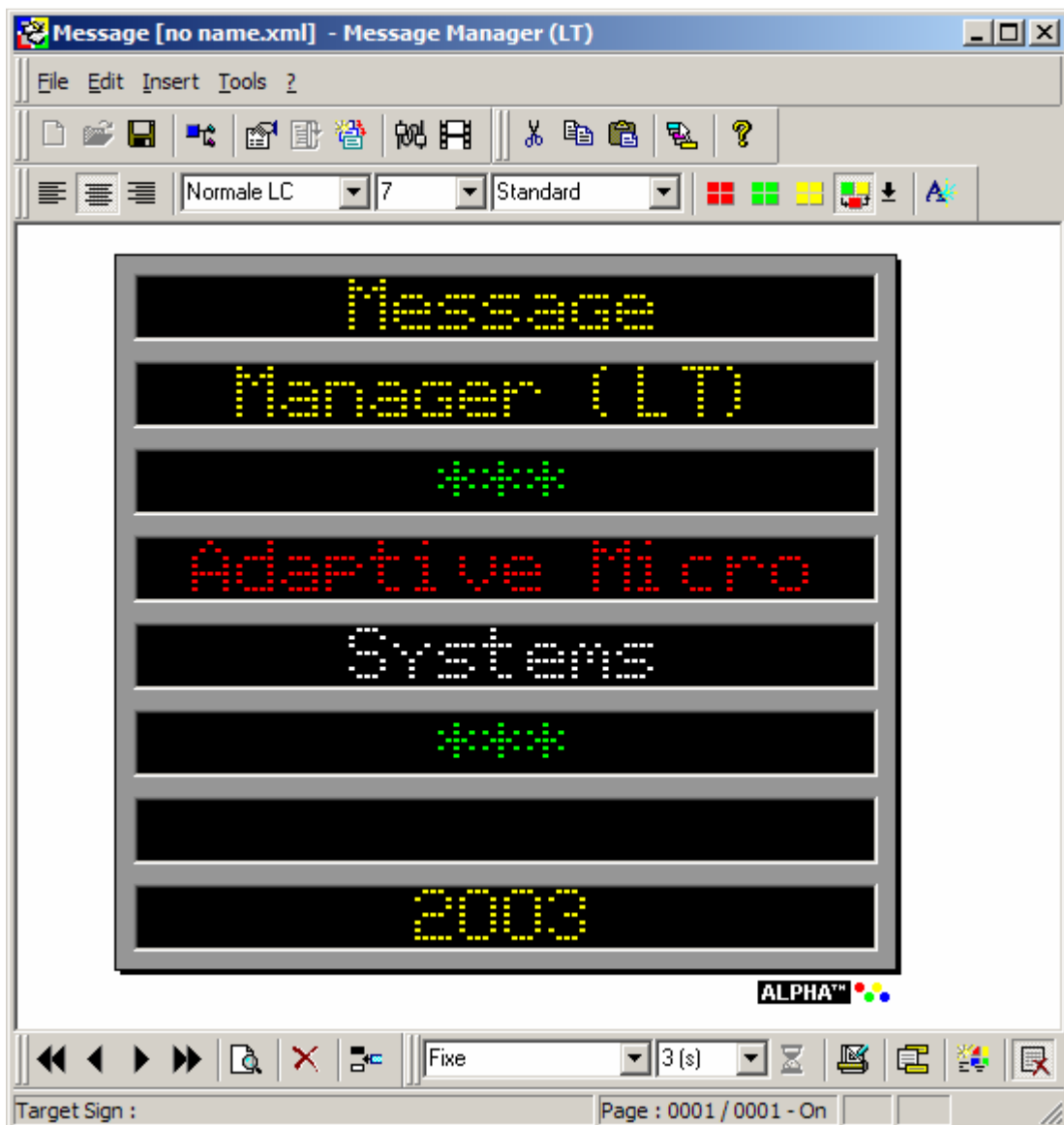


ALPHA™ Display Suite
Message Manager (LT) 2.2.x



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User Manual

ALPHA

ALPHA™ Display Suite Message Manager (LT)

File Name : User Manual - Message Manager LT - V2.2.b.doc

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20/02/2003	1.2	PV	General Modifications
01/08/2003	1.3	PV	Add new features in relation with the 2.2.x version

Message Manager (LT)

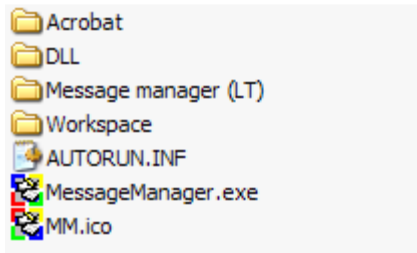
1- How to install Message Manager (LT) software

The **ALPHA™ Display Suite** installation process is done in two steps:

1. Install the **Message Manager (LT)** component and all configuration files
2. Install the **Workspace** component describing the working environment

As soon as the CD is introduced into the PC drive, the process should start automatically. If it is the case then jump to step (4) else start step (1).

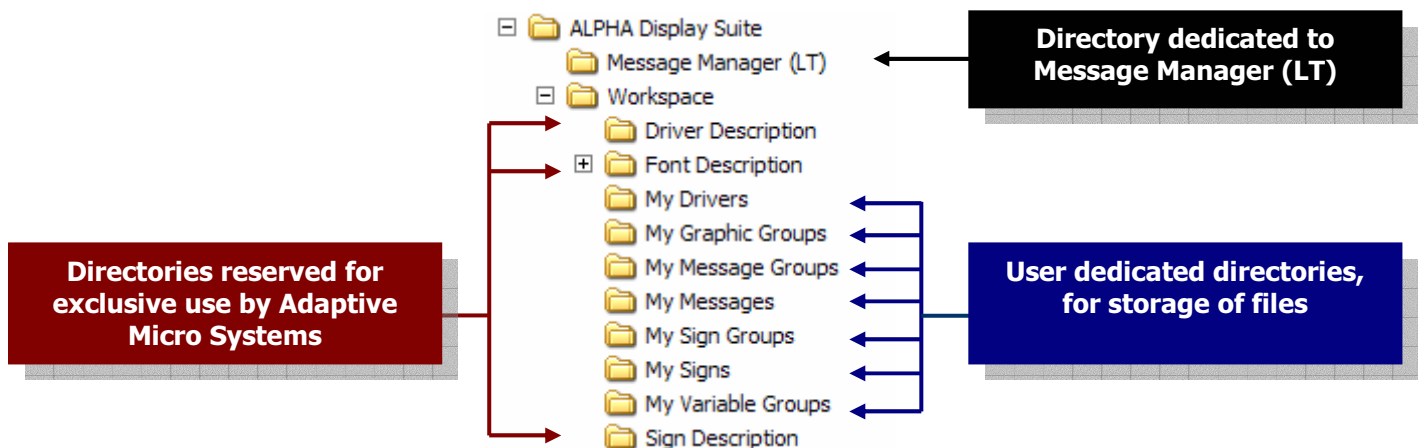
- (1) Select **Start > Run...**
- (2) Click **Browse...**
- (3) Select the CD drive



- (4) Select then execute the file "**MessageManager.exe**"
- (5) Click on **OK**
- (6) Follow the instructions displayed by the dialog boxes
- (7) Be sure to keep the option "**Automatic installation of the Workspace**" checked
- (8) Reboot your PC

Notes :

