

ALPHA™

Remote Control Programming Manual



for
ALPHA 200, 300, 400, 4000, and 7000 series signs.
Also for Big Dot® , and Solar signs.

ADAPTIVE

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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.

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 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 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 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.**

General information

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: Some signs (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.)

Remote Control description

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

A Remote Control needs four AAA batteries to operate.

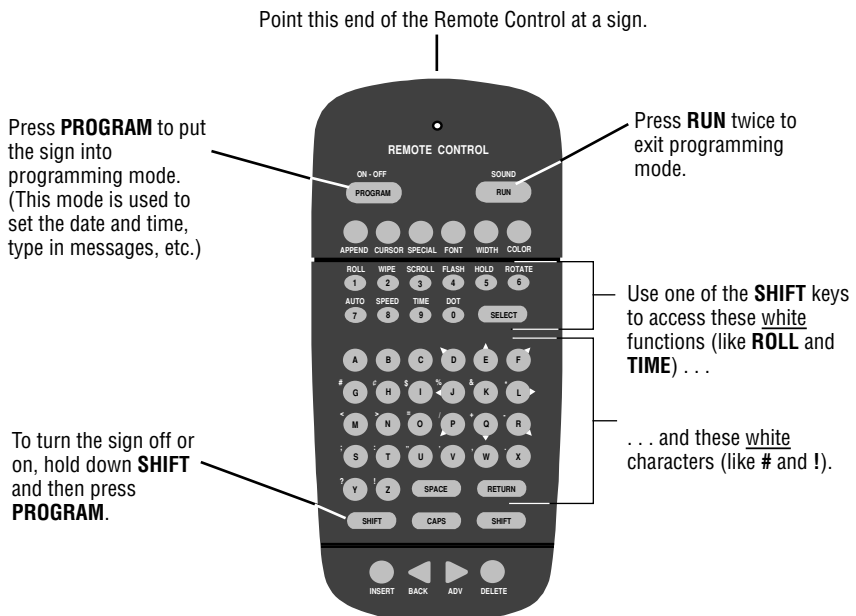
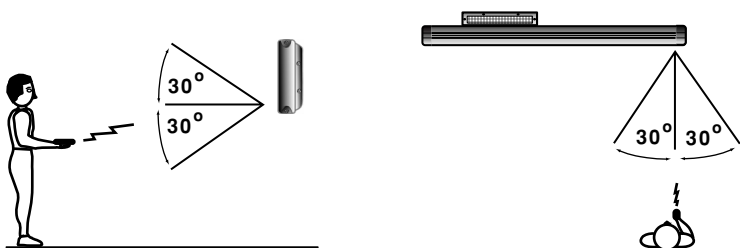


Figure 1: Infrared (IR) Remote Control keyboard

Using the Remote Control with a sign

To program a sign with a Remote Control:

- Stand at least 5 feet and no more than 30 feet from the sign.
- 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

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.

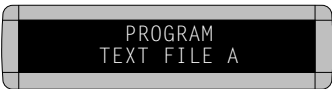




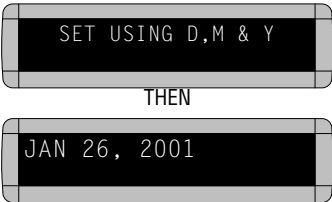

However, instead of unplugging a sign, there is another way to turn a sign off:

*Using the Remote Control, hold down **SHIFT** 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 will be retained for up to 30 days if the sign is not powered.

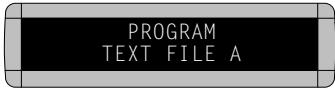


Setting a sign's time and date

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 .	
2	Press BACK until SET TIME AND DAY or SET TIME 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 .	
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, 2001 or 1/26/01, or 26/1/01, 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, graphics, and the password that have been programmed into the sign.

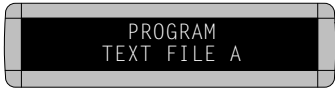




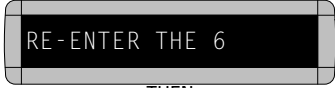
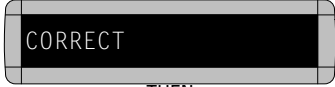
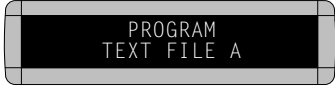
Step	When you do this...	You see this...
1	Press PROGRAM .	
2	Press BACK until CLEAR MEMORY appears.	
3	Press ADV .	
4	Press Y to clear the sign's memory. The sign will return to normal operation and display a series of demo messages.	



Setting a sign's password

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



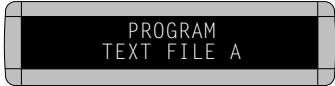
NOTE: DON'T FORGET YOUR PASSWORD! If you do, you won't be able to operate the sign.

However, *if you do forget the password*, see "What to do when you forget a sign's password" on page 7.

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.	THEN 
	CORRECT will appear if you entered the same password.	THEN 
	If you failed to type the same password, ERROR will appear, and you'll have to start over from Step 1.	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 6.)	

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 5.

Sound control

Remote Control sounds

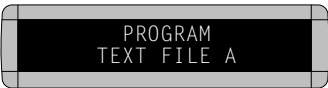





On some signs, whenever you press a Remote Control key, the sign will beep. To turn this feature off (or on again), hold down **SHIFT** and press **RUN**.

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

Putting sounds in a message

In addition to text and graphics, you can also place sounds *in* a message:





NOTE: Sounds can not be placed in one-line signs.

Step	When you do this...	You see this...
1	Press PROGRAM .	
2	Press ADV .	
3	Type <i>THIS IS 1 BEEP</i>	 The [AUT], which stands for Automode, will appear automatically when you start typing.
4	To add a beep, press SPECIAL .	
5	Then press B .	 [BP3] means that you'll hear 3 beeps when this message is displayed. Press SELECT to change to [BP1] for a single beep.
6	Press RUN twice. The message will be displayed and 1 beep will sound.	

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 .	
2	Press BACK until SET SERIAL ADDRESS or SET SERIAL appears.	
3	Press ADV .	
4	Type a number, like <i>10</i> . NOTE: A serial address is actually a number from 0 to 255 in <i>hexadecimal</i> (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.	

Transferring a sign's memory from one sign to another

You can transfer the messages from the memory of one sign to the memory of any another signs by completing the following steps.

NOTE: To complete the transfer of memory from one sign to other signs, all signs must be connected together and all must be set to with the RS485 jumper. For further information on connecting signs, see the *Network Configurations Manual*, pn 9708-8046.

Step	When you do this...	You see this...
1	Press PROGRAM .	
2	Press SPECIAL .	
3	Press D .	
4	The sending sign transmits all messages to the receiving sign(s) and then resumes displaying messages as programmed.	

Beginning text messaging

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

Though a 2-line sign is used in all the examples, the differences between using a 2-line sign and using a 1-line or other type of sign are minor. (For more information, see “Appendix B — Understanding the cursor and line positions” on page 59.)

Example 1 — Using upper and lowercase in 1 and 2-line messages

In this first example, you’ll display the text *THIS IS YOUR FIRST MESSAGE* on both lines of the sign, like this:






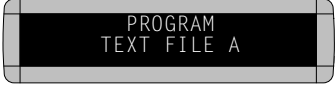
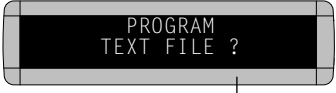

Your first message will look like this.

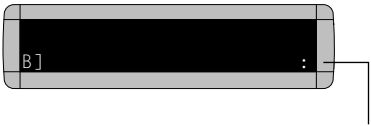



... and then the text *This is your second message* on just the bottom line:



However, your second message will just use the bottom line of the sign.

