time and date.







STEP	PRESS	VIEW
1	PROGRAM	
2	BACK until SET TIME appears	
3	ADV	
4	D - sets the day of the week H - sets the hour M - sets the minute NOTE: Press SELECT to change from 12-hour (AM/PM) to 24-hour mode (0-23).	 
5	BACK until SET DATE appears	
6	ADV	 

STEP	PRESS	VIEW
7	D - sets the day M - sets the month Y - sets the year	
	NOTE: The X button will decrement the year	
	NOTE: Press SELECT to display the date in different formats - for example, JAN 19, 2008, 1/19/08, and so on.	
8	RUN twice to return to normal operation.	
	NOTE: Date and Time will not appear on the screen after you have returned to normal operation.	
Clearing the sign's memory		
Clearing the sign's memory erases all messages and graphics that have been programmed into the sign. Also, the sign's password (if any) will be deleted.		
STEP	PRESS	VIEW
1	PROGRAM	
2	BACK until CLEAR MEMORY appears	
3	ADV	
		
4	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		
You can set a password to protect your messages and graphics from others. When password protect it setup, you will need to type the password whenever you press PROGRAM. If you forget the password, See "Resetting a sign's password" on page 22.		
STEP	PRESS	VIEW
1	PROGRAM	
2	BACK until SET PASSWORD appears	
3	ADV	
4	Y to set a password	
5	<p>Type a 6-character password</p> <p>NOTE: Only asterisks will appear on the sign as you type.</p> <p>Retype the password when prompted</p> <p>NOTE: If you typed the incorrect password the second time, ERROR will appear and you will have to start over from step 1.</p>	    





STEP	PRESS	VIEW
6	RUN twice	
7	Y to password protect the sign NOTE: If you type N, a password is not needed when you press PROGRAM.	
8	The sign will return to normal operation.	
Resetting a sign's password		
You can reset your password if you forget it. You can also delete your password by clearing the signs memory. See "Clearing the sign's memory" on page 20		
STEP	PRESS	VIEW
1	PROGRAM	
2	LLLLLL NOTE: The L's will show up as asterisks.	  
3	Enter a new password	
Adjusting the sign's sound control		
When programming, the sign will beep when you press any remote control key. You can turn this beeping off or on by holding down the FCN and FONT keys at the same time.		

Writing simple text messages for your sign		
This section show you how to create, edit and schedule simple text messages for your sign.		
Using upper and lowercase text in messages		
When programming a message, the default text is uppercase, but you can create messages with lowercase text as well. The following is an example of how to make upper and lowercase messages.		
STEP	PRESS	VIEW
1	PROGRAM	
2	ADV	
3	THIS MESSAGE IS ALL UPPERCASE NOTE: To erase letters, hit the DELETE key.	
4	RUN	 
Now that the first message is done, we'll enter a second message which contains upper and lowercase characters.		
5	PROGRAM	
6	SELECT	
7	B NOTE: "B" is the file name of your message.	










STEP	PRESS	VIEW
8	T	
9	FCN and MODE	
10	"This message has lowercase letters"	 
11	RUN	 





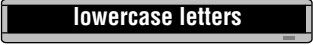


Displaying messages in file name order






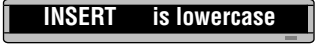




Once you've programmed messages into the sign, you may want to set the order in which those messages appear. The following is an example of how to display the previous two message in alphabetical order (continued from above).