1. Don't forget to install the *Workspace* component otherwise, the *Message Manager (LT)* execution won't be possible.
2. *Message Manager (LT)* software is compatible with W98, WNT, W2000, WXP operating systems.
3. After installation, **ALPHA™ Display Suite** directory structure is:



Message Manager (LT)

1.1- Message Manager (LT) directory

File	Description
Alphasim.exe	<i>Simulator</i> application
Alphasim.ini	Init file for <i>Simulator</i> application
Message Manager.exe	<i>Message Manager (LT)</i> application
Message Manager.ini	Init file for <i>Message Manager (LT)</i> application
Message Manager.hlp	Online Help file for <i>Message Manager (LT)</i> application
English.ini	File containing ENGLISH version texts of <i>Message Manager (LT)</i> user interface
Français.ini	File containing FRENCH version texts of <i>Message Manager (LT)</i> user interface
Deutsch.ini	File containing GERMAN version texts of <i>Message Manager (LT)</i> user interface

1.2- Folders reserved for exclusive use by Adaptive Micro Systems

Directory	Description
Sign description	Contains description files of each ALPHA™ sign. These files are used for configuration and appearance of user interface
Driver description	Contains description files of each communication driver. These files are used for creating new drivers
Font description	Contains description files of character fonts

1.3- User dedicated directories

Directory	Description
My Drivers	Contains the list of drivers created by user. These are the drivers installed on the PC running <i>Message Manager (LT)</i>
My Sign	Contains the list of signs created by user. These are the signs physically connected to the PC running <i>Message Manager (LT)</i>
My Sign Group	Contains the list of sign groups created by user. A sign group contains only signs of the same series and same model
My Messages	Contains the list of messages created with <i>Message Manager (LT)</i>
My Message Groups	Contains the list of message groups created with <i>Message Manager (LT)</i> . A message group contains only messages of the same series and same model

Message Manager (LT)

My Graphic Groups	Contains the list of graphic groups created by user. ▶▶ Cf. ALPHATM Sign Architecture for the graphic group description.
My Variable Groups	Contains the list of variable groups created by user. ▶▶ Cf. ALPHATM Sign Architecture for the variable group description.

All the files contained in these directories are XML format.

Message Manager (LT)

2- My first Message

1 Run application
Create a new message

2 Select a sign type
Click **OK**

3 Insert a page

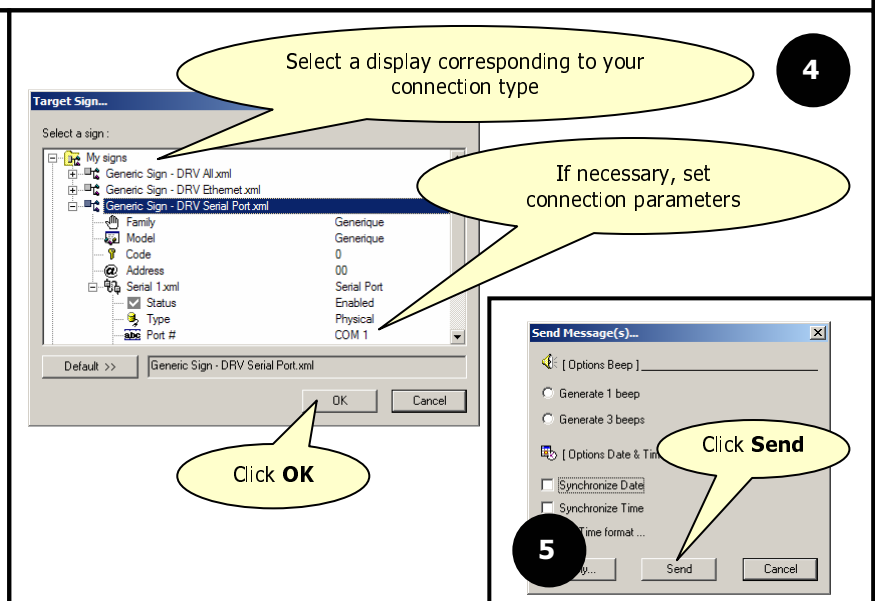
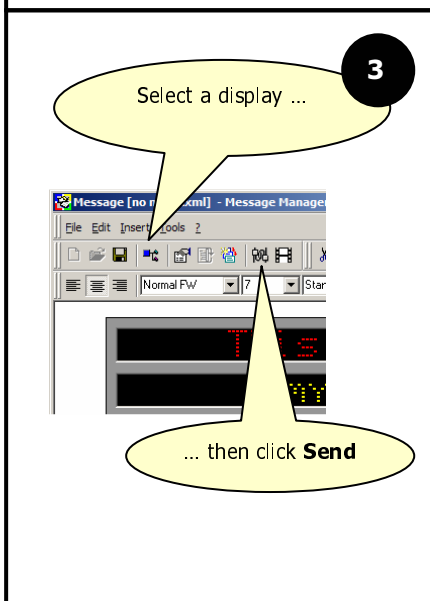
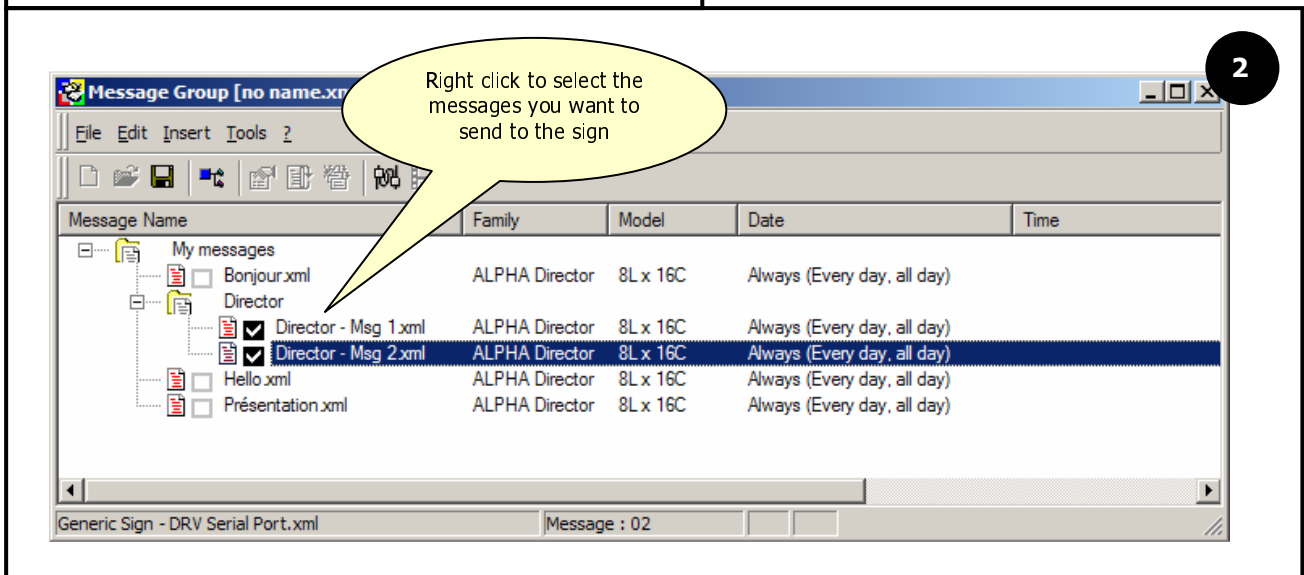
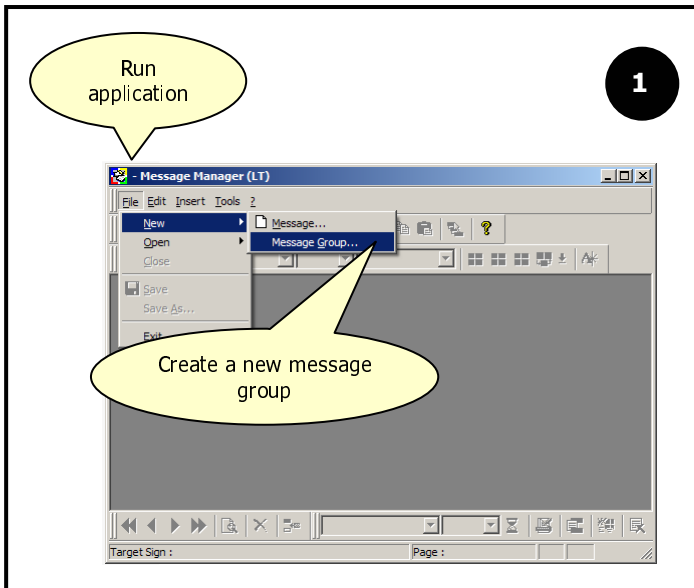
4 Type your text in each region
Define properties of each region
Define page properties