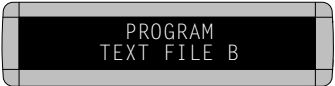


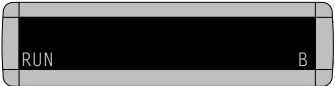

Step	When you do this...	You see this...
1	Press PROGRAM .	
2	Press ADV .	<p>“A” is the file name of your message</p> <p>These dots are called the cursor. When the cursor is on both lines (like here), it means that the sign will try to display your entire message on <i>both</i> lines of the sign.</p> <p>For more information on the cursor, see “Appendix B — Understanding the cursor and line positions” on page 59.</p>





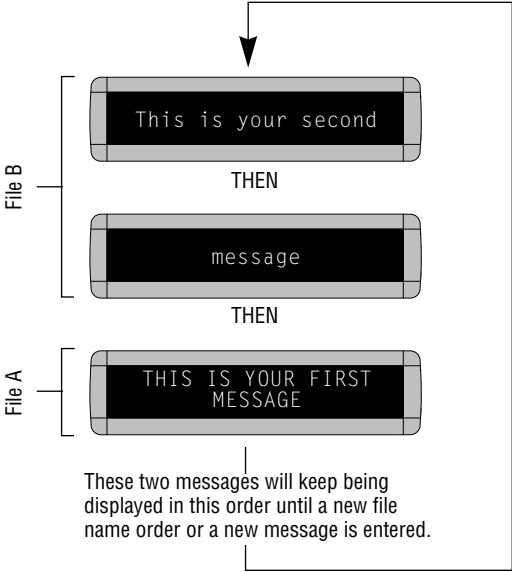
<p>3</p>	<p>Type <i>THIS IS YOUR FIRST MESSAGE</i></p> <p>Note: If you make a mistake while typing, press DELETE to erase a letter.</p>	 <p>[AUT], which stands for Automode, will appear as you type your first character. Automode automatically displays your message in different formats.</p> <p>Your message should look like this when you're done typing.</p> 
<p>4</p>	<p>Press RUN twice.</p>	 <p>Because Automode [AUT] was used in your message (see Step 3), the text of your message will be displayed in a variety of formats. For example, one of the formats (or modes) called Scroll moves your message from the bottom to the top of the sign.</p>
<p>Now that the first message is done, we'll enter a second message which contains upper and lowercase characters.</p>		
<p>5</p>	<p>Press PROGRAM again.</p>	
<p>6</p>	<p>Press SELECT.</p>	 <p>The A changes to a question mark (?) after pressing SELECT.</p>
<p>7</p>	<p>Press B.</p>	 <p>"B" is now the file name of your second message. If you pressed A instead of B, you would have written over the first message.</p>

8	Press CURSOR until the sign's cursor is on the bottom line.	 <p>The cursor should end up here.</p>
9	Type <i>T</i> Press CAPS to switch to lowercase letters. Type <i>his is your second message</i>	 <p>Your message should look like this when you're done typing.</p>
10	Press RUN twice.	 <p>THEN</p>  <p>You should notice two things:</p> <ul style="list-style-type: none"> • This message only appears on one line. (This is because the cursor was positioned on the bottom line in Step 8.) • The first message doesn't appear at all. (We'll fix this in the following example.)

Example 2 — Displaying messages in file 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 file name (A, B, C, etc.) in the order you set (C, B, A, for example.) If you do not set the sequence, the messages will appear in alphabetical order.

Step	When you do this...	You see this...
<p>This example continues where Example 1 left off. This example assumes that there are two messages (files A and B) in the sign: File A = <i>THIS IS YOUR FIRST MESSAGE</i> File B = <i>This is your second message</i></p>		
1	Press PROGRAM .	
2	Press RUN .	 <p>TIME (or TIM) or DEMO (or CAN) may also appear here.</p>
3	If <i>RUN</i> appears on the sign, go to the next step. Otherwise, press SELECT until <i>RUN</i> appears.	
4	Press B .	
5	Press RUN .	 <p>THEN</p>
<p>You have just programmed the sign to run <i>only</i> message file B. Next, we'll program the sign to display message B first, then A.</p>		


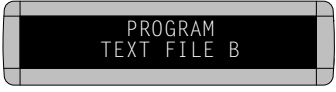

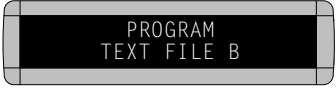
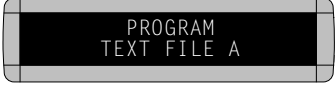
6	Press PROGRAM .	
7	Press RUN .	
8	<p>If <i>RUN</i> appears on the sign, go to the next step.</p> <p>Press SELECT until <i>RUN</i> appears.</p>	
9	Press B , then A .	 <p>The order of these letters determines the order in which messages will appear on a sign. (In this case, message B will appear first, then message A.)</p>
10	Press RUN .	 <p>These two messages will keep being displayed in this order until a new file name order or a new message is entered.</p>
<p>Using this method, you can program the order of some or all of the messages you've entered on a sign.</p>		









Example 3 — Displaying messages in time order

In Example 2, you set the order of messages by file name. 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.







NOTE: Unless a sign has a battery-backed clock, displaying messages in time order will only work so long as a sign is powered. When a sign without a battery-backed clock loses power, its internal clock becomes inaccurate and must be reset (see "Setting a sign's time and date" on page 4).



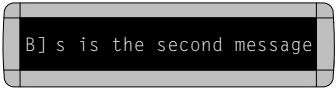
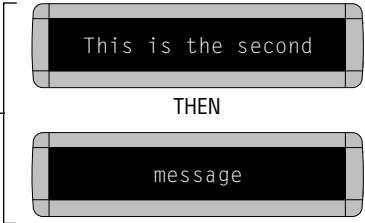
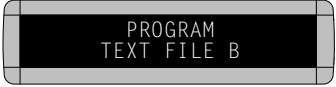



Step	When you do this...	You see this...
	<p>For this example, make sure that your sign's internal clock has been accurately set. (See "Setting a sign's time and date" on page 4.)</p> <p>This example continues where Example 1 left off. This example assumes that there are two messages (files A and B) in the sign: File A = <i>THIS IS YOUR FIRST MESSAGE</i> File B = <i>This is your second message</i></p> <p>In this example, we'll program the sign to display File A on Monday through Friday from 1:10 PM to 2:30 PM. We'll program the sign to always display File B.</p>	
1	Press PROGRAM .	
2	Press SELECT until <i>B</i> appears on the sign.	
3	Hold down SHIFT and press 9 for TIME .	 <p><i>ON ALWAYS</i> is the default setting for a message. A message set to <i>ON ALWAYS</i> will run continuously.</p> <p>Since file B is already set up, we'll go on to file A.</p>
4	Press PROGRAM .	
5	Press SELECT until <i>A</i> appears on the sign.	




6	Hold down SHIFT and press 9 for TIME .	 <p>First, we'll select the <i>ON</i> time or when the message <u>starts</u>.</p>
7	Press D (for day) until <i>MO-FR</i> appears.	 <p>Press D to set the day, H for hour, and M for minute (in 10-minute increments).</p>
8	Press H (for hour) until <i>13:00</i> appears.	 <p>Hours must be represented in 24-hour or military style. So 1:00 PM = 13:00, 2:00 PM = 14:00, etc.</p>
9	Press M (for minute) until <i>13:10</i> appears.	 <p>Minutes are in increments of 10.</p>
10	Press SELECT .	 <p>After setting the <i>ON</i> time, we'll select the <i>OFF</i> time or when the message <u>stops</u>.</p>
11	Repeat Steps 7, 8, and 9 to set an <i>OFF</i> time (a time like 13:20, 13:30, etc.)	
12	Press RUN twice.	<p>This message should appear continuously. — File B</p>  <p>THEN</p>  <p>This message should only appear between the <i>ON</i> and <i>OFF</i> times you set. — File A</p> 

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:

Step	When you do this...	You see this...
<p>This example continues where Example 2 left off. This example assumes that there are two messages (files A and B) in the sign: File A = <i>THIS IS YOUR FIRST MESSAGE</i> File B = <i>This is your second message</i> and that File A, then File B is displayed.</p> <p>In this example, we'll change File A and File B to the following: File A = <i>THIS IS YOUR FIRST MESSAGE, BUT NOW IT'S LONGER</i> File B = <i>This is the second message</i></p>		
1	Press PROGRAM .	
2	Press SELECT until <i>B</i> appears on the sign.	
3	Press ADV until the space after <i>your</i> appears.	 <p>We're going to delete <i>your</i> and replace it with <i>the</i>.</p>
4	Press DELETE until <i>your</i> (and the space after it) are erased.	
5	Press INSERT .	 <p>Text you type now will be inserted here—after the space following <i>is</i>.</p>
6	Type <i>the</i> (and then SPACE).	

