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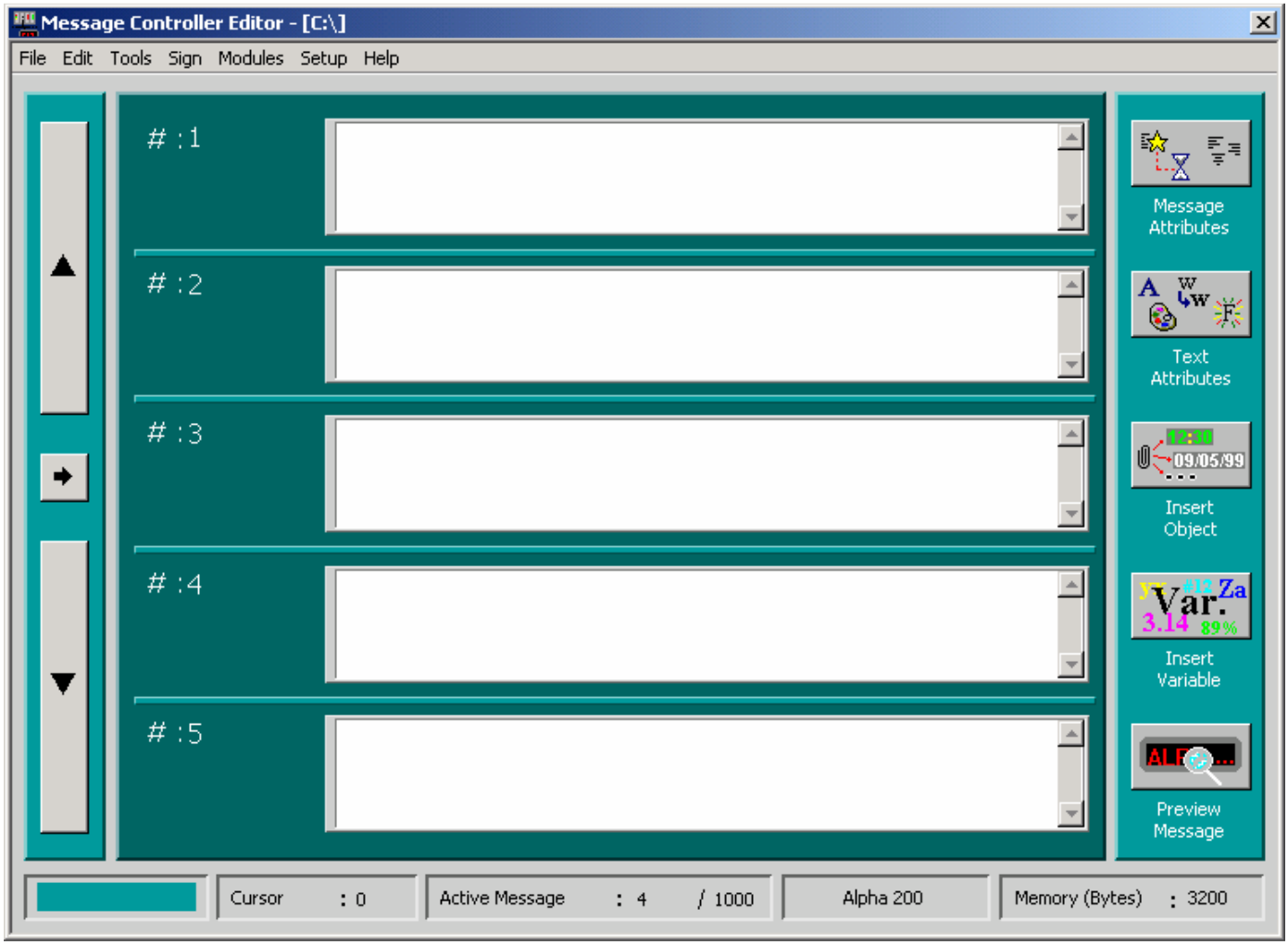
Adaptive Micro Systems Europe

Message Controller Editor



Adaptive Micro Systems Europe
25 rue Irène Joliot Curie – F38320 EYBENS
Tel. +33 4 76 14 76 00 – Fax +33 4 76 14 75 70
E-mail: ams-e@ams-e.com - http://www.ams-e.com

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Siège européen/European headquarters :

Adaptive Micro Systems Europe
25, rue Irène Joliot-Curie - F38320 EYBENS
+33 4 76 14 76 00 - Fax : +33 4 76 14 75 70
http://www.ams-e.com ams-e@ams-e.com

Filiale allemande/German subsidiary :

Adaptive Micro Systems Deutschland GmbH
Lebacher Str.4 - D66113 Saarbrücken
+49 681 9963 117 - Fax : +49 681 9963 111
licata@ams-e.com

Siège américain/American headquarters:

Adaptive Micro Systems Inc.
7840 N. 86th Street - Milwaukee, WI 53224 - USA
1 414 357 2020- Fax : 1 414 357 2029
www.adaptivedisplays.com

User Guide

ALPHA

Message Controller Editor

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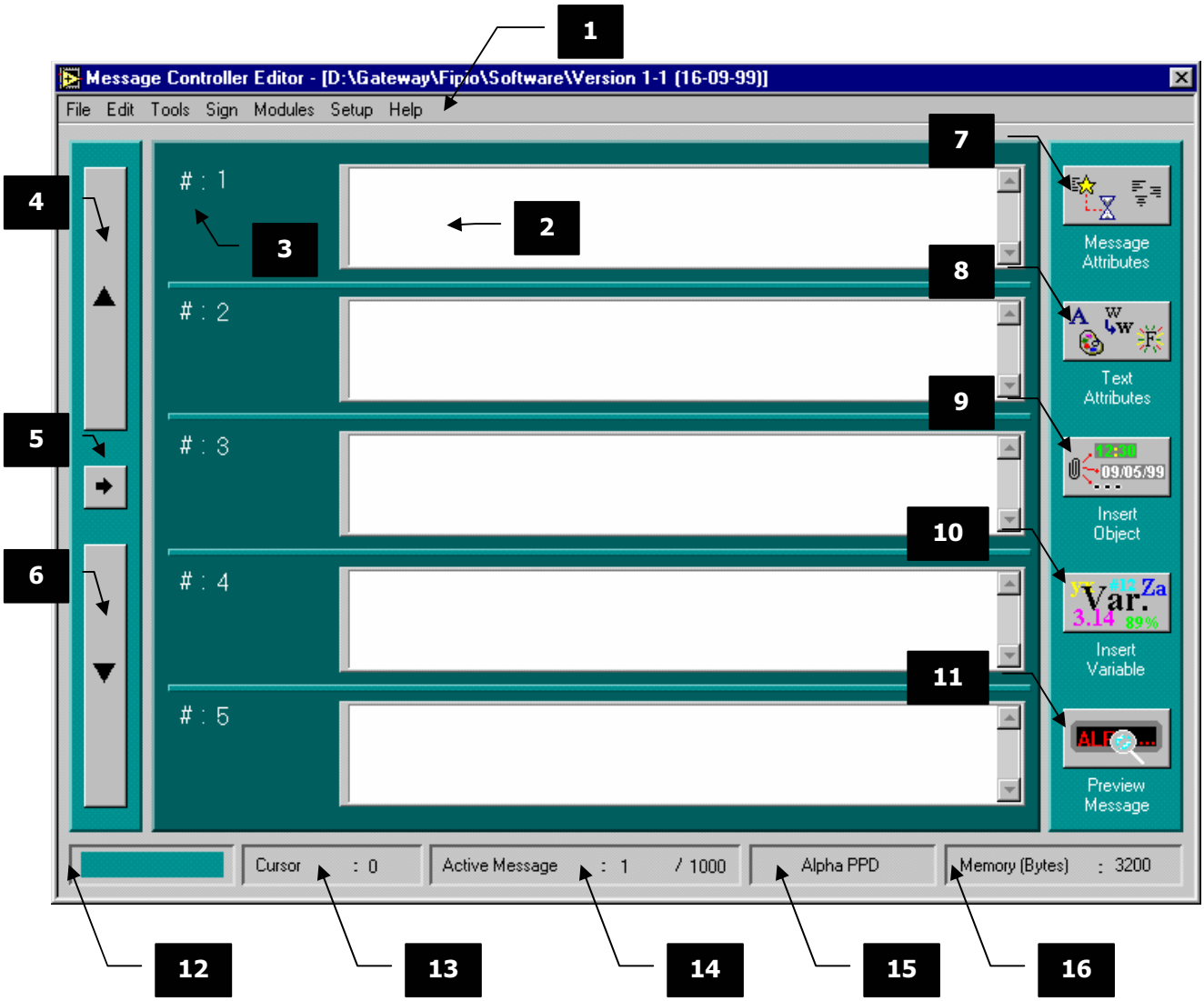
1- Working environment description