5 Select a display ...
... then click **Send**

6 If necessary, set connection parameters
Select a display corresponding to your connection type
Click **OK**

7 Click **Send**

3- My first Message Group



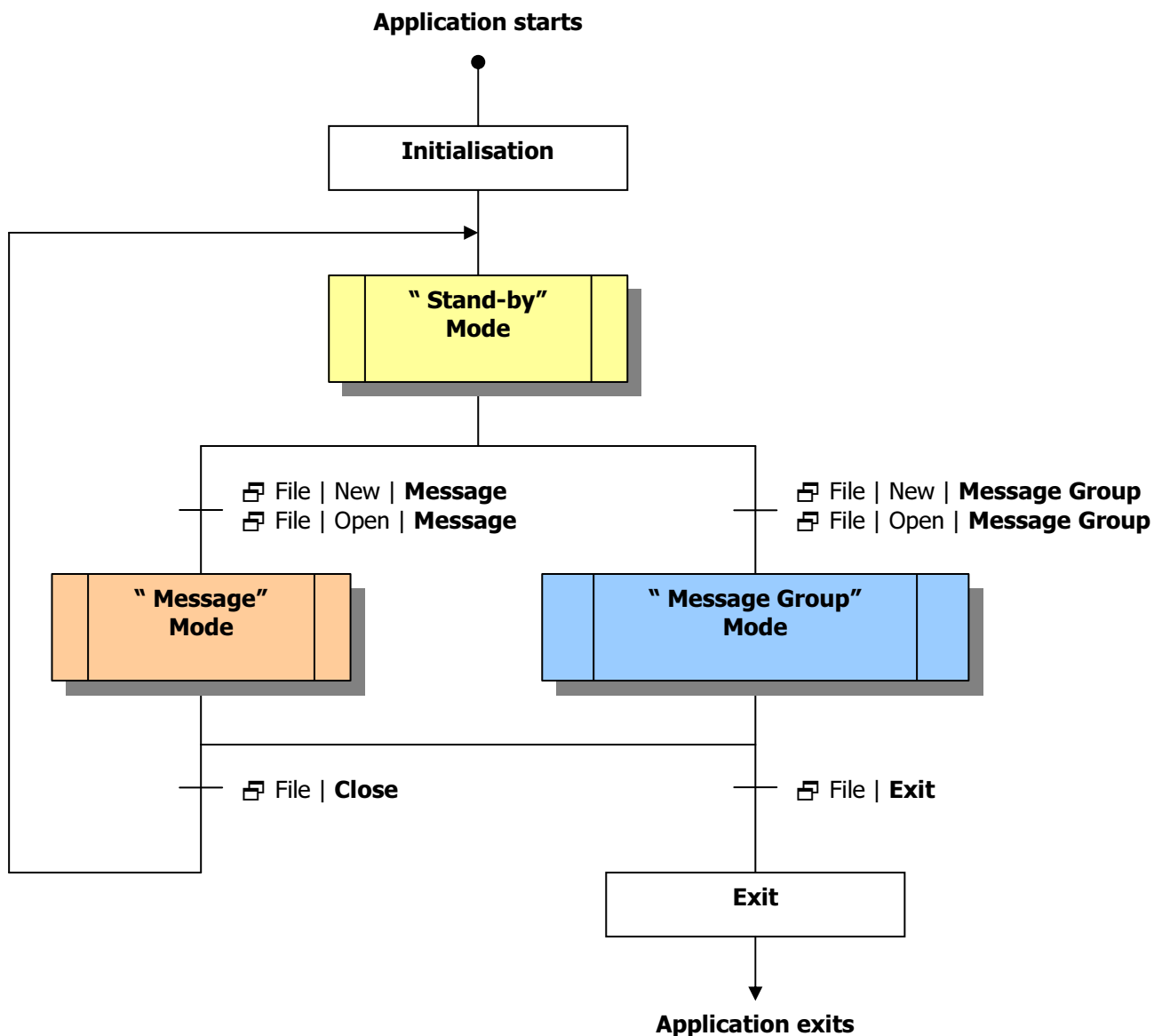
Message Manager (LT)

4- Working environment

Message Manager (LT) software has 3 operating modes :

1. " **Stand-by** " operating mode
2. " **Message** " operating mode
3. " **Message Group** " operating mode

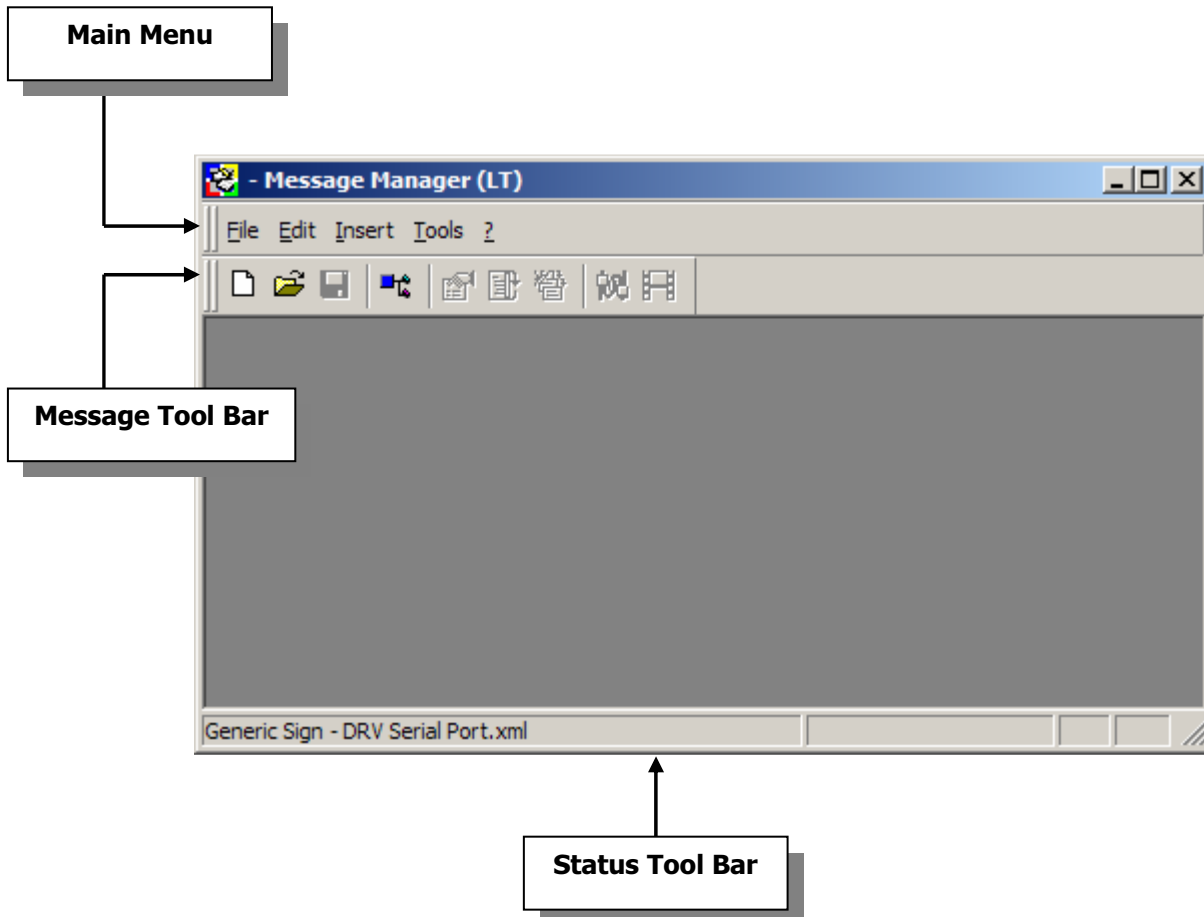
The following chart shows how to change from one mode to another:



4.1- " Stand-by " operating mode

This is the default mode after the application starts.

The window corresponding to this mode is shown below:



This mode allows you to:

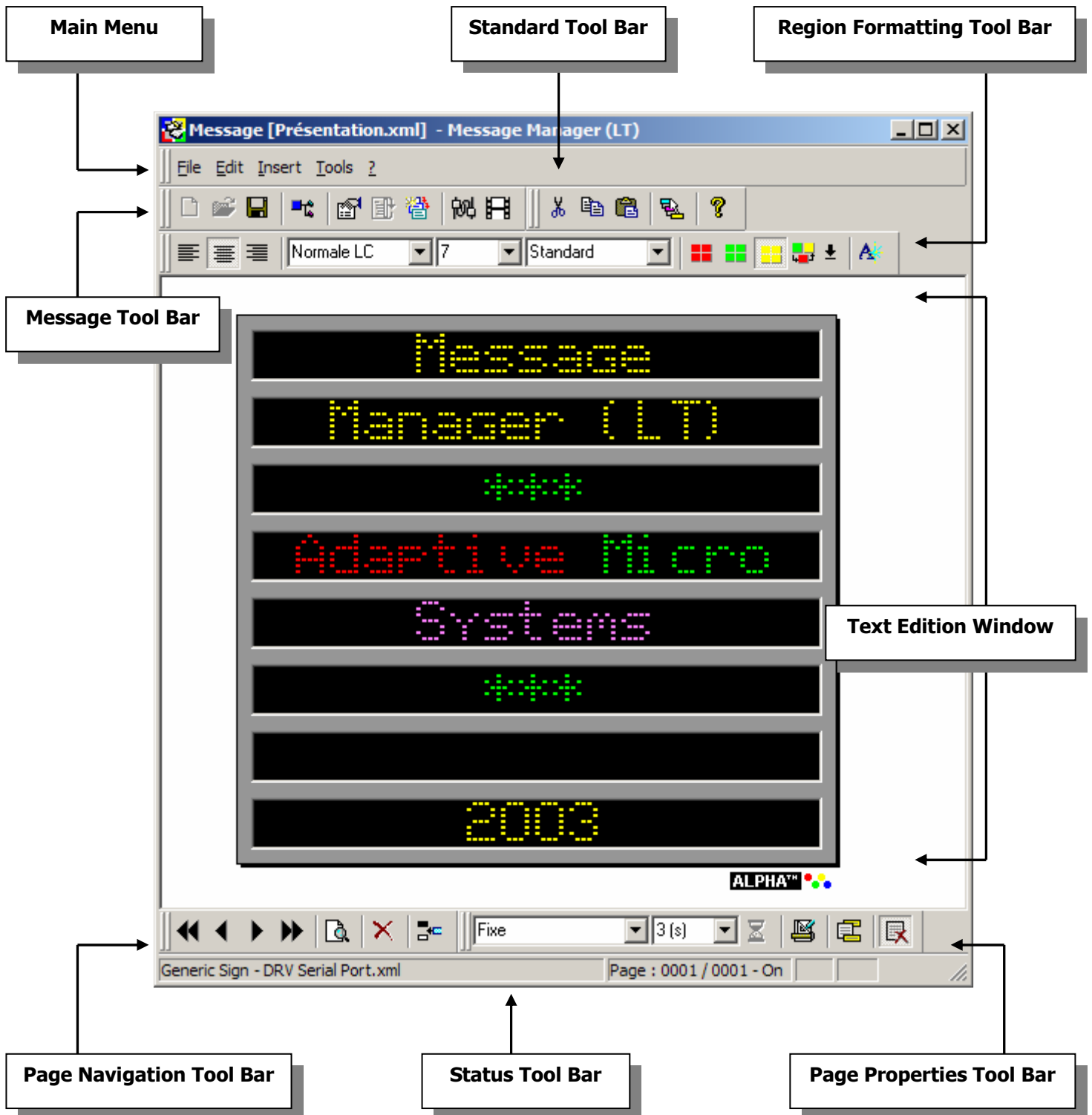
1. [Create a new message](#)
2. [Open an existing message](#)
3. [Create a new message group](#)
4. [Open an existing message group](#)
5. [Send special commands to a sign or a group of signs](#)

Message Manager (LT)