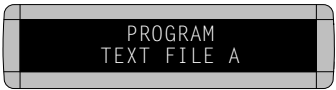
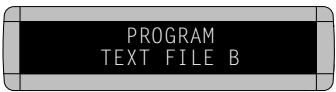

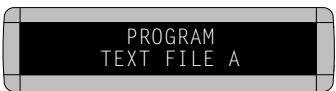
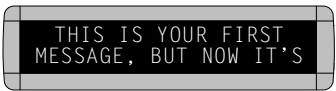

7	Press INSERT to turn text insertion off.	
8	Press ADV until the first few letters of <i>second</i> appear.	 <p style="text-align: center;"><i>the has replaced your</i></p>
9	Press APPEND to go to the end of the message. DON'T OMIT THIS STEP.	
10	Press RUN twice.	<p style="text-align: center;">File B</p> 
Next, we'll add text to the end of File A.		
11	Press PROGRAM .	
12	Press SELECT until <i>A</i> appears on the sign.	
13	Press APPEND .	 <p style="text-align: center;">APPEND takes you to the <u>end</u> of a message.</p>
14	To type a comma, hold down SHIFT and press W .	

15	Press SPACE and then type <i>BUT NOW IT.</i>	
16	To type an apostrophe, hold down SHIFT and press V .	
17	Type <i>S LONGER.</i>	
18	Press RUN twice.	<p data-bbox="420 704 441 753">File A</p> 

Example 5 — Deleting messages

To delete all the messages in a sign, see “Clearing a sign’s memory” on page 5.

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

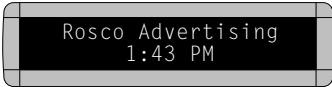
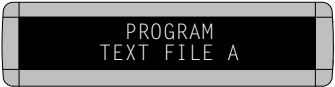
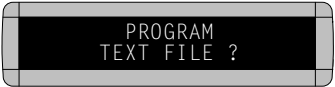


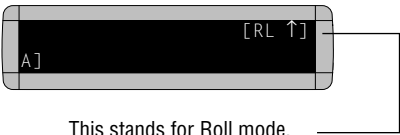
Step	When you do this...	You see this...
<p>This example continues where Example 4 left off. This example assumes that there are two messages (files A and B) in the sign: File A = <i>THIS IS YOUR FIRST MESSAGE, BUT NOW IT'S LONGER</i> File B = <i>This is the second message</i></p> <p>In this example, we'll delete File B.</p>		
1	Press PROGRAM .	
2	Press SELECT until <i>B</i> appears on the sign.	
3	Press DELETE .	
4	Press Y to delete the file.	
5	Press RUN twice.	<div style="display: flex; align-items: center;"> <div style="margin-right: 10px;">File A</div> <div style="margin-right: 10px;">{</div> <div style="margin-right: 10px;">—</div> <div style="margin-right: 10px;">{</div> <div style="margin-right: 10px;">—</div> <div style="margin-right: 10px;">}</div> <div style="margin-right: 10px;">}</div> <div>  THEN  </div> </div>

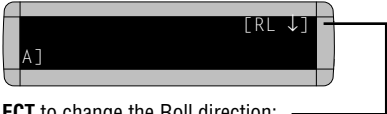





Advanced text messaging







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




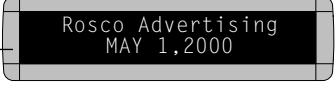
Example 6 — Displaying the time and date

NOTE: Your sign must have a battery-backed clock option installed to keep accurate time. Without this option, a sign's clock will become inaccurate when the sign is turned off.

Step	When you do this...	You see this...
<p>In this example, we'll create a message that continuously displays the current time and date:</p> 		
1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 5 or "Example 5 — Deleting messages" on page 21.)	
2	Press PROGRAM .	
3	Press SELECT .	
4	Press A .	
5	Press CURSOR to set the cursor on the top line.	
6	Hold down SHIFT and press 1 for ROLL .	 <p data-bbox="572 1406 799 1430">This stands for Roll mode.</p>






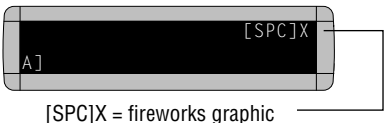
7	<p>Press SELECT to change the Roll direction to ↓</p>	 <p>Press SELECT to change the Roll direction:</p> <p>[RL↑] = Roll up a message [RL↓] = Roll down a message [RL←] = Roll a message to the left [RL→] = Roll a message to the right [RL><] = Roll a message in from both sides of the sign [RL<>] = Roll a message out from the middle of the sign</p>
8	Type T	
9	<p>Using CAPS to switch between uppercase and lowercase letters, type the following:</p> <p><i>he current time at Rosco Advertising</i></p> <p>NOTE: This message is <u>one line</u> of text. Don't use RETURN to put carriage returns in the message.</p>	
10	Press CURSOR until the cursor appears on the bottom line.	
11	Hold down SHIFT and press 1 for ROLL .	
12	Press SELECT until the Roll direction changes to →	 <p>We'll make the <u>time</u> roll to the right.</p>


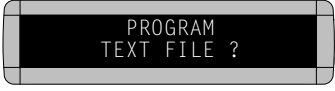







13	Press WIDTH to make wide characters for the time.	 <p>This will display the time in wide letters.</p>
14	Hold down SHIFT and press 9 for TIME .	 <p>This inserts the current time.</p>
15	Hold down SHIFT and press 1 for ROLL . Then press SELECT to until the Roll direction changes to ←	 <p>We'll make the <u>date</u> roll to the left.</p>
16	Press WIDTH to turn off wide characters.	 <p>[SLM] means the following characters won't be wide.</p>
Now we'll put the date into our message.		
17	Press SPECIAL .	
18	Press M .	 <p>Pressing SPECIAL and M inserts the current date into a message.</p>

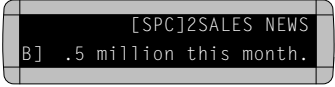




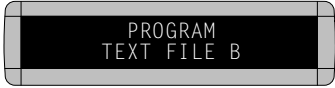
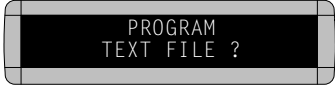



<p>19</p>	<p>Press RUN twice to see the message.</p>	<p><i>The current time at</i> will roll down into line 1 — </p> <p>THEN</p> <p><i>Rosco Advertising</i> will roll down into line 1 — </p> <p>THEN</p> <p>The current <u>time</u> (in wide letters) will roll into line 2 from the left — </p> <p>THEN</p> <p>The current <u>date</u> (in normal letters) will roll into line 2 from the right — </p>
-----------	---	--







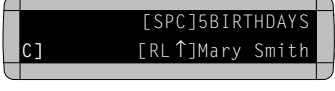


Example 7 — Creating a news program on a sign





Your sign can serve as an electronic bulletin board providing company news on a more timely basis than a traditional printed newsletter.

Step	When you do this...	You see this...
<p>In this example, we'll create a sample company news program using the following format:</p> <div style="text-align: center; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>SALES NEWS Record January sales</p> </div>		
1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 5 or "Example 5 — Deleting messages" on page 21.)	
2	Press PROGRAM .	
3	Press SELECT .	
4	Press A .	
5	Press CURSOR to set the cursor on the top line.	
First, we'll place a fireworks graphic in message file A:		
6	Press SPECIAL .	
7	Press X .	
8	Press RUN twice to see the fireworks graphic. NOTE: In addition to the fireworks graphic, there are several others that you can use in messages. See "Appendix A — Modes, fonts, colors, and graphics on signs" on page 55.	