This is what will appear on your PC screen each time you start the software "Message Controller Editor" :



#	Description
1	Application main menu
2	Editing region for message X. Contains alphanumerical characters and objects such as control codes, variables, …
3	Message « X » identification number
4	Button used to display the 5 previous messages
5	Button used to jump to a specific message
6	Button used to display the 5 next messages
7	Button used to format the current message (position, display mode, display timing, justification)
8	Button used to choose the style of the text contained in the current message (font, color, size…)

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9	Button used to insert an object (such as time or date) in the current message
10	Button used to insert a variable in the current message
11	Button used to preview the current message (available if the ALPHA™ sign is directly connected to the PC)
12	Application status bar
13	Indication of current cursor position
14	Indication of current message
15	Indication of current sign model
16	Indication of current sign memory size

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2- Main menu description

2.1- "FILE" Menu

	Description
New	Create a new project, which induces : • Initialization of message data base • Initialization of variable data base • Initialization of the ALPHA™ sign model used • Initialization of general software operating parameters
Open ...	Open an existing project
Save	Save the current project
Save As ...	Save the current project using a new name
Print to File ...	Print all the messages and the descripton of the variables used into a *.TXT file
Exit	Exit application

2.2- "EDIT" Menu

	Description
Cut	Delete the selected text and place it on the clipboard
Copy	Copy the selected text to the clipboard
Paste	Insert the contents of the clipboard at the selected place in the current message
Cut Messages	Delete a group of messages and place them on the clipboard
Copy Messages	Copy a group of messages to the clipboard
Paste Messages	Insert the messages on the clipboard into the work space
Clear Messages	Clear the contents of the text region of a group of messages
Background Message	Access to the Background message. This message is displayed by default on ALPHA™ sign when no message is activated. The Background message is assigned to message #0000 & #1000

2.3- "TOOLS" Menu

	Description
Message Syntax Check	Check the syntax of all messages

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2.4- "SIGN" Menu

Description	
Transfer	Directly transfer the messages data base and variables data base to the ALPHA™ sign
Clear Memory	Clear and re-initialize ALPHA™ sign memory
Send Time	Synchronizes the ALPHA™ sign time with the PC
Send Date	Synchronizes the ALPHA™ sign date with the PC
Set Speaker	Activate or Desactivate the ALPHA™ sign speaker
Set Model	Select the ALPHA™ sign model to which the messages will be sent

2.5- "MODULES | FIP I/O" Menu

Description	
Set Max Running Message	Set up the maximum number of messages that can be displayed simultaneously on the ALPHA™ sign
Set Connection Mode	Set "FIP I/O Message Controller" interface to Programmation connection mode
Transfer	Transfer the useful data to "FIP I/O Message Controller" interface

2.6- "SETUP | SERIAL PORT" Menu

Description	
COM1	Select COM1 serial port
COM2	Select COM2 serial port
COM3	Select COM3 serial port
COM4	Select COM4 serial port

2.7- "Help" Menu

Description	
About	Activate "About" dialog box

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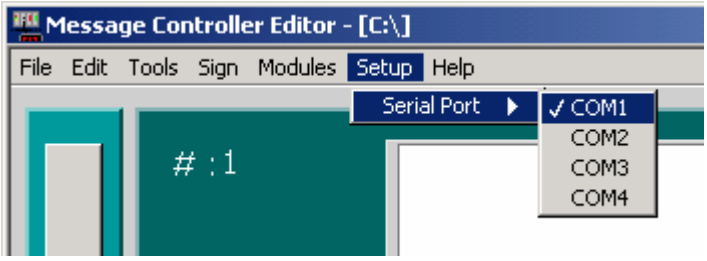
3- Set up of working environment

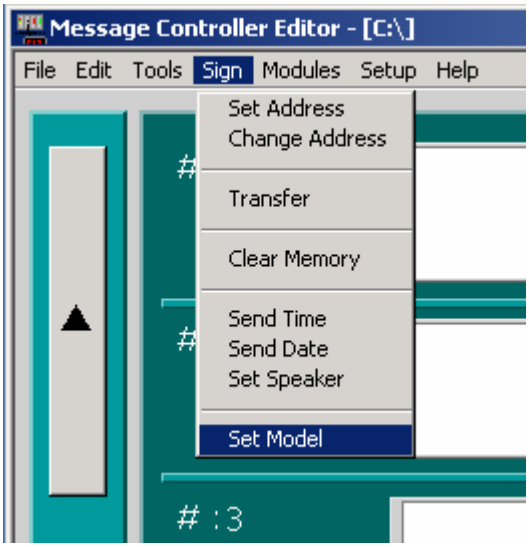
3.1- Select serial port

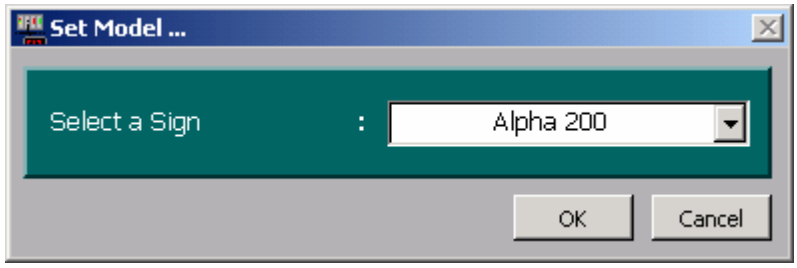
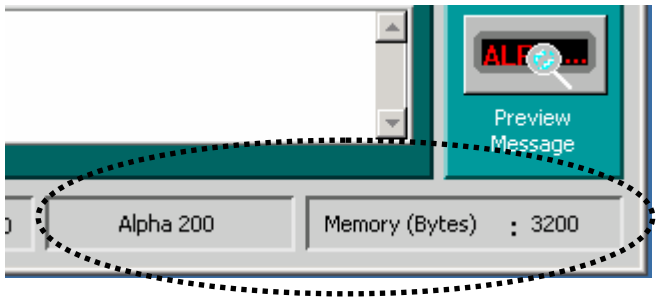
You must select a serial port before transmitting data to the ALPHA™ sign.

Step	Description
1	Select the option **Serial Port** from the **SETUP** menu and choose your serial port. 

3.2- Select the sign model

It is essential to define the ALPHA™ sign model used in your application. The memory size differs from one sign model to another, and this determines the maximum length of your messages.

Step	Description
1	Select the option **Set Model** from the **SIGN** menu. 