4.2- " Message " operating mode

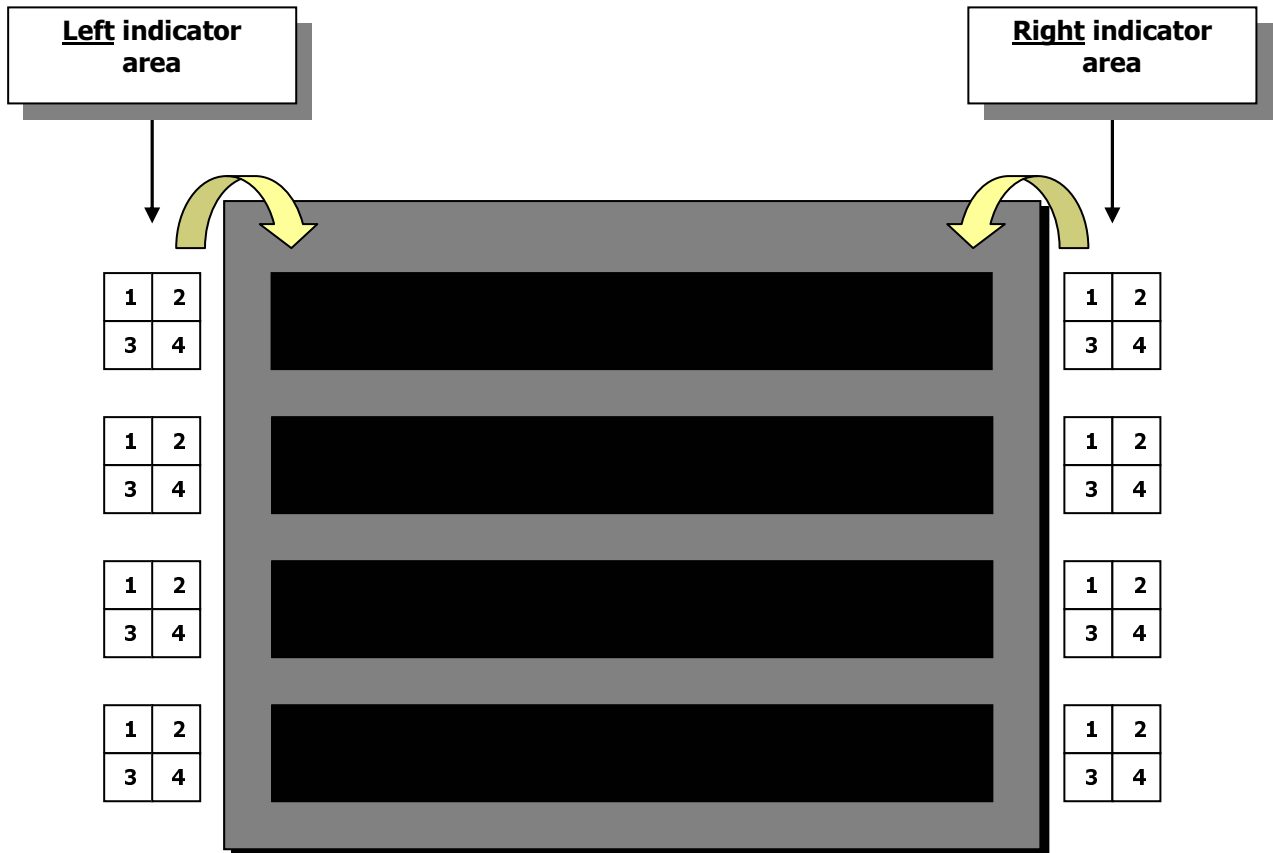
This mode allows you to create, edit, modify, and send a message.

The window corresponding to this mode is shown below:



Message Manager (LT)

Two areas (one on the left and one on the right) regrouping indicators (x4) are assigned to each region in order to represent their status.



This icon indicates that this region is in rotation mode and then, the text length is higher than the sign width.

This icon indicates that the text length is higher than the sign width. You must remove all of these type of indicators to have a correct representation of the message on the sign.

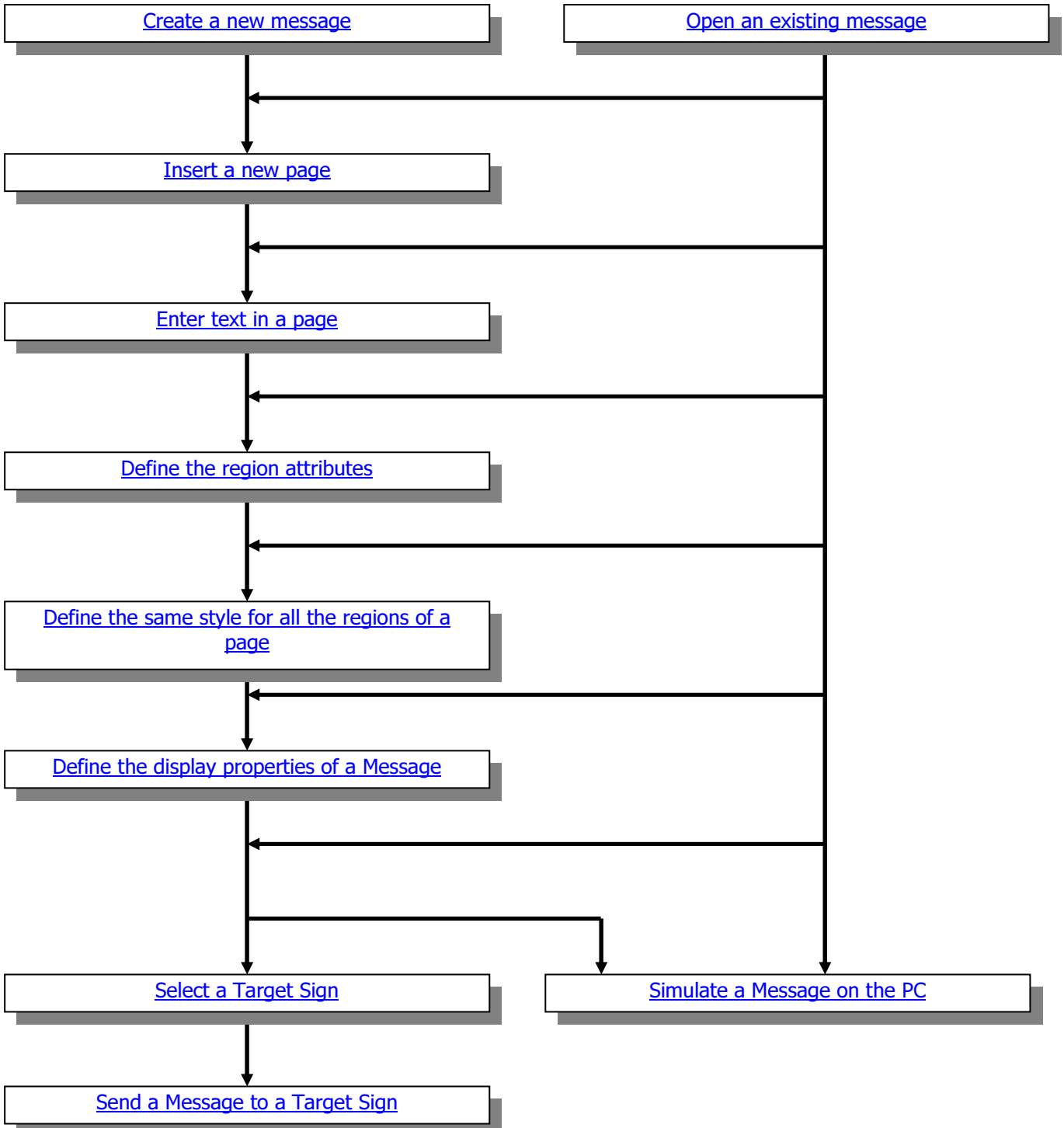


Message Manager (LT)

The following chart shows the message definition process:



In this mode the sign is configured to display only one message.