Next, we'll create sales news in message file B:		
9	Press PROGRAM .	
10	Press SELECT .	
11	Press B .	
12	Press CURSOR to set the cursor on the top line.	
13	Press SPECIAL .	
14	Press 2 .	 <p>[SPC]2 = Snow mode</p>
15	Type <i>SALES NEWS</i>	
16	Press CURSOR .	 <p>The cursor should now be on line 2.</p>
17	Hold down SHIFT and then press 6 for ROTATE .	

18	Using CAPS and SHIFT when needed, type <i>Record July sales -- Widget orders reached 2.5 million this month.</i>	
19	Hold down SHIFT and then press 6 for ROTATE .	
20	Using CAPS and SHIFT when needed, type <i>New manager -- Mary Jones promoted to Eastern Region Sales VP.</i>	
21	Press RUN twice to see what message B looks like.	<p>On a 2-line sign:</p>  <p>SALES NEWS remains on the top line while the rest of the message rotates across the bottom line.</p> <p>On a 1-line sign:</p>  <p>SALES NEWS is pushed off the sign when the rest of the message starts rotating in.</p>
Next, we'll create birthday announcements in message file C:		
22	Press PROGRAM .	
23	Press SELECT .	
24	Press C .	
25	Press CURSOR to set the cursor on the top line.	
26	Press SPECIAL .	

27	Press 5 .	 <p>[SPC]5 = Slide across mode</p>
28	Type <i>BIRTHDAYS</i>	
29	Press CURSOR .	 <p>The cursor should now be on line 2.</p>
30	Hold down SHIFT and then press 1 for ROLL .	
31	Using CAPS and SHIFT when needed, type the first name: <i>Tom Jones</i>	
32	Hold down SHIFT and then press 1 for ROLL .	
33	Using CAPS and SHIFT when needed, type the second name: <i>Mary Smith</i>	
34	Press RUN twice to see the message.	<p>On a 2-line sign:</p>  <p>BIRTHDAYS remains on the top line while the names roll up.</p> <p>On a 1-line sign:</p>  <p>BIRTHDAYS is pushed off the sign when the first name rolls up.</p>

<p>Finally, we'll create the news program by making the message files display one after the other.</p> <p>We'll start the news program with the fireworks (message file A), display people's birthdays (message file C), and then the sales news (message file B).</p>		
35	Press PROGRAM .	
36	Press RUN .	 <p>TIME (or TIM) or DEMO (or CAN) may also appear here.</p>
37	<p>If <i>RUN</i> appears on the sign, go to the next step.</p> <p>Otherwise, press SELECT until <i>RUN</i> appears.</p>	
38	Type the order of the message files: <i>A, C, B</i> .	
39	<p>Press RUN to see the completed news program.</p> <p>First you should see the fireworks (file A), then the BIRTHDAYS (file C), and finally the SALES NEWS (file B). These three message files will keep repeating until you enter a new message or reset their order.</p> <p>NOTE: You can also schedule a message to run at a particular time. For example, you may want to display a message only during lunch time. In this case you might schedule it to run from 11:00 AM to 1:00 PM. (See "Example 3 — Displaying messages in time order" on page 16.)</p>	

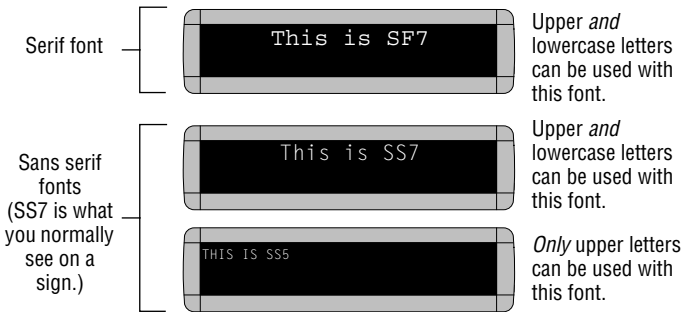
Example 8 — Using fonts

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 is Times — a serif font.

This is Helvetica — a sans serif font.

Depending on what sign you’re using, there may be many or perhaps just a few fonts available. However, most signs have at least one serif font—called [SF7]—and two sans serif fonts—called [SS5] and [SS7]:






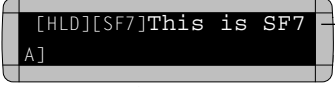

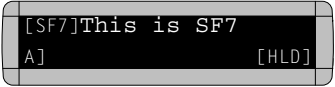



Also, any of the sign’s fonts can be made bold (or wider) by using the **WIDTH** button.

To determine what fonts are available on your sign, see “Appendix A — Modes, fonts, colors, and graphics on signs” on page 55.


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

Using the most common fonts

Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	

4	Press CURSOR to set the cursor on the top line.	 <p>Move the cursor here.</p>
5	Hold down SHIFT and press 5 for HOLD .	
6	Press FONT .	
7	Using CAPS and SHIFT when needed, type <i>This is SF7</i>	 <p>As you type, the font you selected will appear as it will actually be displayed on the sign.</p>
8	Press CURSOR to set the cursor on the bottom line.	 <p>Move the cursor here.</p>
9	Hold down SHIFT and press 5 for HOLD .	
10	Press WIDTH .	 <p>[WID] = wide text</p>
11	Using CAPS and SHIFT when needed, type <i>This is wide SF7</i>	
12	Press WIDTH again.	 <p>[SLM] = slim (or normal) text</p>

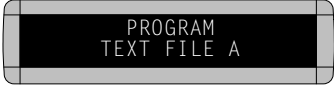




13	Using CAPS and SHIFT when needed, type <i>Normal SF7</i>	
14 Press RUN twice to see what you've typed.		
Now we'll demonstrate the two sans serif fonts—[SS5] and [SS7]:		
15	Press PROGRAM .	
16	Press ADV .	
17	Press CURSOR to set the cursor on the top line.	
18	Hold down SHIFT and press 5 for HOLD .	
19	Press FONT until [SS5] appears.	
20	Type <i>THIS IS SS5</i> (Only uppercase letters can be used with the SS5 font.)	
21	Press CURSOR to set the cursor on the bottom line.	
22	Hold down SHIFT and press 5 for HOLD .	
23	Press FONT until [SS7] appears.	



24	Using CAPS and SHIFT when needed, type <i>This is SS7</i>	
25	Press RUN twice to see what you've typed.	

Using the largest fonts

Once in a while you may want to use very large fonts in order to create a message that fills all the lines of a sign. (On a 1-line sign this always happens because there is only a single line.)

To use the largest fonts available on a sign, position the sign's cursor to the middle of the display and then select the font:

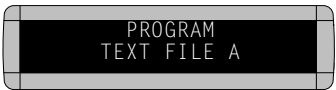







Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 5 or "Example 5 — Deleting messages" on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	
4	Press CURSOR until the sign's cursor moves to the middle.	
5	Select the HOLD mode. (Hold down SHIFT and press 5 .)	
6	Press FONT until the largest font size appears.	 <p data-bbox="391 1325 928 1398">On a Series 4000 sign, [SF16] and [SS16] are the largest fonts. (On a Series 7000 sign, the largest fonts are [SF24] and [SS24].)</p>

7	Type <i>THIS IS BIG!</i>	
8	Press RUN twice to display the message.	

Example 9 — Using colors

If your sign has multiple colors available, then you can use different colors in your message.

NOTE: A sign with a “C” in its name, like 4120C, has color capabilities.

Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	
4	Select SCROLL . (Hold down SHIFT and press 3 .)	
5	Press COLOR until [RB1] (Rainbow 1) is selected. (Each letter will appear in several colors.)	
6	Type <i>This is Rainbow 1</i>	
7	Select SCROLL again.	
8	Press COLOR until [MIX] appears. (Each letter will appear in a different color.)	
9	Type <i>This is MIX</i>	
10	Press RUN twice to see the two colored messages scroll up from the bottom of the display.	