2	The following window will appear: 
3	Select the ALPHA™ sign model then click on **OK** to validate
4	The selected model will appear in the status bar: 

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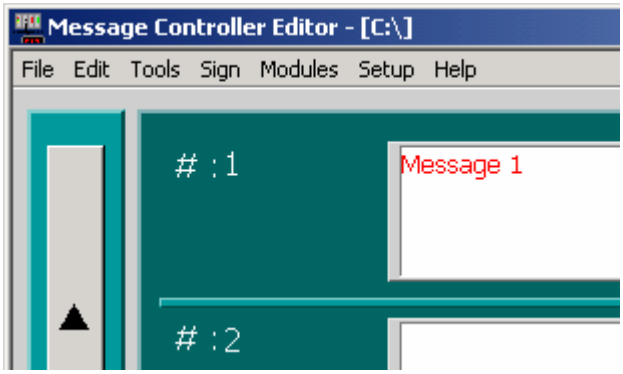
4- Editing messages

4.1- Enter message text

Step	Description
1	Place the cursor on the selected region then enter your text. As long as the cursor is in this region, the text appears in red. The characters [ ] and { } are used to delimit the control codes and cannot be used in text 

4.2- Insert MESSAGE attributes

Four essential attributes define how a message will be displayed:

Attribute	Selection	Description
Position	Top	The message is displayed on **top** line of the sign. On a 2 line sign, this option allows simultaneous display of 2 different messages on the same page
	Bottom	The message is displayed on **bottom** line of the sign. On a 2 line sign, this option allows simultaneous display of 2 different messages on the same page
	Middle	The message is displayed on **middle** line of the sign
	Fill	The message is displayed to fill **all** the sign. This option allows automatic distribution of the message on the entire page
Mode	Automode	Message appears on the sign with a random mode
	Flash	Message flashes on the sign
	Hold	Message is static on the sign
	Interlock	
	Rotate Left	Message rotates from right to left

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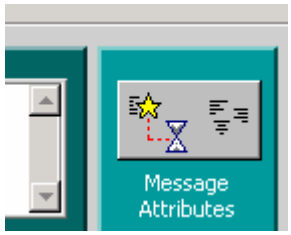
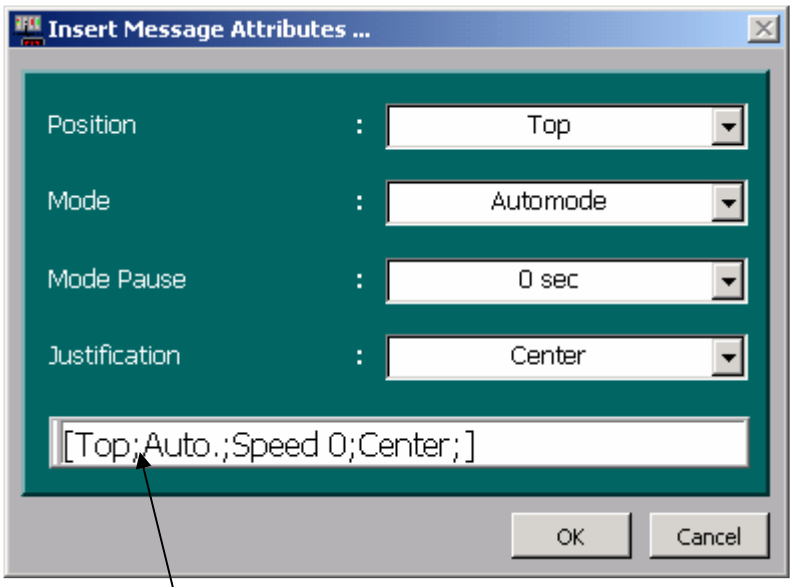
Mode	Rotate C.	
	Roll Up	
	Roll Down	
	Roll Left	
	Roll Right	
	Roll In	
	Roll Out	
	Scroll Up	Message rotates from bottom to top
	Slide	
	Snow	
	Sparkle	
	Starburst	
	Switch	
	Twinkle	
	Wipe Up	
	Wipe Down	
	Wipe Left	
	Wipe In	
	Wipe Out	
Mode Pause	Speed 0	Message page(s) will be displayed at maximum speed
	Speed 1	Message page(s) will be displayed at speed 1
	Speed 2	Message page(s) will be displayed at speed 2
	Speed 3	Message page(s) will be displayed at speed 3
	Speed 4	Message page(s) will be displayed at speed 4
	Speed 5	Message page(s) will be displayed at minimum speed
Justification	Center	Centered justification
	Left	Left justification. This option is useful to create tables in order to show Excel type data

Step	Description
1	Place the cursor at the beginning of the message

2	Click on the **Message Attributes** button from the main screen 
3	The following window will appear:  Shows in real time the message attributes. This character string will be inserted in the current message
4	Select the required attributes then click on **OK** to validate
5	The following window will appear:

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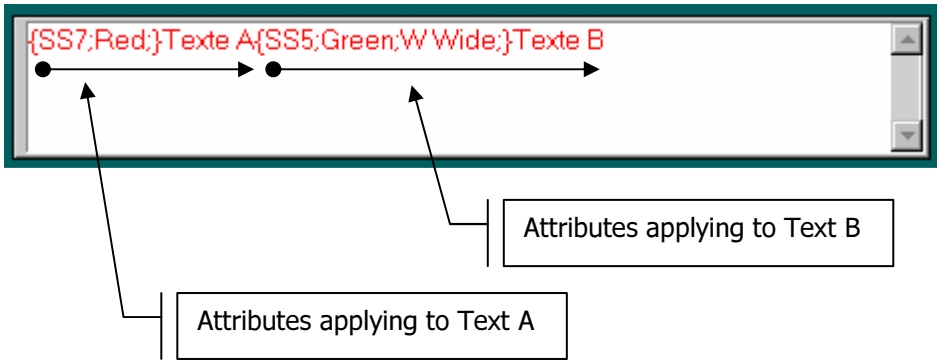
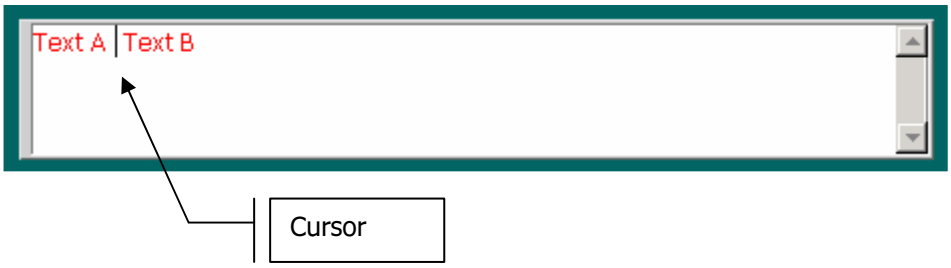
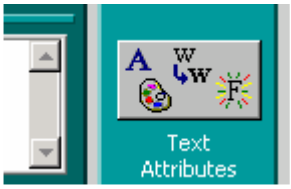
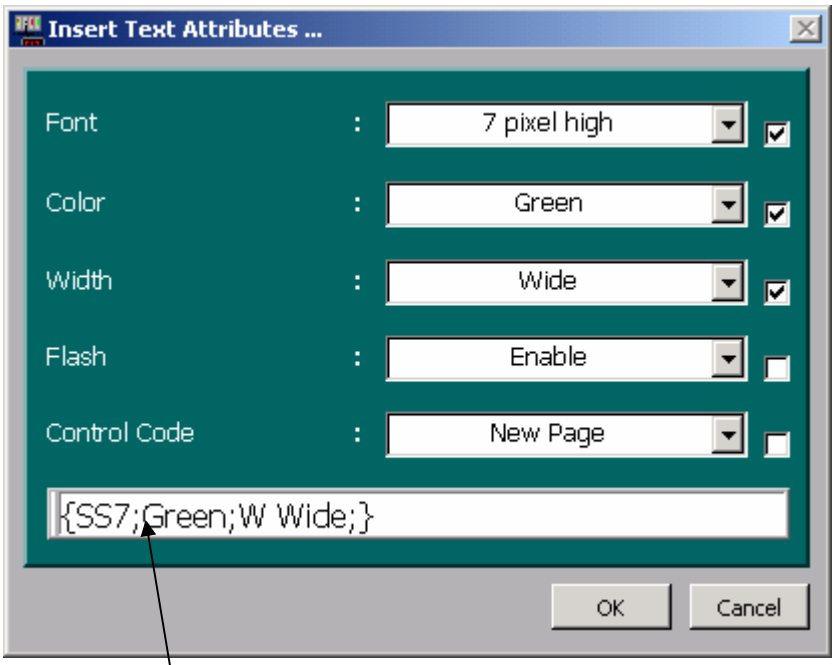
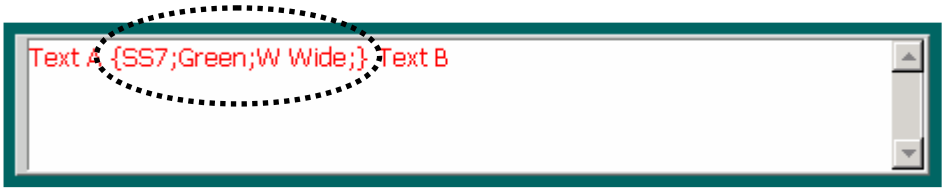
4.3- Insert TEXT attributes

Text attributes inserted in a message apply only to the text following them.