STEP	PRESS	VIEW
1	PROGRAM	
2	RUN NOTE: There may already be files listed in the run table. Press APPEND once then DELETE to remove them.	If RUN appears go to Step 4, otherwise continue to Step 3. 
3	MODE until RUN appears	
4	B	

STEP	PRESS	VIEW
5	RUN	<div>This message has</div> <div>lowercase letters</div>
You have just programmed the sign to run only message file B. Next, you will program the sign to display message B and then message A.		
6	PROGRAM	<div>PROG TEXT A</div>
7	RUN NOTE: Press APPEND once then DELETE to clear the run table.	<div>RUN</div> <div>If RUN appears go to Step 9, otherwise continue to Step 8.</div>
8	MODE until RUN appears	<div>RUN</div> <div>Continue pressing SELECT until RUN appears.</div>
9	B then A	<div>RUNBA</div>
10	RUN	<div>This message has</div> <div>lowercase letters</div> <div>THIS MESSAGE IS</div> <div>ALL UPPERCASE</div>
In Step 9, the letters BA appear, this is the order in which the messages will appear on the sign. In this instance, message B will appear and then message A will appear.		

Displaying messages in time order		
<p>In order to display a message at an exact time, you must display your messages in time order instead of in name order. In this example the message will appear and disappear at specific times.</p> <p>NOTE: Make sure that your sign’s internal clock has been accurately set. See “Setting the sign’s date and time” on page 19.</p>		
STEP	PRESS	VIEW
1	PROGRAM	
2	SELECT until B appears	
3	TIME/DATE	 <p>ON ALWAYS is the default setting for a message. A message set to ON ALWAYS will run continuously.</p>
4	PROGRAM	
5	SELECT until A appears	
6	TIME/DATE	
7	D until M-F appears	
8	H until 13:00 appears	
9	M until 13:10 appears	







STEP	PRESS	VIEW
10	SELECT	
Repeat Steps 7, 8, and 9 to set the OFF time (2:30 or 14:30 in this example)		
11	RUN NOTE: If TIME does not appear, press MODE until it does.	
12	AB	
13	RUN	   

Changing the text of an existing message		
<p>After typing in a message, you may want to add or remove text from it. The following is an example of this common situation.</p> <p>NOTE: This example assumes that there are two message in the sign.</p>		
STEP	PRESS	VIEW
1	PROGRAM	
2	SELECT	
3	ADV until the space after <i>has</i> appears	
4	DELETE until <i>has</i> is erased	
5	INSERT	
6	Type <i>is</i> then SPACE	
7	INSERT	
8	ADV until the first few letters of lowercase appear	
9	APPEND to go to the end of the message	
10	RUN twice	

Deleting messages

To delete all messages in a sign, See “Clearing the sign’s memory” on page 20
However, if you only want to delete selected messages, then use this method.

NOTE: This example assumes that there are two messages, (files A and B) in the sign.







STEP	PRESS	VIEW
1	PROGRAM	
2	SELECT until B appears	
3	DELETE	
4	Y to delete the file	
5	RUN twice	 











Advanced text messaging








Make sure to be familiar with the “Writing simple text messages for your sign” on page 23 before attempting this section. In this section you will learn how to:

- Display the time and date
- Apply modes and insert pre-made graphics/animations
- Apply fonts
- Apply colors
- Change the speed of messages
- Use trailing modes

NOTE: These functions can be used together as needed to display a single message.

Displaying the time and date		
Time and date must be re-programmed into the sign each time the sign is turned off and on. You will need to have the time and date set before inserting it into a message. To set the time and date, see “Setting the sign’s date and time” on page 19.		
STEP	PRESS	VIEW
1	PROGRAM	
2	SELECT	
3	A	
4	MODE	
5	SELECT until RL↓ appears	
6	R	






STEP	PRESS	VIEW
7	FCN then MODE then type "osco"	
8	MODE once then SELECT until RL↑ appears	
9	FONT then SELECT until [WD7] appears	
10	TIME/DATE to include the time in the message	
11	MODE once then SELECT until RL← appears	
12	FONT once then SELECT until [SS7] appears	
13	TIME/DATE once then SELECT to display the date	
14	RUN twice	  