Example 10 — Speeding up and slowing down messages

Signs have the option of speeding up or slowing down how fast messages move. Once you pick a mode, like Rotate, a speed can be selected by selecting **SPEED** on the Remote Control. Then press **SELECT** to change the speed:



Here's an example of how to vary the speed of the Scrolling mode of a message:

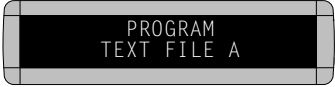




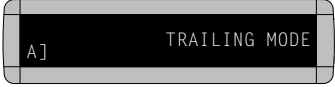
Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 5 or "Example 5 — Deleting messages" on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	
4	Select SCROLL . (Hold down SHIFT and press 3 .)	
5	Select SPEED . (Hold down SHIFT and press 8 .)	[SP4] is the default speed setting.
6	Press SELECT until [SP5] (fast) appears.	
7	Type SCROLL = SPEED 5	

8	Select SCROLL again.	
9	Select SPEED again.	
10	Press SELECT until [NHL] appears. (No Hold = very fast.)	
11	Type <i>SCROLL = NO HOLD</i>	
12	Press RUN twice to see your message. The first part of the message should scroll up slowly, and the second part of the message should scroll up without pausing at all.	

Example 11 — Special effects with modes (Trailing modes)

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 not be used as a trailing mode: Condensed Rotate, Scroll, Slide, Snow, and Spray.


Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	
4	Hold down SHIFT and press 4 for FLASH.	
5	Type <i>ATTENTION!</i>	
6	Hold down SHIFT and press 1 for ROLL.	
		This is the trailing mode. Roll “trails” the first mode, Flash.
7	Type <i>TRAILING MODE</i>	
8	Press RUN twice to see trailing mode in action. <i>ATTENTION!</i> should flash and then roll up the screen.	

Example 12 — International characters



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



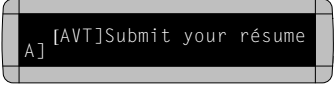
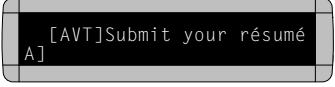
NOTE: International characters can not be used with the small [SS5] font.

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

											
Base Characters	(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	õ	û	Ÿ	?	!	£
	á	C	è	ì	N	ò	U	y			¥
	Ä	c	è	l	n	Ö	ú				f
	Å		É	i		ó	U				\$
	æ		E			ö	u				
	Æ		e			Ó					
	á					o					
	ä										
	A										
a											

The following example shows how to use international characters in a message:

Step	When you do this...	You see this...
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	
3	Press ADV .	

4	Using CAPS and SHIFT when needed, type <i>Submit your re</i>	
5	Press SELECT until <i>é</i> appears.	
6	Type <i>sume</i>	
7	Press SELECT until <i>é</i> appears.	
8	Press RUN twice to see your message.	

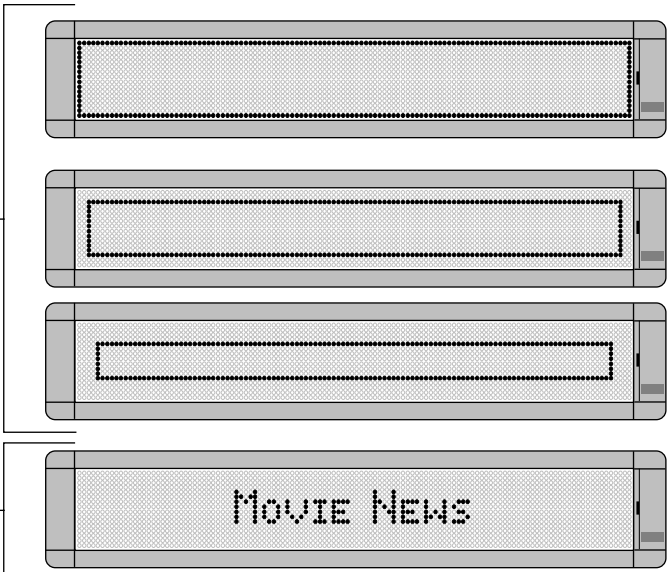
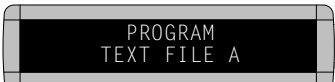
Graphics


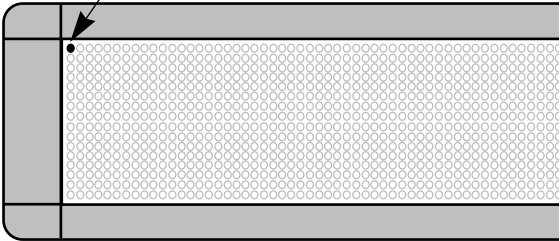
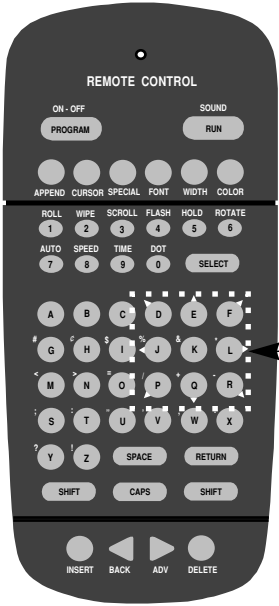
In addition to pre-programmed or “canned” graphics (see “Animations available on signs” on page 57), you can create your own custom graphics using DOTS files.

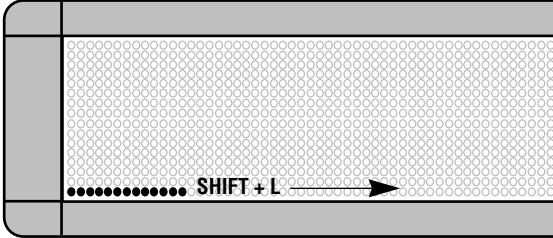
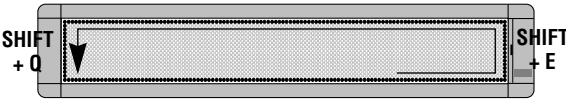


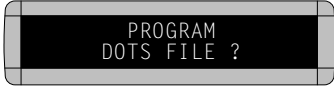
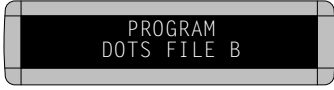
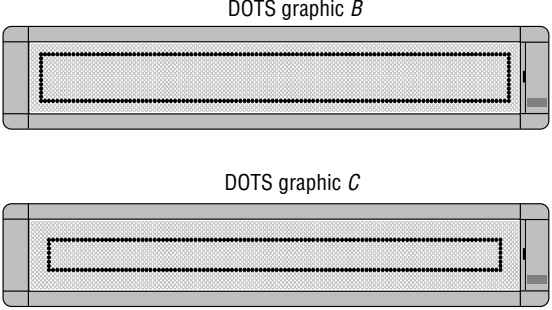
You can display a DOTS graphic that you create either by itself or with text.

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.

Example 13 — Creating a movie marquee

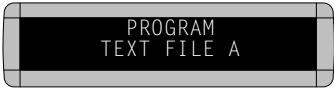
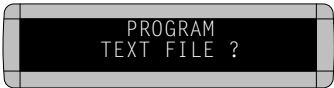






Step	When you do this...	You see this...
	<p>In this example, we'll create three graphics (or DOTS files) and combine them with text to make a flashing marquee:</p> <p>First you'll create these three graphics files (called DOTS files A, B, C).</p> <p>Then this text will be added after the three graphic files.</p>	
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	

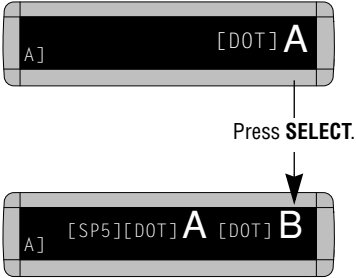
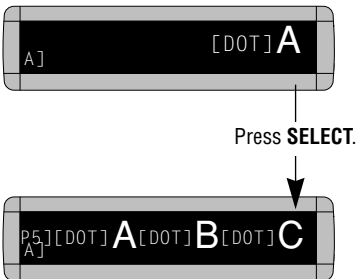




<p>3</p>	<p>Press BACK.</p>	 <p>The name of your first DOTS graphics is <i>A</i>. (The second one will be named <i>B</i> and the third one <i>C</i>.)</p>
<p>4</p>	<p>Press ADV.</p>	 <p>The blinking DOTS cursor keeps track of where you're drawing.</p>
<p>5</p>	<p>Press Q until the DOTS cursor is on the bottom.</p>	 <p>Press Q to move the DOTS cursor here.</p> <p>These keys <i>move</i> the DOTS cursor.</p> <p>Also, you can <i>draw</i> (or erase) dots when you hold down SHIFT and press one of these keys.</p>