Attribute	Selection	Description
Font	SS5	5 pixel high normal font
	SS7	7 pixel high normal font
	SS10	10 pixel high normal font
	SS16	16 pixel high normal font
	SS24	24pixel high normal font
	SF7	7 pixel high fancy font
	SF16	16 pixel high fancy font
	SF24	24 pixel high fancy font
Color	Red	Red character
	Green	Green character
	Yellow	Yellow character
Width	W Std	Standard width character
	W Wide	Wide character
	W Dble Wide	Double wide character
Flash	Flash On	Character flashes
	Flash Off	Character doesn't flash
Control Code	New Page	Insert a new page in the text

Step	Description
1	Place the cursor where you wish to insert the attributes 

2	Click on the **Text Attributes** button from the main screen 
3	The following window will appear:  Shows in real time the text attributes. Only the validated attributes will be placed in the character string inserted in the current message
4	Select the required attributes then click on **OK** to validate
5	The following window will appear: 

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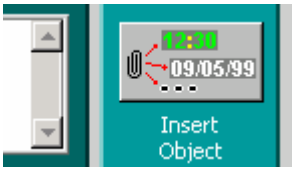
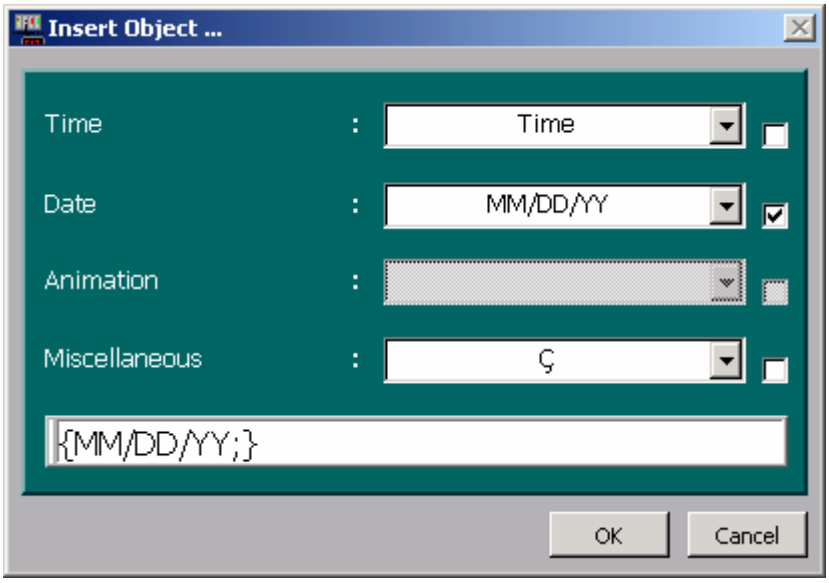
4.4- Insert an object into a message

A message can contain objects such as date and time.

Important

Date and time are managed by the sign real time clock. You will have to update these two parameters with the sign keyboard, or with the options "Send Date" and "Send Time" from the SIGN menu.

Step	Description
1	Place the cursor where you wish to insert an object
2	Click on the **Insert Object** button from the main screen 
3	The following window will appear: 

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4	Select the object you wish to insert then click on **OK** to validate
5	The following window will appear:

4.5- Insert a VARIABLE into a message

Variables are objects representing dynamic values, handled and updated by the process. They are always inserted in a message.

A variable is defined by the 5 following parameters:

Parameter	Comment	Description
Variable Number	0 to 89	Number of the variable handled by the PLC or the intelligent system.
Variable Name	Character chain	Character chain inserted in the text
Type	Text	A TEXT type variable allows update of a value made of alphanumerical characters.
	Integer Dec.	An INTEGER DEC. type variable allows update of a numerical value included between [-2 147 483 648 and +2 147 483 647]
	Integer Hex.	An INTEGER HEX. type variable allows update of a numerical value included between [-4 294 967 295 and +4 294 967 295]
	Float	A FLOAT type variable allows update of a real value of scientific format with an exponent.
Format	No padding	Variable displayed with no change in its format. This format applies to TEXT and INTEGER HEX type variables.
	Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to TEXT and INTEGER HEX type variables.
	Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to TEXT and INTEGER HEX type variables.
	Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to TEXT and INTEGER HEX type variables.
	+/- No padding	Variable displayed with no change in its format. This format applies to INTEGER HEX. and INTEGER DEC. type variables.
	+/- Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to INTEGER HEX. and INTEGER DEC. type variables.
	+/- Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to INTEGER HEX. and INTEGER DEC. type variables.
	+/- Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to INTEGER HEX. and INTEGER DEC. type variables.

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Format	+/- 0.0 No padding	Variable displayed with no change in its format. This format applies to FLOAT type variables with a **one decimal** precision.
	+/- 0.0 Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to FLOAT type variables with a **one decimal** precision.
	+/- 0.0 Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **one decimal** precision.
	+/- 0.0 Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **one decimal** precision.
	+/- 0.00 No padding	Variable displayed with no change in its format. This format applies to FLOAT type variables with a **two decimal** precision.
	+/- 0.00 Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to FLOAT type variables with a **two decimal** precision.
	+/- 0.00 Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **two decimal** precision.
	+/- 0.00 Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **two decimal** precision.
	+/- 0.000 No padding	Variable displayed with no change in its format. This format applies to FLOAT type variables with a **three decimal** precision.
	+/- 0.000 Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to FLOAT type variables with a **three decimal** precision.
	+/- 0.000 Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **three decimal** precision.
	+/- 0.000 Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **three decimal** precision.

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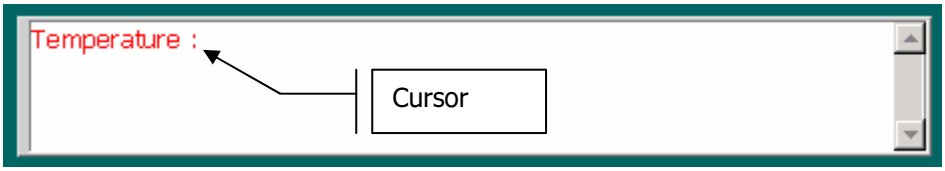
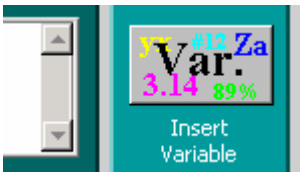
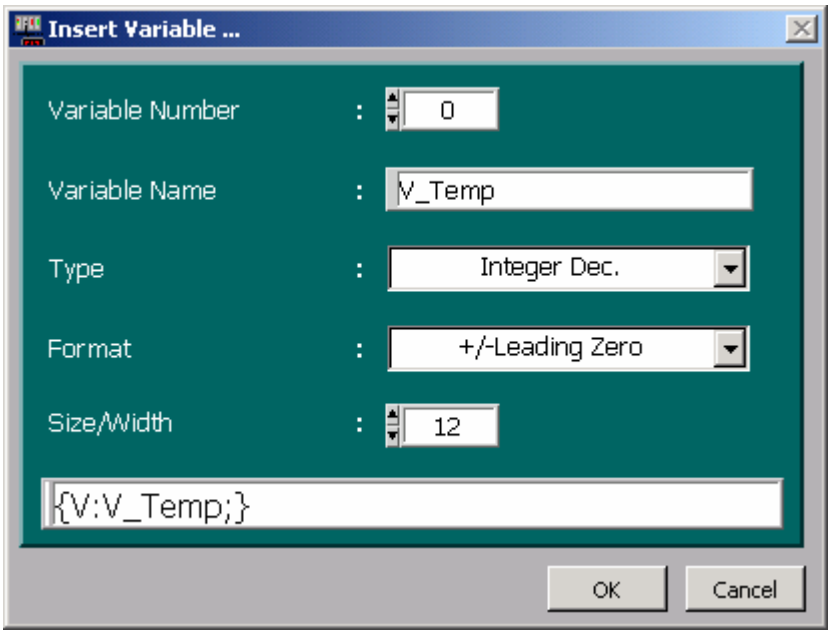
Format	+/- 0.0000 No padding	Variable displayed with no change in its format. This format applies to FLOAT type variables with a **four decimal** precision.
	+/- 0.0000 Trailing Space	**Spaces** are added **after** the variable so that its size is constant. This format applies to FLOAT type variables with a **four decimal** precision.
	+/- 0.0000 Leading Space	**Spaces** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **four decimal** precision.
	+/- 0.0000 Leading Zero	**Zeros** are added **before** the variable so that its size is constant. This format applies to FLOAT type variables with a **four decimal** precision.
Size/Width	1 to 12	Size used to display a variable.