Applying modes to text and inserting graphics/animations		
<p>Modes determine the way text and graphics move on a sign. For example, the ROTATE mode moves a message across the sign from right to left. If no mode is specified, the sign will automatically be in Automode, which includes a variety of different modes.</p> <p>For a list of available modes and graphics/animations, see “Appendix A — Modes, Graphics, Fonts and Colors” on page 44.</p>		
STEP	PRESS	VIEW
1	PROGRAM	
2	ADV	
3	MODE once then SELECT until [FLS] appears	
4	Type THIS IS FLASH	
5	MODE once then SELECT until [SCR] appears	
6	Type THIS IS SCROLL	
7	MODE once then SELECT until [SPC]z appears	
8	Press RUN twice to run the message. The message THIS IS FLASH should flash followed by the message THIS IS SCROLL scrolling across the display. After both messages, the “Smile” animation will appear.	

Applying fonts to text

Fonts are the size and shape of text characters. The following example demonstrates how to apply fonts to the text on the sign.








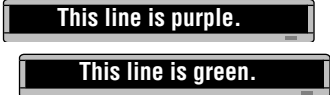
For a list of available fonts, see “Appendix A — Modes, Graphics, Fonts and Colors” on page 44.

STEP	PRESS	VIEW
1	PROGRAM	
2	ADV	
3	MODE once then SELECT until [HLD] appears	
4	FONT once then SELECT to select [SRF] (a serif font)	
5	FCN and MODE as necessary, type: This is SRF. NOTE: The font displayed on the sign as you type is the font that will appear on the sign when the message runs.	
6	Press RUN twice to run the message. NOTE: More than one font can be used in a single message.	

Applying color to text

The BetaBrite Prism sign has the ability to show up to 64 colors, however the color range for text is 25. The following example demonstrates how to apply different colors to the text on the sign.

For a list of available colors, see “Appendix A — Modes, Graphics, Fonts and Colors” on page 44.

STEP	PRESS	VIEW
1	PROGRAM	
2	ADV	
3	MODE once then SELECT until [HLD] appears	
4	COLOR once then SELECT until [GRN] appears NOTE: To set shading color, press COLOR again, then MODE, then SELECT until the desired color appears	
5	Using FCN and MODE as necessary type: <i>This line is green. RETURN</i> to next line.	
6	COLOR once then SELECT until [PUR] appears	
7	Using FCN and MODE as necessary type: <i>This line is purple.</i>	
8	RUN twice	

Speeding up and slowing down messages

You can speed up or slow down messages using the SPEED mode. Once you pick a mode (FLASH, for example) a speed can be selected by selecting SPEED on the remote control. Then press SELECT to change the speed.







NOTE: ROTATE cannot be used with the SPEED function.

[SP1] [SP2] [SP3] [SP4] [SP5] [NHL]

Slowest speed Fastest speed

Modes, like ROTATE and ROLL, are used to create special effects with messages. Typically modes are used once at the beginning of a message. However, a mode can also be placed at the end of a message (called a “trailing mode”) to create a special effect.

NOTE: The following can’t be used as a trailing mode: CONDENSED ROTATE, SCROLL, SLIDE, SNOW and SPRAY.

STEP	PRESS	VIEW
1	PROGRAM	
2	ADV	
3	MODE once then SELECT until [FLS] (flash) appears.	
4	Type ATTENTION! (Press ! once and then SELECT to get “!”)	
5	MODE once then SELECT until [RL↑] (roll up) appears.	
6	Type Trailing mode	
7	Press RUN twice to see trailing mode in action. ATTENTION! should flash and then roll off the display followed by Trailing mode.	

International characters

International characters, like ü and é, can be included in messages. Also, the ! and SYMBOL keys can produce special characters.

NOTE: International characters can't be used with the small fonts (like [SS5]).