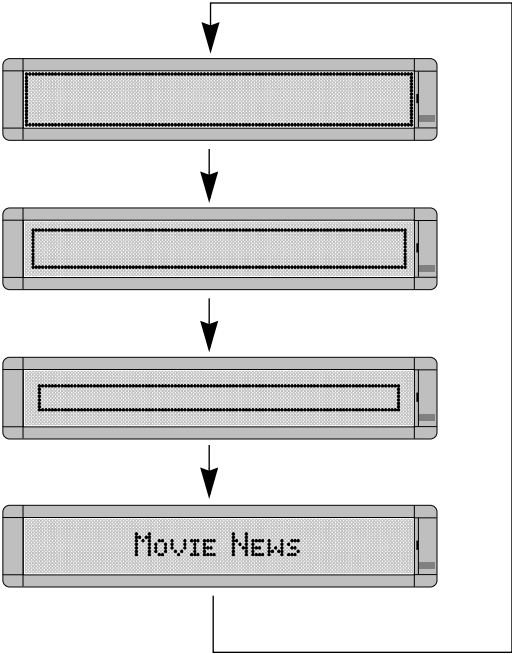
<p>6</p>	<p>Hold down SHIFT and press L to draw a line across the entire bottom of the display.</p>	
<p>7</p>	<p>Complete DOTS graphic A by using E, J, and Q. NOTE: Remember: hold down SHIFT with these keys to actually draw.</p>	
<p>8</p>	<p>Press RUN.</p>	
<p>9</p>	<p>Then press Y to save graphic A.</p>	
<p>10</p>	<p>Press SELECT until a question mark appears.</p>	
<p>11</p>	<p>Type <i>B</i> as the name of the next graphics file.</p>	
<p>12</p>	<p>Repeat the previous steps to draw graphics <i>B</i> and <i>C</i>. (Both are just smaller versions of graphic <i>A</i>.)</p>	

NOTE:

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 just created.

13	Return to the PROGRAM TEXT FILE display. (Press BACK .)	
14	Press SELECT until a question mark appears.	
15	Press A .	
16	Press CURSOR until the cursor is in the <u>middle</u> of the display.	
17	Hold down SHIFT and press 4 for FLASH.	
18	Hold down SHIFT and press 8 for SPEED.	
19	Press SELECT until [SP5] appears. (This is the fastest speed.)	
20	Insert the first DOTS graphic you created (file A) by holding down SHIFT and pressing 0 .	 <p data-bbox="458 1263 818 1312">The letter A is the name of the graphic file. (Don't worry if it's a large letter like this.)</p>

<p>21</p>	<p>Insert the second DOTS graphic by holding down SHIFT and pressing 0 again.</p> <p>Then press SELECT until the letter <i>B</i> appears.</p>	
<p>22</p>	<p>Insert the final DOTS graphic by holding down SHIFT and pressing 0 again.</p> <p>Then press SELECT until the letter <i>C</i> appears.</p>	
<p>Now we'll add the message <i>Movie News</i> after the three graphics:</p>		
<p>23</p>	<p>Press FONT until [SS7] appears.</p>	
<p>24</p>	<p>Type the letter <i>M</i></p>	
<p>25</p>	<p>Press FONT until [SS5] appears.</p>	
<p>26</p>	<p>Type <i>ovie</i> and then press SPACE.</p>	

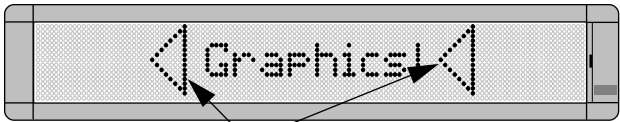


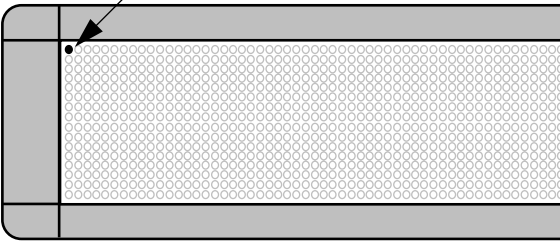
27	Press FONT until [SS7] appears.	
28	Type the letter <i>N</i>	
29	Press FONT until [SS5] appears.	
30	Type <i>ews</i>	
31	Press RUN twice to watch the marquee you created.	

Example 14 — Using multi-line graphics





The graphics you create will normally use all the lines of a display. For example, a graphic created in a 2-line sign will typically use 2 lines, a graphic created in a 3-line sign will typically use 3 lines, etc.

Multi-line graphics are easy to create and use. After you create a graphic, simply place it in a text message in which the cursor is set to the fill position (see “Appendix B — Understanding the cursor and line positions” on page 59).

Combining text with a graphic is a little more complicated because you have to make the graphic small using a special technique shown in this example:

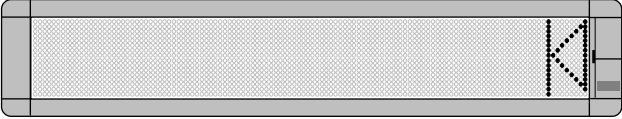
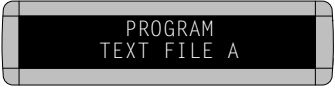
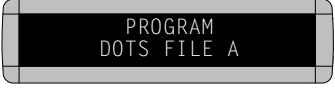


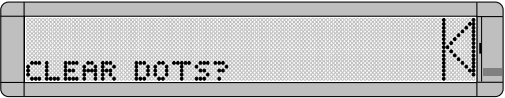

Step	When you do this...	You see this...
<p>In this example, we'll use a 2-line graphic and use it with a text message:</p>  <p>This small graphic is used twice in this example.</p>		
1	Delete all the messages currently stored in the sign. (See “Clearing a sign’s memory” on page 5 or “Example 5 — Deleting messages” on page 21.)	
2	Press PROGRAM .	
3	Press BACK .	 <p>The name of your DOTS graphics will be A.</p>
4	Press ADV .	 <p>The blinking DOTS cursor keeps track of where you're drawing.</p>

<p>5</p>	<p>Press 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 8 dots between the vertical line and the end of the sign.</p>	
<p>6</p>	<p>Draw the following graphic using the keys indicated.</p>	
<p>7</p>	<p>Press RUN twice.</p>	
<p>8</p>	<p>Press BACK until PROGRAM TEXT FILE appears.</p>	
<p>9</p>	<p>Press SELECT until a question mark appears.</p>	
<p>10</p>	<p>Press A.</p>	
<p>11</p>	<p>Hold down SHIFT and press 6 for ROTATE.</p>	

<p>12</p>	<p>Hold down SHIFT and press 0 to insert your DOTS graphic.</p>	 <p>The <i>A</i> is the file name of your DOTS graphic.</p>
<p>13</p>	<p>Using CAPS and SHIFT when necessary, type <i>Graphics!</i> (Place a space before and after <i>Graphics!</i>)</p>	
<p>14</p>	<p>Hold down SHIFT and press 0 to insert your DOTS graphic again.</p>	
<p>15</p>	<p>Press RUN twice to see your graphic and text message move across the sign.</p>	