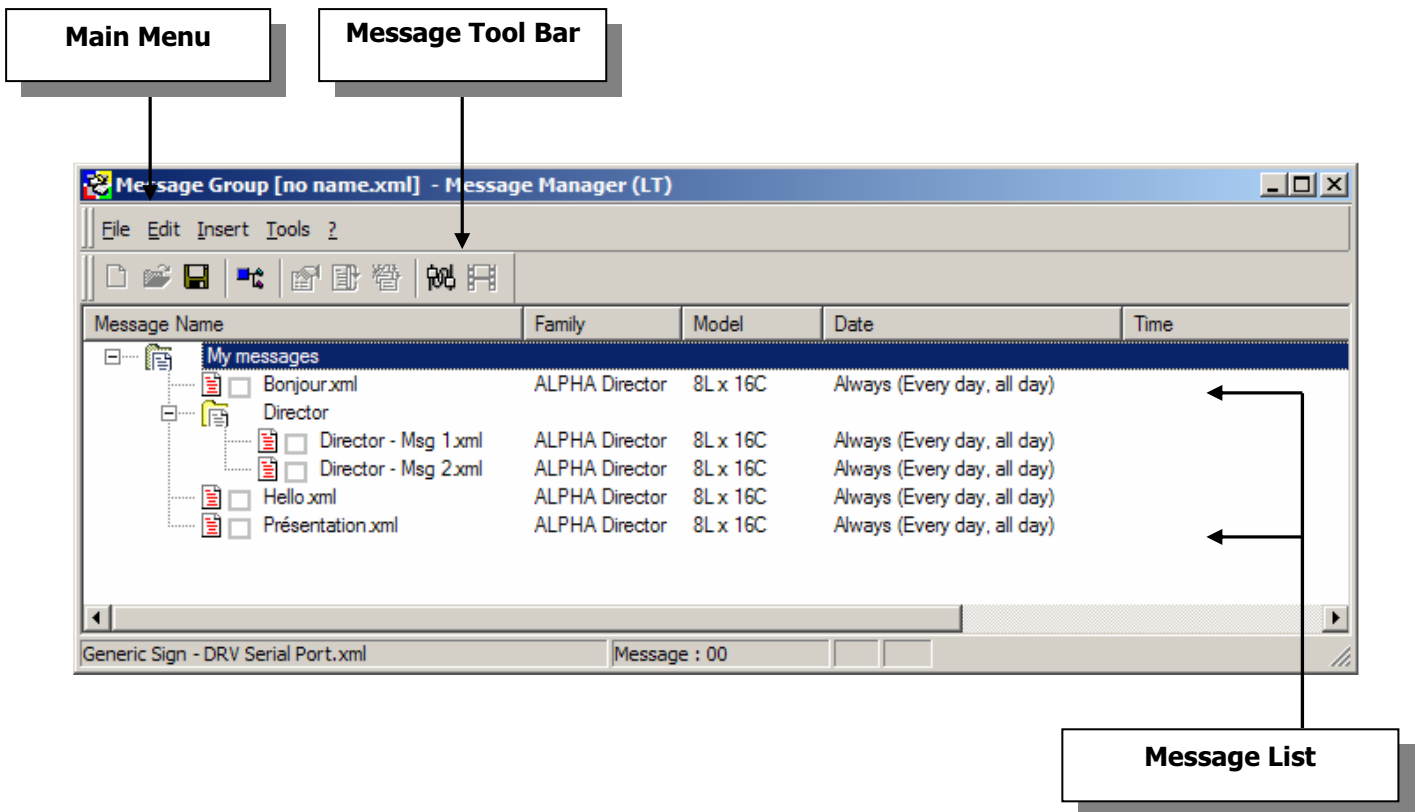


Message Manager (LT)

4.3- " Message Group " operating mode

This mode allows you to create, modify, and send a group of messages.

The window corresponding to this mode is shown below:



Column	Description
Message Name	Message's .XML file name
Family	Message's family
Model	Message's model
Date	Message's scheduler date
Time	Message's scheduler time
Size	Message's size (number of characters)
Graphic Group	Graphic group name referenced by the message
Variable Group	Variable group name referenced by the message
TEXT File	Identifier file (TEXT File) where the message will be stored

Message Manager (LT)

The following chart shows the message group definition process:



In this mode the sign is configured to display a series of messages.













Message Manager (LT)

5- Main menu






Menu	Description	Links
File		
New		
Message...	Create a new message	Create a new message
Message Group...	Create a new message group	Create a new message group
Open		
Message...	Open an existing message	Open an existing message
Message Group ...	Open an existing message group	Open an existing message group
Close	Close the current message or message group	
Save	Save the current message or message group (*.XML)	
Save As...	Save the current message or message group under a new name (*.XML)	
Exit	Exit Message Manager (LT)	
Edit		
Undo	Undo the last action	
Cut	Delete the selected text of the current region and place it on the clipboard	
Copy	Copy the selected text of the current region to the clipboard	
Paste	Paste the contents of the clipboard to the selected position	
Page Management	Allow to Cut, Copy, Paste and Move pages	
Find	Find the searched text in the list of pages	
Replace	Find the searched text in the list of pages then replace by another one	
Insert		
Date...	Insert date in the text of the current region	Insert a "Pre defined" object into a region
Time...	Insert time in the text of the current region	
Temperature...	Insert temperature in the text of the current region	
Variable...	Insert a variable in the text of the current region	Insert a " Variable " into a region
Symbol...	Insert a symbol in the text of the current region	
Animation...	Insert a built-in animation in the current region	Insert a "Pre defined" object into a region
Graphic...	Insert a graphic in the current region	Insert a " Graphic " into a region
Tools		
Tool Bar		
Standard	Display/Mask tool bar Standard	
Region Formatting	Display/Mask tool bar Region Formatting	
Message	Display/Mask tool bar Message	
Page Navigation	Display/Mask tool bar Page Navigation	
Page Properties	Display/Mask tool bar Page Properties	
Workspace	Display/Mask tool bar Workspace	
Options...	Setup the application	Setup the application
?		
About	Display the properties of the software	

6- Tool Bars









6.1- " Message " tool bar

Icon	Description
	
	Create a new message
	Open an existing message
	Save current message
	Select a target sign
	Show message properties
	Check message integrity
	Apply the same style to all the pages of a message
	Send the current message or message group to the sign
	Emulate the current message







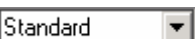





6.2- " Standard " tool bar

Icon	Description
	
	Delete the selected text of the current region and place it on the clipboard
	Copy the selected text of the current region to the clipboard
	Paste the contents of the clipboard to the selected position
	Allow to Cut, Copy, Paste and Move pages

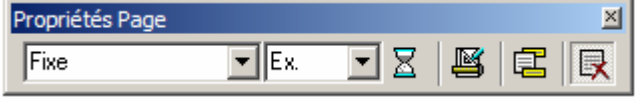

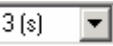




6.3- "Page Navigation" tool bar

Icon	Description
	
	Show first page of the message
	Show previous page
	Show next page
	Show last page of the message
	Preview the current page to the sign
	Delete current page of the message
	Insert a new page in the message (after current page). If you hit the Returned key while the cursor is on the last region of the current page, it also insert a new page

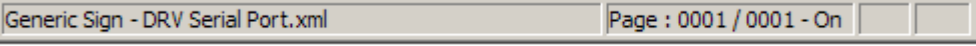
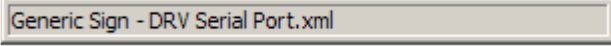
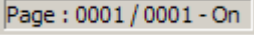
6.4- " Region formatting " tool bar

Icon	Description
	
	Left justification of the current text
	Centered justification of the current text
	Right justification of the current text
	Set the current region font type <ul style="list-style-type: none"> • Standard FW (Fixed Width) • Fancy FW (Fixed Width) • Standard PR (Proportional Width) • Fancy PR (Proportional Width)
	Set the current region font size <ul style="list-style-type: none"> • 7 pixels • 8 pixels • 10 pixels • 15 pixels • 16 pixels • 20 pixels • 24 pixels • 32 pixels
	Set the current region font style <ul style="list-style-type: none"> • Standard • Large 1X • Large 2X • Large 3X
	Display the selected text in red
	Display the selected text in green
	Display the selected text in amber
	Display the selected text in special color <ul style="list-style-type: none"> ✓ <u>M</u>ix : Pink ✓ <u>F</u>ireworks 1 : Pink dark ✓ <u>F</u>ireworks 2 : Purple ✓ <u>R</u>andom : White
	Flash the selected text