NOTE: The following international characters can be used:

	<div><div>A]A</div><div>Type a Base Character, like A. Then press SELECT to choose an international character.</div></div>													
Base Characters	(Hold down FCN and then press MODE on the Remote Control to switch between uppercase and lowercase letters.)													
	A	B	C	D	E	I	N	O	S	U	Y	Z	!	SYMBOL
International Characters	A	B	C	D	E	I	N	O	S	U	y	Z	Both the ! and SYMBOL keys can produce a variety of specialized symbols.	
	Ä	ß	Ç	Ð	É	Í	Ñ	Ö	Š	Ů	ÿ	Ž		
	À		Ç	d	Ê	i	n	Õ	ß	u		z		
	Æ		C	d	e	î	ñ	o	s	ü		z		
	Á		c		é	ï		ô	s	û				
	Â		ç		ê	ì		ö	ß	ù				
	Ã		c		ë	í		ò		ú				
	a		c		è			ó						
	æ							õ						
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Graphics



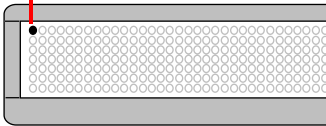
In addition to pre-programmed or “canned” graphics, you can create your own custom graphics using DOTS files.

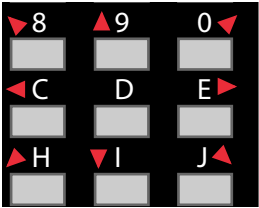
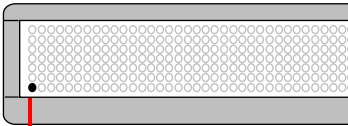
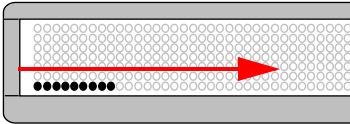
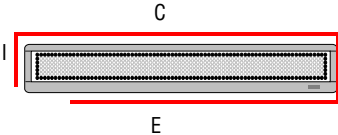
A DOTS graphic can be created either by itself or with text.





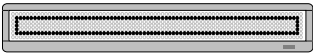





NOTE: After you create a DOTS graphic, to display it on your sign, the DOTS graphic must be placed in a text file, even if you just want to display the graphic all by itself.













NOTE: DOTS programming may not be available on all BetaBrite Prism sign models.

Creating a movie marquee

STEP	PRESS	VIEW
1	PROGRAM	
2	BACK	 <p>NOTE: The name of your first DOTS graphic is A. The second will be named B and the third C and so on.</p>
3	ADV	<p>The blinking DOTS cursor keeps track of where you are drawing.</p> 

STEP	PRESS	VIEW
4	<p>I until the DOTS cursor is on the bottom.</p> <p>NOTE: Pressing S will cause the curser to grow.</p> <p>NOTE: Pressing COLOR will alternate the curser between 25 colors.</p> <p>NOTE: Pressing D or SELECT will toggle insert mode.</p>	<div></div> <p>These keys move the DOTS cursor.</p> <div></div> <p>Keep pressing I until the cursor is here</p>
5	<p>E to draw a line across the entire bottom of the display.</p>	<div></div>
6	<p>Complete DOTS graphic A by using 9, C and I keys.</p>	<div></div>

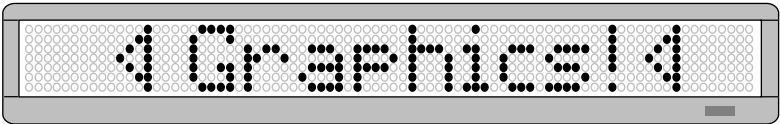
STEP	PRESS	VIEW
7	RUN	
8	Y to save graphic A.	
9	SELECT until a ? appears.	
10	Type B as the name of the graphic file.	
11	Repeat steps 5 - 8 to draw graphic B and C. (Both are just smaller versions of graphic A).	<p>DOTS Graphic B</p>  <p>DOTS Graphic C</p> 
In order to display a DOTS graphic, it must be placed in a text message. In the following steps, we'll create a text message and add the three DOTS graphics that were just created.		
12	BACK until PROG TEXT A appears.	
13	SELECT until a question mark appears.	
14	A	
15	MODE once then SELECT until [FLS] (flash) appears.	