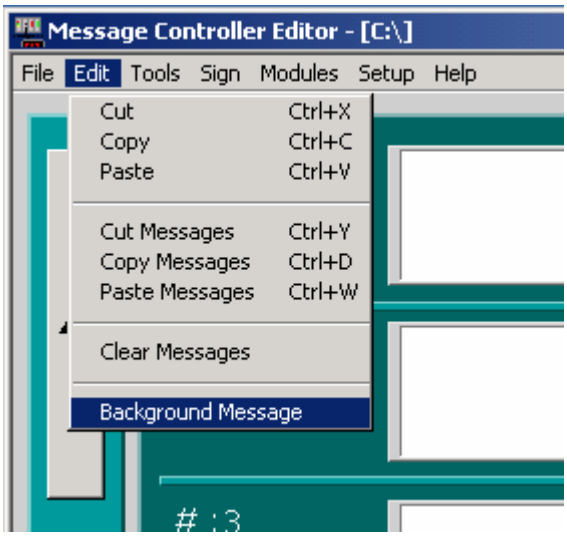
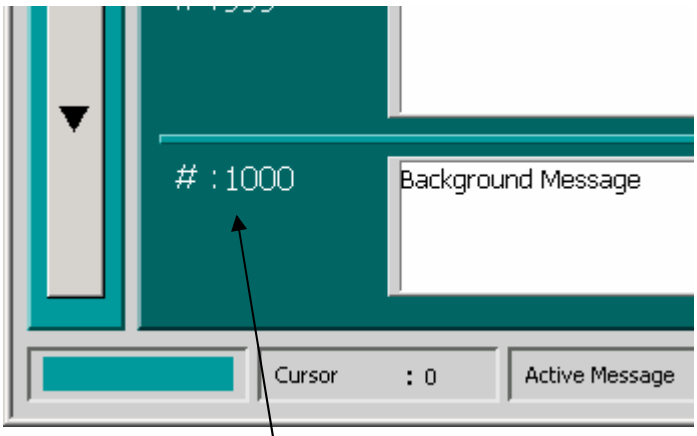
Step	Description
1	Place the cursor where you wish to insert a variable 
2	Click on the **Insert Variable** button from the main screen 

3	The following window will appear: 
4	Fill in all the fields to create your variable then click on **OK** to validate. To go to the next or previous variable, use the control arrows of "Variable Number" field
5	The following window will appear:

4.6- Create the Background message

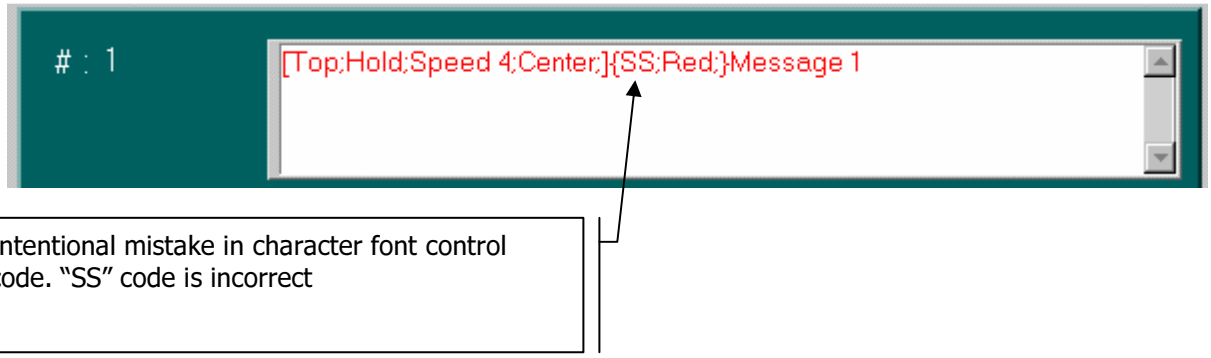
A background message is displayed automatically on the ALPHA™ sign when no message is activated. For example, a background message can display the name of the company, the date, time, an emergency phone number, or the network name.

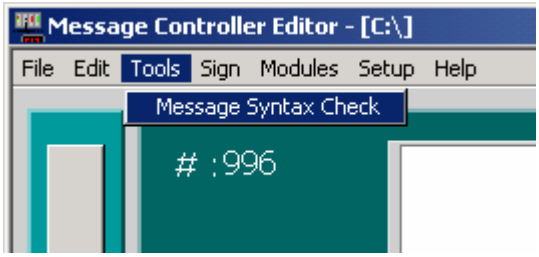
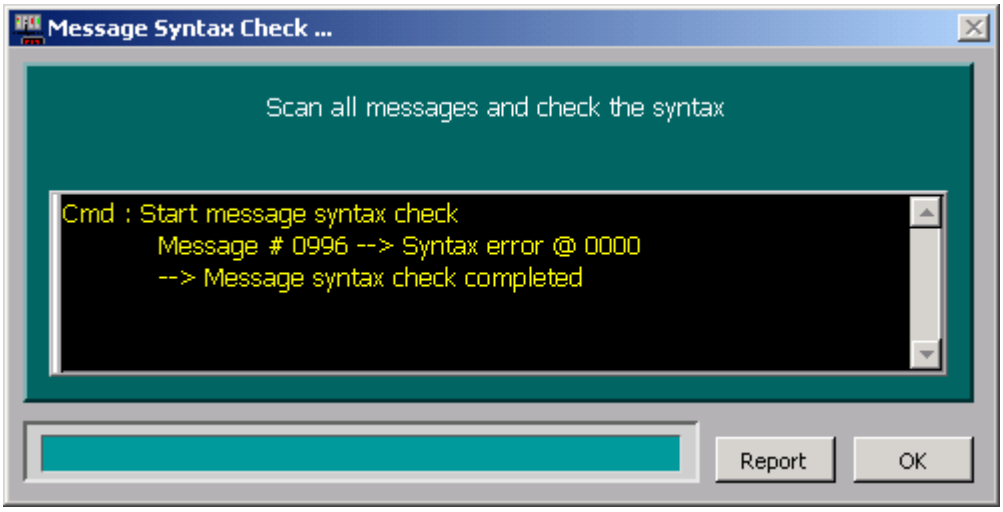
The Background message is created like any other message but bears the message number #0000 and #1000.

Step	Description
1	Select the option **Background Message** from the **EDIT** menu 
2	The following window will appear:  Number associated with Background message

5- Check message syntax

Checking the message syntax is an important step to verify that messages, and particularly control codes, are correct. Syntax checking is also performed when data are downloaded into the "FIP I/O Message Controller" interface.



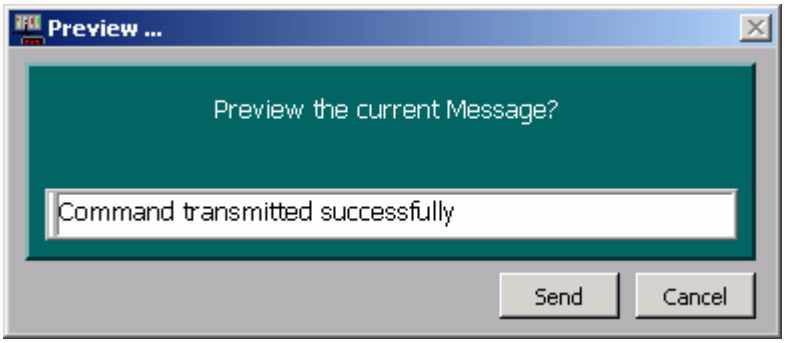
Step	Description
1	Select the option **Message Syntax Check** from the **TOOLS** menu 
2	The following window will appear: 
3	The above window shows that the syntax checker found a mistake in message #0996 at cursor position 0000

6- Preview current message

During development, it is possible to preview the current message on ALPHA™ sign, in order to check that the message is correct and to simulate the message execution.