6.5- "Page Properties" tool bar

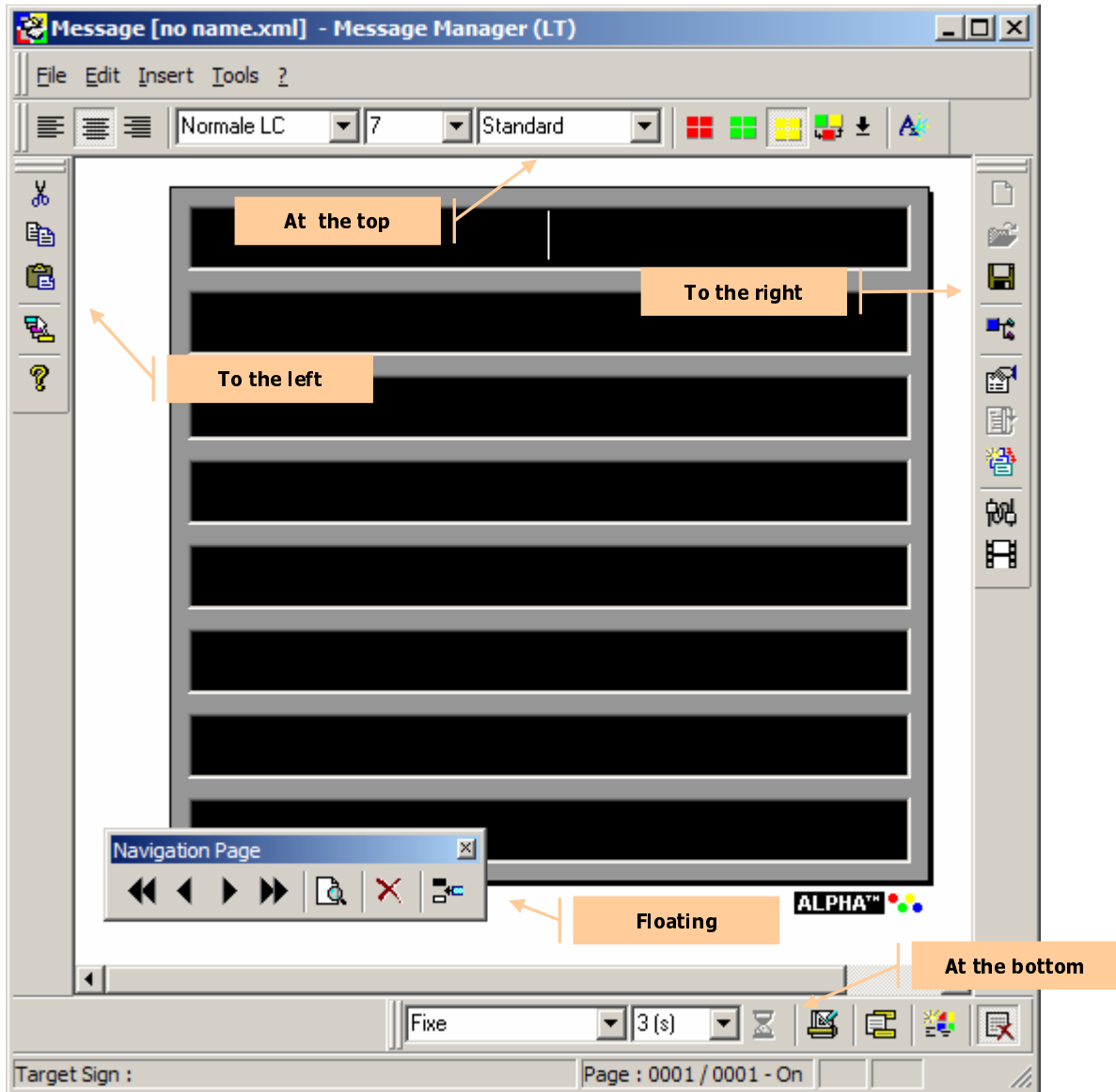
Icon	Description
	
	<p>Set the current page display mode</p> <ul style="list-style-type: none"> • Auto mode • Flash • Hold • Interlock • Roll Up • Roll Down • Roll Left • Roll Right • Rotate Std (standard) • Rotate Cd (condensed) • Scroll • Slide • Snow • Sparkle • Spray • Starburst • Switch • Twinkle • Wipe Up • Wipe Down • Wipe Left • Wipe Right • Wipe In • Wipe Out
	<p>Set the current page display duration</p> <ul style="list-style-type: none"> • 0 – Shortest time • 1 • 2 • 3 • 4 • 5 – Longest time • Ex. (This option allows to define duration either in seconds or in 1/10 seconds)
	<p>Define the current page display duration either in seconds within 0 & 255 or in 1/10 seconds within 0 & 4095</p>
	<p>Define the current page screen layout</p>
	<p>Set the current region in header/footer mode</p>
	<p>Set the current page status</p> <ul style="list-style-type: none"> • 0 (Off) : the current page will not be sent to the sign • 1 (On) : the current page will be sent to the sign

6.6- Status tool bar

Icon	Description
	
	Display the name of the selected target sign. At each first execution of the application, it displays the default target sign
	Display the number of pages and their status (On/Off)

Message Manager (LT)

The tool bars can be placed anywhere in the window.



The tool bars can be displayed or hidden with the main menu options: **Tools | Tool Bars | ...**

7- Setup the application

The application can be set up in any operating mode.

The settings allow you to choose your working environment and how the user interface will respond to commands coming from the main menu or tool bars.


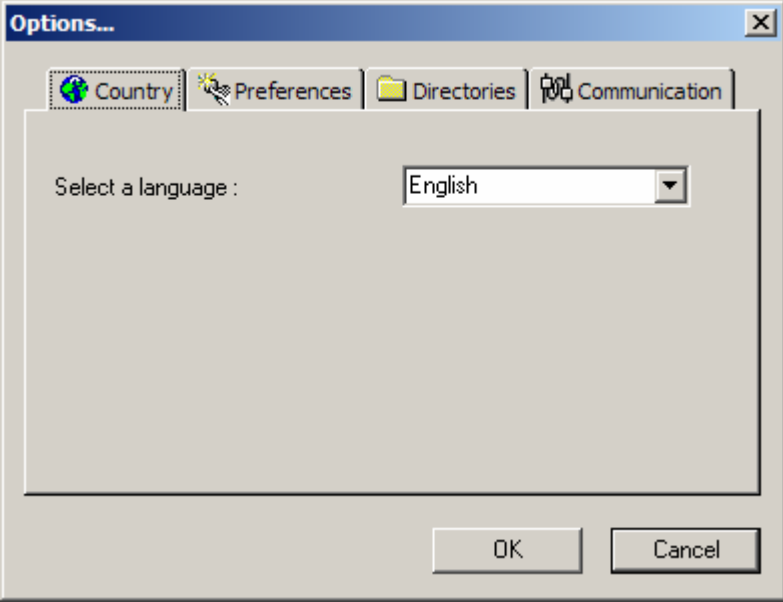
You can:

1. Select a working language for the user interface
2. Define preferences for specific command actions
3. Select user dedicated working directories
4. Select the communication options with the sign

Notes :