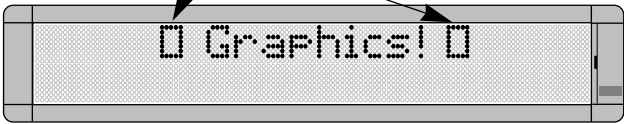


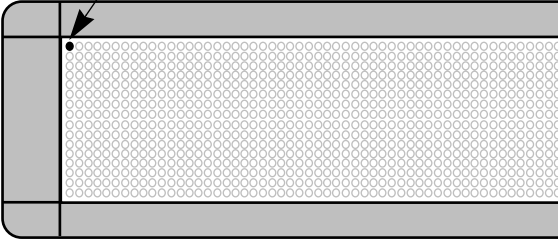
Example 15 — Deleting a graphic

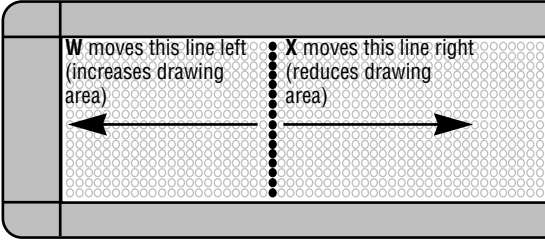
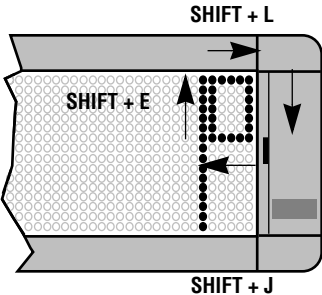
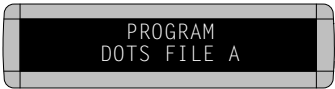
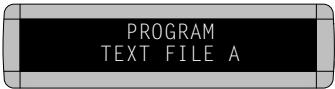
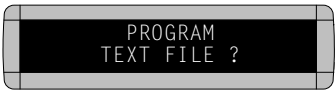


If you want to delete an entire DOTS graphic file, use this example as a guide:


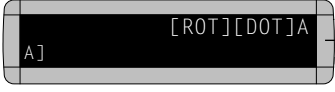



Step	When you do this...	You see this...
<p>This is a continuation of the previous example.</p> <p>It assumes that the following is a graphic in DOTS file A:</p>  <p>This is the DOTS graphic used in “Example 14 — Using multi-line graphics” on page 48.</p>		
1	Press PROGRAM .	
2	Press BACK .	
3	Press SELECT .	
4	Type the letter of the graphic you want to delete. (In this case, type A.)	
5	Press Z .	
6	Press Y to delete the graphic. (Or N if you don't want to delete it.)	
7	Press RUN four times to return to normal operation.	

Example 16 — Using 1-line graphics

Graphics normally use the entire height or lines in a display. Unless you're using a 1-line sign like an ALPHA 215, using a 1-line graphic with text is a little tricky. However, in a multi-line sign like an ALPHA 4120, you can use 1-line graphics by "fooling" the sign:

Step	When you do this...	You see this...
<p>In this example, we'll create a 1-line graphic and use it with a text message:</p> <p>This is a 1-line graphic that is used twice in this message.</p> 		
1	Delete all the messages currently stored in the sign. (See "Clearing a sign's memory" on page 5 or "Example 5 — Deleting messages" on page 21.)	
2	Press PROGRAM .	
3	Press BACK .	 <p>The name of your DOTS graphics will be A.</p>
4	Press ADV .	 <p>The blinking DOTS cursor keeps track of where you're drawing.</p>

<p>5</p>	<p>Press 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>W moves this line left (increases drawing area)</p> <p>X moves this line right (reduces drawing area)</p>
<p>6</p>	<p>Draw the following graphic using the keys indicated.</p>	 <p>SHIFT + L</p> <p>SHIFT + E</p> <p>SHIFT + J</p> <p>SHIFT + Q</p> <p>The graphic should be 7 dots high.</p>
<p>7</p>	<p>Press RUN twice.</p>	
<p>8</p>	<p>Press BACK until PROGRAM TEXT FILE appears.</p>	
<p>9</p>	<p>Press SELECT until a question mark appears.</p>	
<p>10</p>	<p>Press A.</p>	
<p>11</p>	<p>Press CURSOR until the cursor is on the top line.</p>	 <p>Move the cursor to the top line. _____</p>

12	Hold down SHIFT and press 6 for ROTATE.	
13	Hold down SHIFT and press 0 to insert your DOTS graphic.	 <p data-bbox="391 441 766 467">The A is the file name of your DOTS graphic.</p>
14	Using CAPS and SHIFT when necessary, type <i>Graphics!</i> (Place a space before and after <i>Graphics!</i>)	
15	Hold down SHIFT and press 0 to insert your DOTS graphic again.	
16	Press RUN twice to see your graphic and text message move across the sign.	

Appendixes

Appendix A — Modes, fonts, colors, and graphics on signs

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. Fonts are the size and shape of text characters. Animations are preset moving graphics which can be included with the message. For example, included in the birthday announcement, you could insert the balloon animation.

Modes available on signs

Signs	Modes																											
	Roll								Rotate																			
	[AUT] = Automode	[F.LS] = Flash	[HLD] = Hold	[SPC]3 = Interlock	[RL] = Roll: Up, Down, Left, or Right	[RL <>] = Roll In (horizontal)	[RL <>] = Roll Out (horizontal)	[RL <>] = Roll In (vertical)	[RL <>] = Roll Out (vertical)	[ROT] = Rotate Standard	[CRT] = Rotate Condensed	[SCR] = Scroll	[SPC]5 = Slide	[SPC]5 = Cycle Color Mode	[SPC]2 = Snow	[SPC]1 = Sparkle	[SPC]6 = Spray	[SPC]6 = Cycle Color Mode	[SPC]7 = Starburst	[SPC]4 = Switch	[SPC]4 = Switch (half the display)	[SPC]0 = Twinkle	[WI] = Wipe: Up, Down, Left, or Right	[WI <>] = Wipe In (horizontal)	[WI <>] = Wipe Out (horizontal)	[WI <>] = Wipe In (vertical)	[WI <>] = Wipe Out (vertical)	
200 Series	●	●	●	●	●	●	●			●	●	●	●		●	●		●	●			●	●	●	●			
Alpha 220C	●	●	●	●	●		●	●		●	●	●	●	●	●	●		●	●	●	●	●	●	●			●	●
300 Series	●	●	●	●	●	●	●			●	●	●	●		●	●		●	●			●	●	●	●			
Alpha 420	●	●	●	●	●		●	●		●	●	●	●	●	●	1	1	●		●	●	●	●	●			●	●
4000 Series	●	●	●	●	●	●	●			●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●		
7000 Series	●	●	●	●	●	●	●			●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●		
Big Dot	●	●	●	●	●	●	●			●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●		
Solar Series	●	●	●	●	●	●	●			●	●	●	●		●	●	●	●	●	●	●	●	●	●	●	●		

1. The “Spray” mode is not available for the Alpha 420 Series, however it is an option in the ALPHA Messaging Software. If selected for an Alpha 420 sign, the “Cycle Color Mode” will be used.

Fonts and colors available on signs

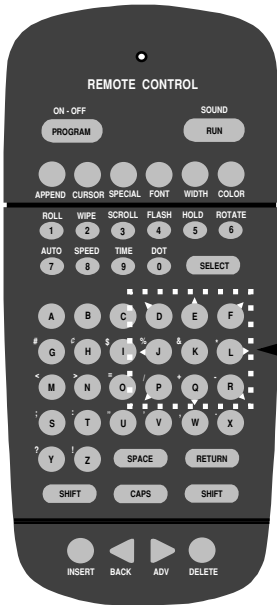
Signs	Available Fonts	Available Colors for Sign
200 Series	[SS7] = 7 row sans serif [SF7] = 7 row serif [SS5] = 5 row sans serif [WID] = Wide (bold) fonts	8
220 C Series	[SS5] = 5 slim [SS7] = 7 slim [SRF] = 7 fancy slim [ST5] = 5 stroke [ST7] = 7 stroke [STF] = 7 fancy stroke [WD5] = 5 wide [WD7] = 7 wide [WDF] = 7 fancy wide [WS5] = 5 stroke - wide [WS7] = 7 stroke - wide [WSF] = 7 fancy stroke - wide [SDS] = 7 shadow [SDF] = 7 fancy shadow	3
300 Series	[SS7] = 7 row sans serif [SF7] = 7 row serif [SS5] = 5 row sans serif [WID] = Wide (bold) fonts	8
Alpha 420C	[SS5] = 5 slim [SS7] = 7 slim [SRF] = 7 fancy slim [ST5] = 5 stroke [ST7] = 7 stroke [STF] = 7 fancy stroke [WD5] = 5 wide [WD7] = 7 wide [WDF] = 7 fancy wide [WS5] = 5 stroke wide [WS7] = 7 stroke wide [WSF] = 7 fancy stroke wide [SDS] = 7 shadow [SDF] = 7 fancy shadow	3
Alpha 420R	[SS5] = 5 slim [SS7] = 7 slim [SRF] = 7 fancy slim [ST5] = 5 stroke [ST7] = 7 stroke [STF] = 7 fancy stroke [WD5] = 5 wide [WD7] = 7 wide [WDF] = 7 fancy wide [WS5] = 5 stroke wide [WS7] = 7 stroke wide [WSF] = 7 fancy stroke wide	3
Big Dot	[SS7] = 7 row sans serif [SF7] = 7 row serif [SS5] = 5 row sans serif [WID] = Wide (bold) fonts	8