Note

The sign must be directly connected to the PC to allow message preview.

Step	Description
1	Place the cursor in the zone of the message you wish to preview
2	Click on the **Preview Message** button from the main screen
3	The following window will appear: 
4	Click on **Send** to send the message to the sign. If you wish to delete the message and clear the sign memory, select option **Clear Memory** from the **SIGN** menu

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7- Downloading the data directly to the ALPHA™ sign

7.1- Transfer of Messages and Variables to the TEXT Files and STRING Files of the sign

This procedure allows download to the sign of a maximum of **70** messages from the Message data base.

The Messages selected by the user will be downloaded to the TEXT Files of the ALPHA™ sign, and are sequentially assigned a single character identifier according to the sequence given below:

	0	1	2	3	4	5	6	7	8	9
0	"A"	"B"	"C"	"D"	"E"	"F"	"G"	"H"	"I"	"J"
1	"K"	"L"	"M"	"N"	"O"	"P"	"Q"	"R"	"S"	"T"
2	"U"	"V"	"W"	"X"	"Y"	"Z"	"a"	"b"	"c"	"d"
3	"e"	"f"	"g"	"h"	"i"	"j"	"k"	"l"	"m"	"n"
4	"o"	"p"	"q"	"r"	"s"	"t"	"u"	"v"	"w"	"x"
5	"y"	"z"	"1"	"2"	"3"	"4"	"5"	"6"	"7"	"8"
6	"9"	"+"	"-"	"*"	"/"	"="	"<"	">"	"("	")"

The Variables used in messages will be downloaded to the STRING Files of the ALPHA™ sign, and are sequentially assigned a single character identifier according to the sequence given below:

	0	1	2	3	4	5	6	7	8	9
0	"A"	"B"	"C"	"D"	"E"	"F"	"G"	"H"	"I"	"J"
1	"K"	"L"	"M"	"N"	"O"	"P"	"Q"	"R"	"S"	"T"
2	"U"	"V"	"W"	"X"	"Y"	"Z"	"a"	"b"	"c"	"d"
3	"e"	"f"	"g"	"h"	"i"	"j"	"k"	"l"	"m"	"n"
4	"o"	"p"	"q"	"r"	"s"	"t"	"u"	"v"	"w"	"x"
5	"y"	"z"	"1"	"2"	"3"	"4"	"5"	"6"	"7"	"8"
6	"9"	"+"	"-"	"*"	"/"	"="	"<"	">"	"("	")"
7	" !"	"#"	"&"	"%"	"$"	" ;"	" :"	"."	"["	"]"
8	""	"\"	","	"\"	"_"	" ?"	"{"	"}"	"|"	Space

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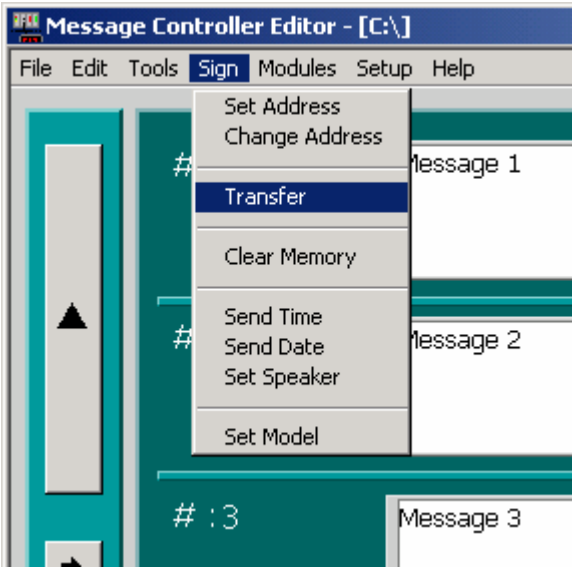
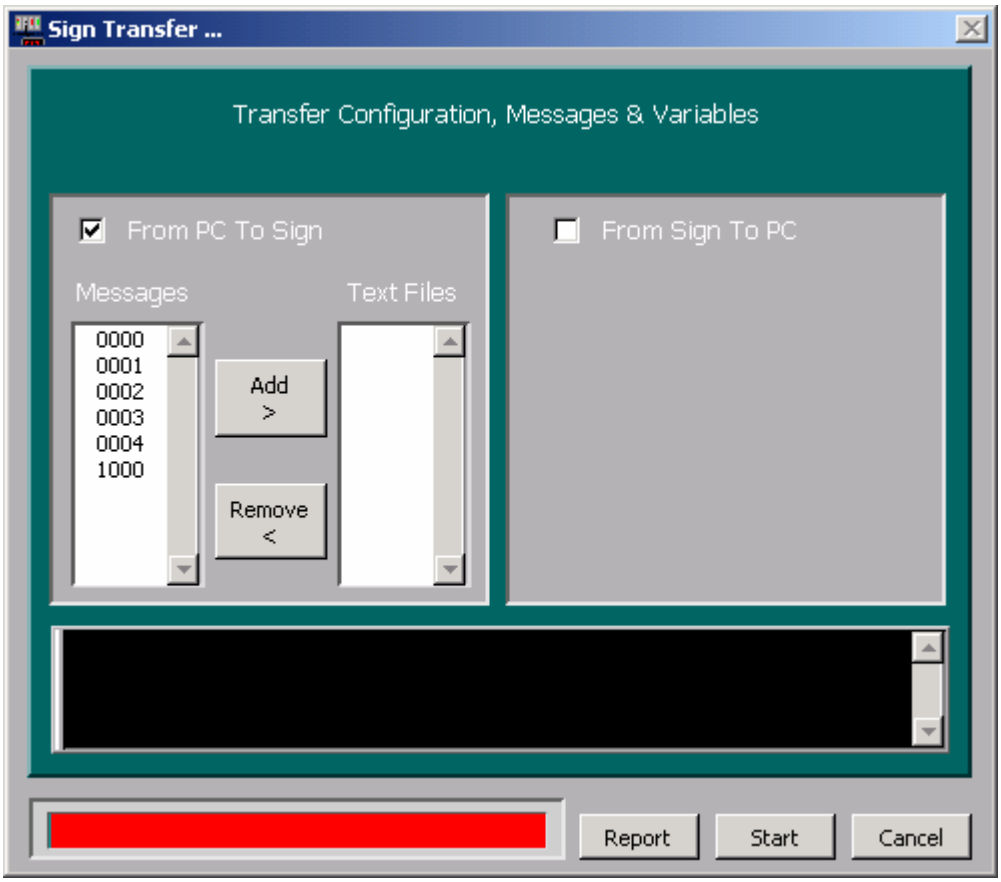
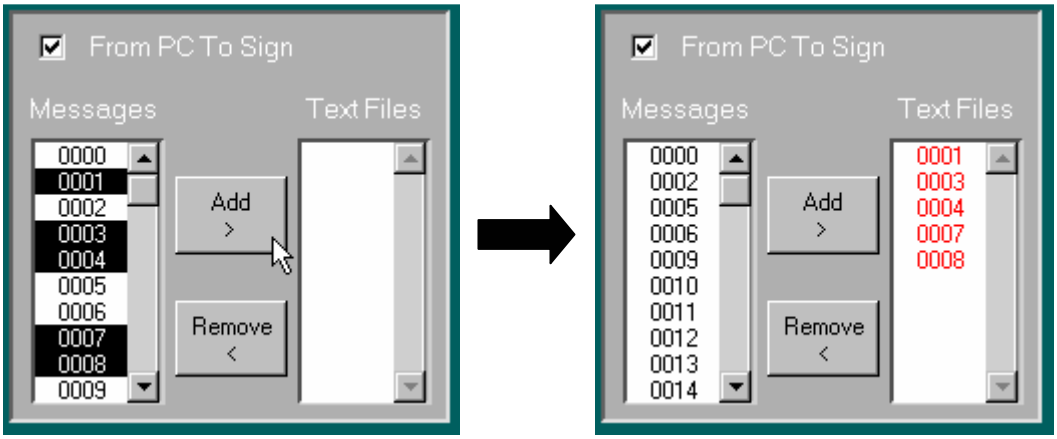
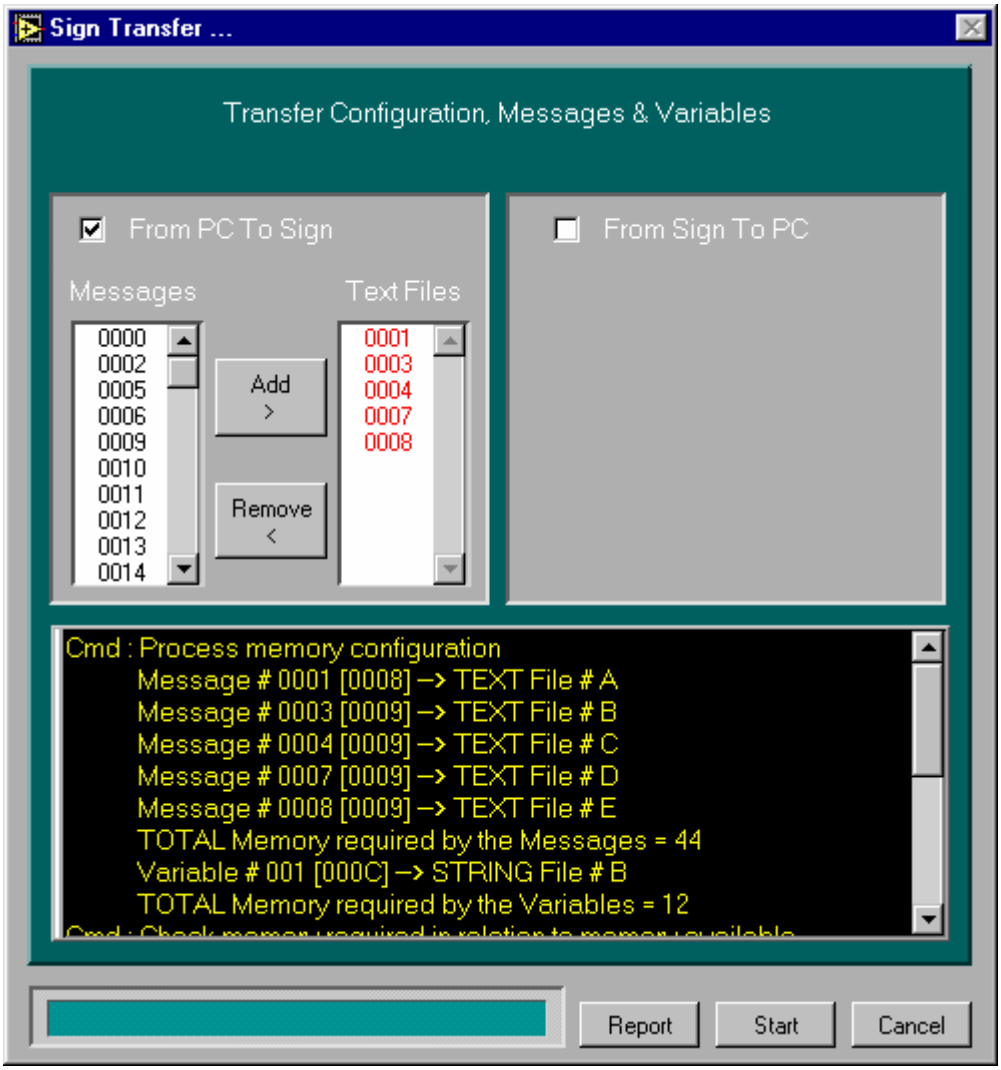
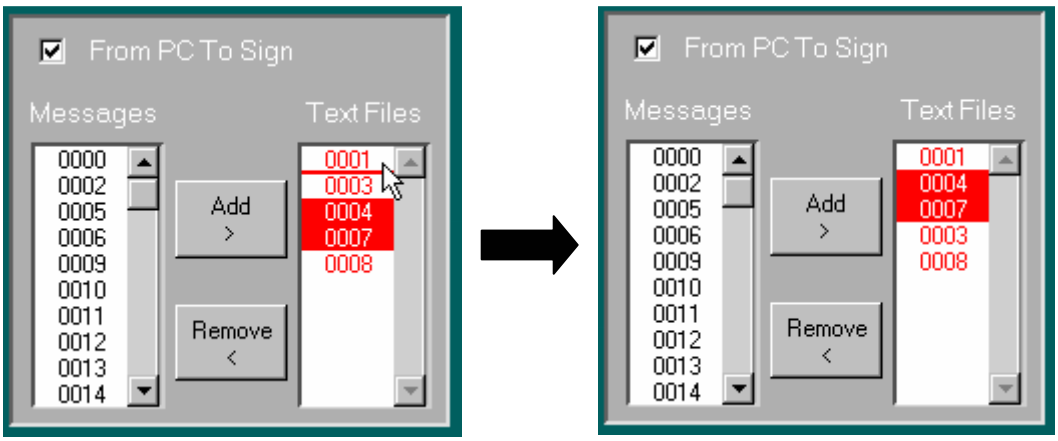
Step	Description
1	Select the option **Transfer** from the **SIGN** menu 
2	The following window will appear: 