STEP	PRESS	VIEW
16	SPEED once then SELECT until [SP5] appears.	
17	<p>Insert the first DOTS graphic you created (file A) by pressing DOTS.</p> <p>Insert the second DOTS graphic by pressing DOTS again.</p> <p>Then press SELECT until the letter B appears.</p> <p>Insert the third DOTS graphic by pressing DOTS again.</p> <p>Then press SELECT until the letter C appears.</p>	    
Now we'll add the message Movie News after the three graphics:		
18	FONT once then SELECT until [SRF] appears.	
19	M	
20	FONT again. Then press SELECT until [SS5] appears.	
21	Type <i>ovie</i> and then press SPACE .	
22	FONT once then SELECT until [SRF] appears again.	
23	Type the letter <i>N</i> .	



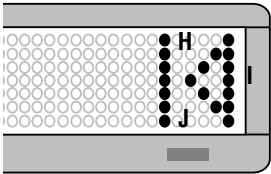





STEP	PRESS	VIEW
24	FONT once then SELECT until [SS5] appears again.	
25	Type <i>ews</i> .	
26	RUN twice to watch the marquee you created.	

Mixing text with graphics

This example will combine text and graphics. This is what the sign will look like once the message is complete:



STEP	PRESS	VIEW
1	PROGRAM	
2	BACK	
3	ADV	<div><p>The blinking DOTS cursor keeps track of where you're drawing.</p></div>

STEP	PRESS	VIEW
4	<p>X to move a vertical line across the sign. This reduces the size of the drawing area.</p> <p>Keep pressing X until there are 5 dots between the vertical line and the end of the sign.</p> <p>If you don't reduce the graphic area, the graphic would take up the entire area of the sign.</p>	 
5	Draw the following graphic using the keys indicated.	
6	RUN twice	
7	BACK until PROG TEXT A appears	
8	ADV	
9	MODE then SELECT until [ROT] (rotate) appears	
10	DOTS to insert your DOTS graphic.	

STEP	PRESS	VIEW
11	Using FCN and MODE when necessary, type Graphics! NOTE: Place a space before Graphics	
12	DOTS to insert your DOTS graphic again.	
13	RUN twice to see the message displayed on your sign.	
Clearing a DOTS file		
STEP	PRESS	VIEW
1	PROGRAM	
2	BACK	
3	SELECT	
4	Type the letter of the graphic you want to delete. (In this case, type A.)	
5	Z	
6	Y to delete the graphic. (Or N if you don't want to delete it.)	
7	RUN four times to return to normal operation.	

Appendix A — Modes, Graphics, Fonts and Colors

Modes available

Modes determine the way text and graphics move on a sign. For example, the ROTATE mode moves a message across a sign from right to left. The letters in bracket are what will appear on the sign when selecting a particular mode.

For instructions on programming modes, see “Applying modes to text and inserting graphics/animations” on page 32.

Modes available

Use the **MODE** and **SELECT** keys to select one of the following:

- Hold — [HLD]
- Rotate — [ROT]
- Automode — [AUT]
- Compressed Rotate — [CRT]
- Flash — [FLS]
- Roll Up — [RL↑]
- Roll Down — [RL↓]
- Roll Left — [RL←]
- Roll Right — [RL→]
- Roll In — [RL><]
- Roll Out — [RL<>]
- Wipe Up — [WI↑]
- Wipe Down — [WI↓]
- Wipe Left — [WI←]
- Wipe Right — [WI→]
- Wipe In — [WI><]
- Wipe Out — [WI<>]
- Scroll — [SCR]

Special modes available

Special modes available

Use the **MODE** and **SELECT** keys to select one of the following:

- Twinkle — [SPC]0
- Sparkle — [SPC]1
- Snow — [SPC]2
- Interlock — [SPC]3
- Switch — [SPC]4
- Cycle Colors — [SPC]5
- Spray — [SPC]6
- Starburst — [SPC]7

Graphics available

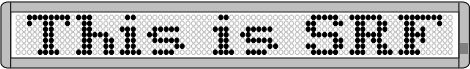
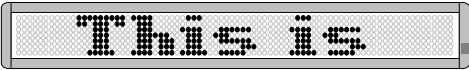
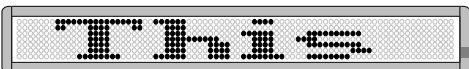
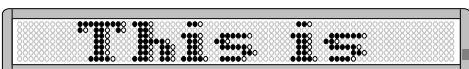
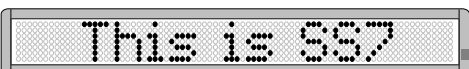
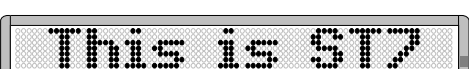
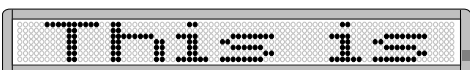
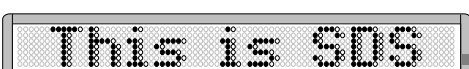
For a list of pre-programmed graphics and animations refer to the “Pre-Programmed Graphics and Animations” insert.

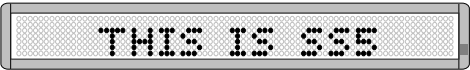
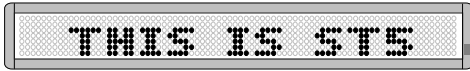
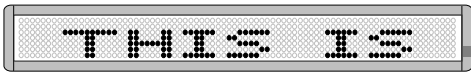
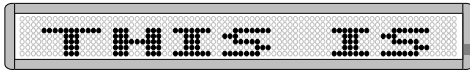
For instructions on programming graphics, see “Applying modes to text and inserting graphics/animations” on page 32.

Fonts available

Fonts are selected using the **FONT** and **SELECT** keys. An example of each font is shown in the table below.

For instructions on programming fonts, see “Applying fonts to text” on page 33.

FONTS	VIEW
[SRF]	
[STF]	
[WDF]	
[SDF]	
[SS7]	
[ST7]	
[WD7]	
[SDS]	














FONTS	VIEW
[SS5]	
[ST5]	
[WD5]	
[WS5]	






Colors available

Colors are selected using the **COLOR** and **SELECT** keys (or just **COLOR**). Each color code is shown below next to its corresponding color.

For instructions on programming colors, see “Applying color to text” on page 34.

COLOR	VIEW
RED	
LIGHT RED	
GREEN	
LIGHT GREEN	
AMBER	
BROWN	
ORANGE	
YELLOW	
RAINBOW 1	
RAINBOW 2	
MIXED COLORS	

COLOR	VIEW
AUTOCOLOR	
BLUE	
LIGHT BLUE	
AQUA	
LIGHT AQUA	
CYAN	
LIGHT CYAN	
MAGENTA	
PURPLE	
LIGHT PURPLE	
VIOLET	
LIGHT VIOLET	
REDISH WHITE	

COLOR	VIEW
FULL WHITE	
BLUEISH WHITE	
WHITE	
GRAY	
PINK	

Warranty

Adaptive Micro Systems LLC. 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 LLC. 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 LLC., 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, LLC.

A Return Merchandise Authorization (RMA) number is required to obtain warranty service. To obtain an RMA number, do the following:

1. Contact Adaptive Micro Systems' Customer Service at 414-357-2020.
2. Ask a Customer Account Specialist for an RMA number.

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.

RMA Form	
RMA Number	
Date of Purchase	
Company Name	
Contact Person	
Address	
Phone Number	Work: Fax:
Description of problem	