Solar Series	[SS24] = 24 row sans serif [SF24] = 24 row serif [SS15/16] = 15 row sans serif [SF15/16] = 15 row serif [SS7] = 7 row sans serif [SF7] = 7 row serif [SS5] = 5 row sans serif [WID] = Wide (bold) fonts [32H] = 7 high slim [3AH] = 16 thick high fancy characters	2
---------------------	---	---

Animations available on signs

Signs	Special + 8 = Welcome	Special + 9 = Slot Machine	Special + A = News Flash	Special + B = Trumpet Playing Music	Special + S = Thank you	Special + U = No Smoking	Special + V = Don't Drink and Drive	Special + W = Running Animal	Special + W = Fish	Special + X = Fireworks	Special + Y = Balloon	Special + Y = Turbo Car	Special + Z = Cherry Bomb
200 Series	●	●			●	●	●	●		●		●	●
Alpha 220C	●	●	●	●	●	●	●		●	●	●		●
300 Series	●	●			●	●	●	●		●		●	●
Alpha 420	●	●	●	1	1	●	2		●	●	●		●
4000 Series	●	●			●	●	●	●		●		●	●
7000 Series	None available												
Big Dot	●	●			●	●	●	●		●		●	●
Solar Series	●	●			●	●	●	●		●		●	●
1. If the “Trumpet” animation is selected in the ALPHA Messaging Software for an Alpha 420 sign, the “Thank You” animation will be displayed. The “Trumpet” animation is available for the Alpha 420 Series using the Remote Control.													
2. The “Don’t Drink and Drive” animation is not available for the Alpha 420 sign, however it is an option in the ALPHA Messaging Software. If selected for an Alpha 420 sign, no animation will be displayed.													

How to create a graphic



1. Press **PROGRAM** and then **BACK**:



2. Next, press **ADV**. The DOTS cursor will be in the upper left hand corner of the sign.

3. Use the direction keys (D, E, F, etc.) to move the DOTS cursor in the direction indicated by the white arrows.

4. To draw a line, hold down **SHIFT** while pressing one of the direction keys. For example, to draw a diagonal line, hold down the **SHIFT** while pressing **R**.

5. When you're done, press **RUN** twice.

6. Press **BACK** until this display appears:



7. Press **SELECT** and then a letter, like **A**:



8. Enter the DOTS file. For example, hold down **SHIFT** and press **6** for ROTATE. Then hold down **SHIFT** and press **0** for DOT:



9. Press **RUN** twice to display the graphic.


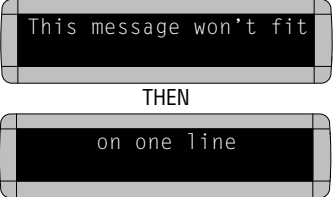

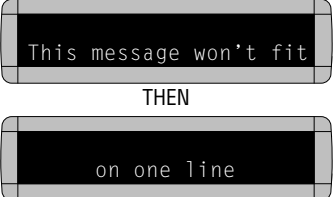




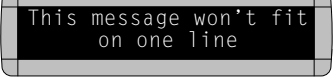
Appendix B — Understanding the cursor and line positions

This appendix applies to multi-line and not single line signs.

The cursor is where text or graphics will appear on a sign and is represented by a colon (:) on the sign. Press the **CURSOR** key to change the cursor position.

Where the cursor is positioned will have an effect on how a text and graphics (see the examples in the “Graphics” section) appear on a sign.

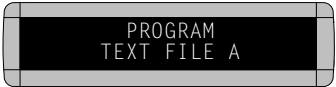

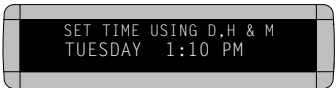

The following shows how cursor position affects how *text* appears:

	Cursor position	How text will appear (on a 2-line Series 4120)
Top		 <p>THEN</p>
Bottom		 <p>THEN</p>
Middle		 <p>THEN</p> <p>If large text like this appears,</p>  <p>use FONT to reduce the font size.</p>
Fill		

Appendix C — Sign diagnostic test

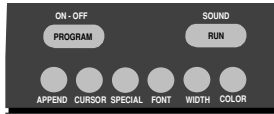
Your sign can do a self test to determine if all the LEDs (or incandescent lights) are working properly.

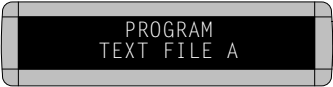
For all signs . . .

Step	When you do this...	You see this...
1	Press PROGRAM .	
2	Press BACK until SET TIME AND DAY or SET TIME appears.	
3	Press ADV .	
4	Type <i>TEST</i> or type <i>TESTR</i> NOTE: Typing <i>TEST</i> deletes all messages in the sign. However, if you type the letter <i>R</i> immediately after typing <i>TEST</i> , your messages will be preserved.	 THEN A series of test displays will appear.
56	Press PROGRAM to exit the self-test mode.	

Quick Reference Card

Message control keys



PROGRAM	<p>To turn the sign on or off, hold down SHIFT and then press PROGRAM.</p> <p>To enter messages, set the date and time, clear memory, etc., press PROGRAM and then:</p> <div style="text-align: center;">  </div> <p style="text-align: center;">OR</p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>Press BACK to select one of the following:</p> <p>DOTS FILE A — press ADV to create a graphic. SET TIME AND DAY — press ADV to set the time and day. SET DATE — press ADV to set the date. SET SERIAL ADDRESS — press ADV to set the sign's address. SET PASSWORD — press ADV to set a password to prevent someone from changing the sign's text.</p> </div> <div style="width: 45%; text-align: right;"> <p>Press ADV to enter a message in file A.</p> </div> </div>
RUN	Press twice to exit PROGRAM mode.
APPEND	When editing text, this takes you to the end of a message.
CURSOR	See "Appendix B — Understanding the cursor and line positions" on page 59.
SPECIAL	Used to set various text modes. (See "Display modes and special keys" on page 62.)
FONT	Changes the font—[SF7], [SS5], or [SS7]—used in a message. (See "Example 8 — Using fonts" on page 31.)
WIDTH	Changes the width of a font. Text that appears after [WID] will look bold. To return to normal text, press WIDTH again and [SLM] will appear. (See "Example 8 — Using fonts" on page 31.)
COLOR	Changes the color of text.

Display modes and special keys



ROLL	Hold down SHIFT and press 1 to use the Roll mode in a message. Use SELECT to change the direction of the roll.
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	Hold down SHIFT and press 3 to use the Scroll mode in a message.
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	Hold down SHIFT and press 6 to use the Rotate mode in a message.
AUTO	Hold down SHIFT and press 7 to use the Auto mode in a message.
SPEED	Hold down SHIFT and press 8 to change the Speed 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	Press SPECIAL and then M to include the date in a message.
Twinkle	Press SPECIAL . Then press 0 .
Sparkle	Press SPECIAL . Then press 1 .
Snow	Press SPECIAL . Then press 2 .
Interlock	Press SPECIAL . Then press 3 .
Switch	Press SPECIAL . Then press 4 .
Slide Across	Press SPECIAL . Then press 5 . Note: On the ALPHA 220C, this mode is not available. Cycle Color is used.
Spray	Press SPECIAL . Then press 6 .
Starburst	Press SPECIAL . Then press 7 .
Carriage return	Press RETURN .
Half space	Hold down SHIFT and then press SPACE .
Temperature	Press SPECIAL . Then press T . Press SELECT to change between Celsius and Fahrenheit. (The Temperature option is not available on all signs.)