3	Select a list of messages to download then click on button **Add** (If you want to display a background message, add message #0000 first) 
4	Click on **Start** to begin downloading 

5	If, for any reason, you wish to change the order of downloading, select the message(s) then drag it (them) to the selected place.  Message #1 will be downloaded into Text File A. Message #4 will be downloaded into Text File B Message #7 will be downloaded into Text File C. Message #3 will be downloaded into Text File D. Message #8 will be downloaded into Text File E

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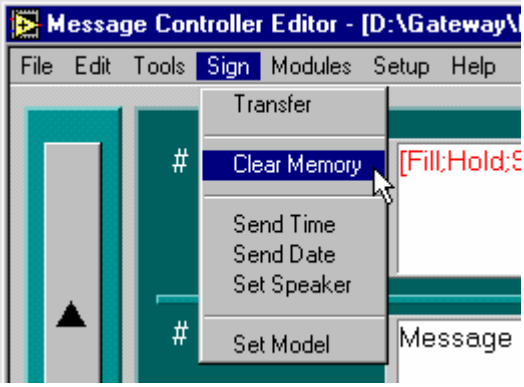
7.2- Clearing memory of the ALPHA™ sign

Step	Description
1	Select the option **Clear Memory** from the **SIGN** menu 
2	The following window will appear:
3	Click on **Send** to validate

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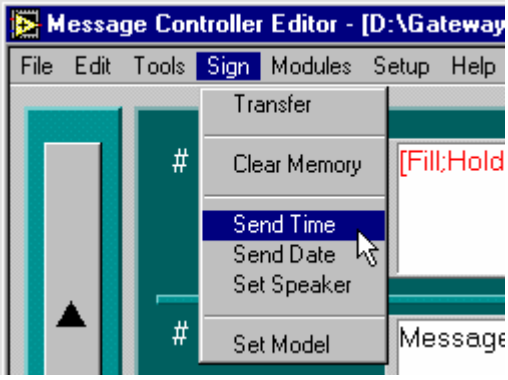
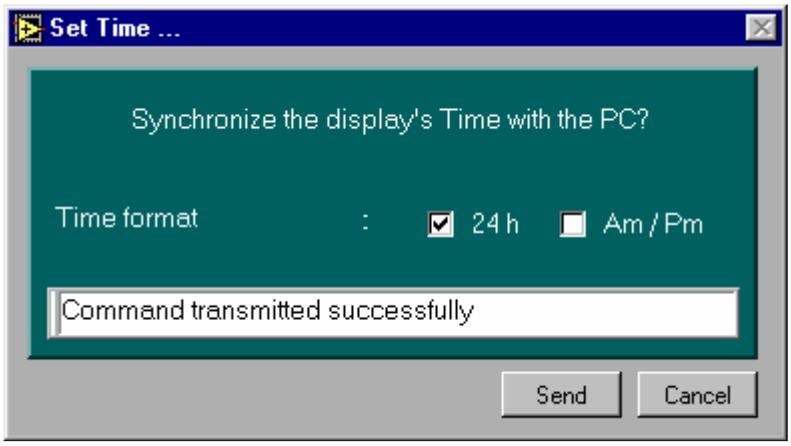
7.3- Synchronizing the ALPHA™ sign time with the PC

Step	Description
1	Select the option **Send Time** from the **SIGN** menu 
2	The following window will appear: 
3	Select the display format for the time then click on **Send** to validate

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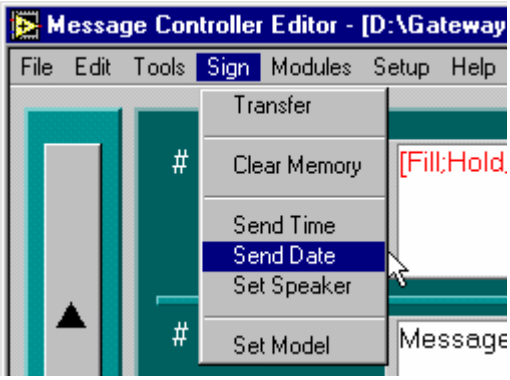
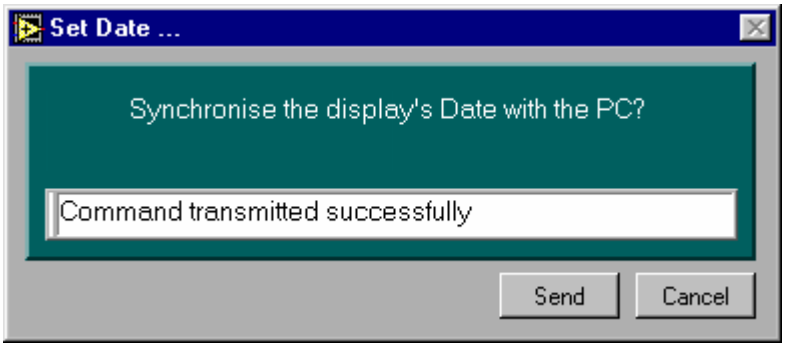
7.4- Synchronizing the ALPHA™ sign date with the PC

Step	Description
1	Select the option **Send Date** from the **SIGN** menu 
2	The following window will appear: 
3	Click on **Send** to validate

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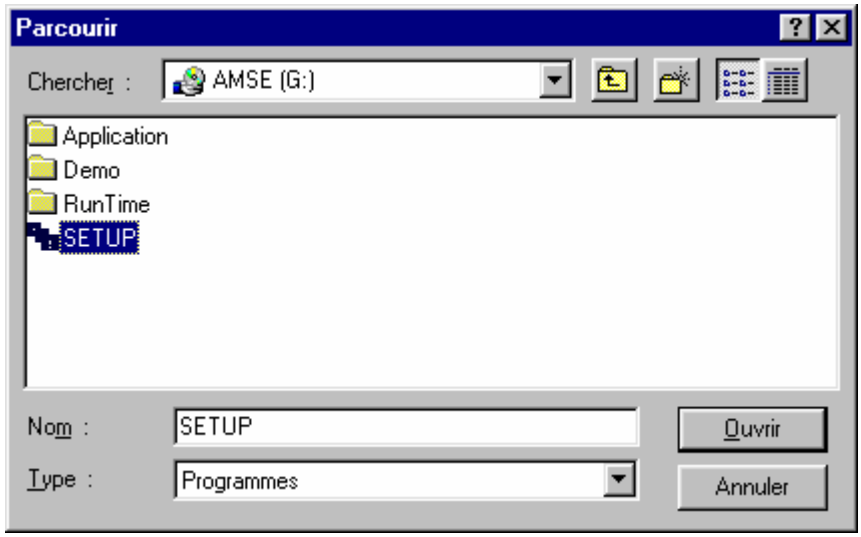
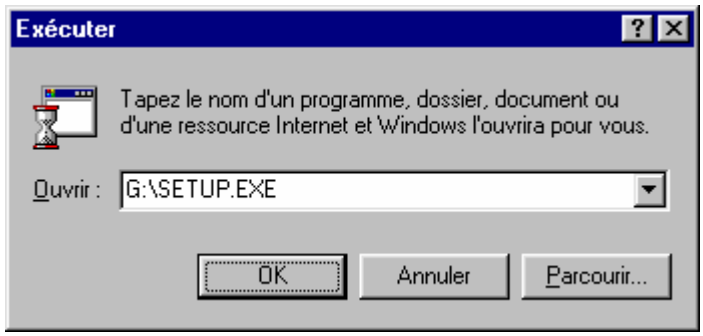
8- Installation

"Message Controller Editor" software can be installed on Windows 95, Windows 98 and Windows NT 4.x. operating systems.

Step	Description
1	Close all the open applications on your PC, then insert the CD-ROM into your CD drive
2	In Start menu select option "Run"
3	Click on button **Browse** The following window will appear: 
4	Select program SETUP.EXE then click on **Open**, then on **OK** to start the installation 

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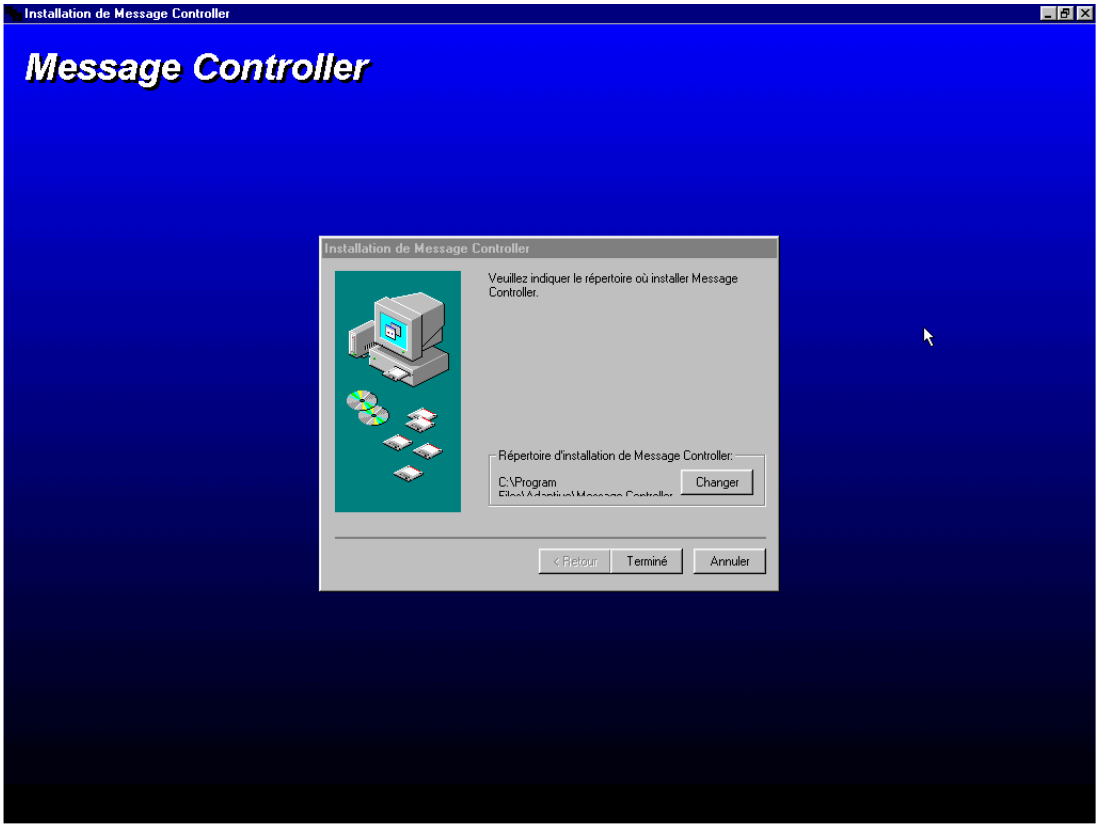
5	The following window will appear:  The default installation folder is: **C:\Program Files\Adaptive\Message Controller** If you wish to change, click on button **Change** The following window will appear:
6	Change the folder, then click on **OK**, then on **End** to finish the installation.

When the installation is succesfully finished, choose menu Start | Programs | Message Controller then select option “Message Controller” to run the program.

NOTES