1. All the parameters of this dialog box are automatically saved in file "Message Manager.ini"


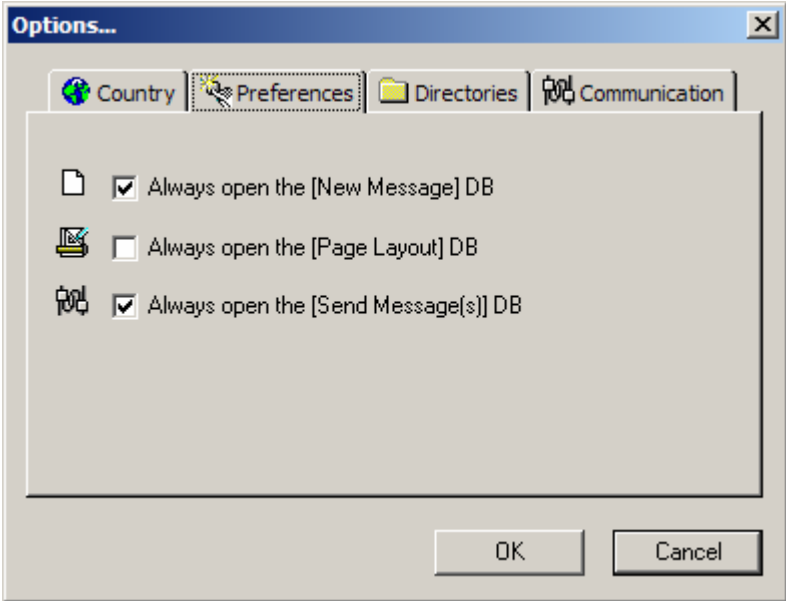
7.1- Select a working language

Step	Description
1	Select option  Tools Options from the Main menu 
2	Select Country tab
3	Select the working language then click on OK to validate
4	Restart the application, so it reinitializes with the right working language file

7.2- Define preferences for specific command actions


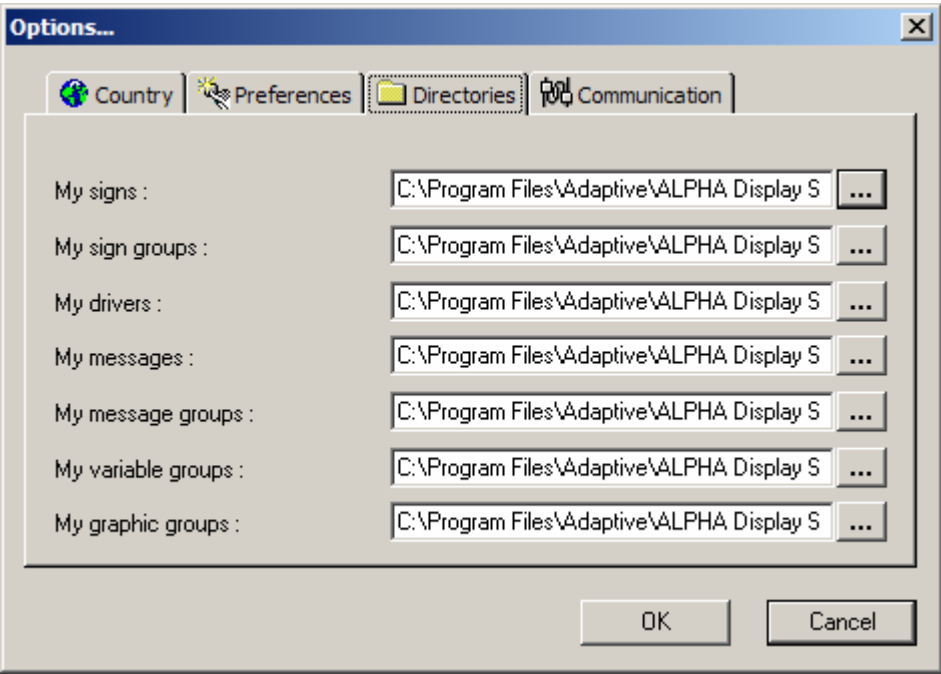
This option defines the following conditions:

-  When creating a new message, the [**New Message**] dialog box will be opened. If the option is unchecked, the message will be the same as the precedent.
▶▶ Cf. [Create a new message](#)
-  When creating a new page, the [**Page Layout**] dialog box will be opened. If the option is unchecked, the page layout will be the same as the precedent.
▶▶ Cf. [Insert a new page](#)
-  When transmitting a message or a message group to the sign, the [**Send Message(s)**] dialog box will be opened. If the option is unchecked, the transmission will be performed using the same parameters as those defined previously.
▶▶ Cf. [Send a Message to a Target Sign](#)
▶▶ Cf. [Send a Message Group to a Target Sign](#)

Step	Description
1	Select option  Tools Options from the Main menu 
2	Select Preferences tab
3	Select your options then click on OK to validate


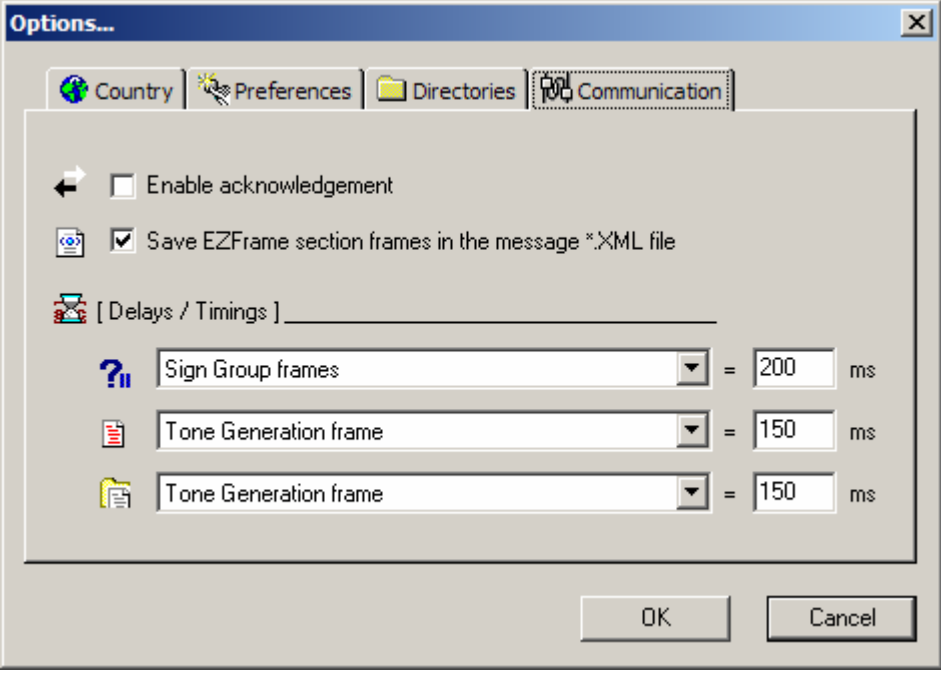
7.3- Select user dedicated working directories

By default, the user dedicated working directories are created in the install directory of the application. You can change their location with this option.

Step	Description
1	Select option  Tools Options from the Main menu 
2	Select Directories tab
3	Select & change the directories then click on OK to validate

7.4- Select the communication options with the sign



1. The first option corresponds to the sign acknowledgement. This will check if the sign received the message correctly. The process is as follows:
 - a. Transmit message
 - b. Read back the message
 - c. Compare the two messages
2. The second option allows to add specific EZ95 frames to the message *.XML file. **This option is essential to use the message in a message group.** It allows the inclusion of information regarding the memory configuration, the configuration date & time tables and finally the text with its attributes.
3. The third option should not be useful for the user. It concerns all the timings involved in the communication with the sign. We recommend to call the Adaptive's Technical Support before to change any value.

Step	Description
1	Select option  Tools Options from the Main menu 
2	Select Communication tab
3	Select your options then click on OK to validate

8- Edit a Message

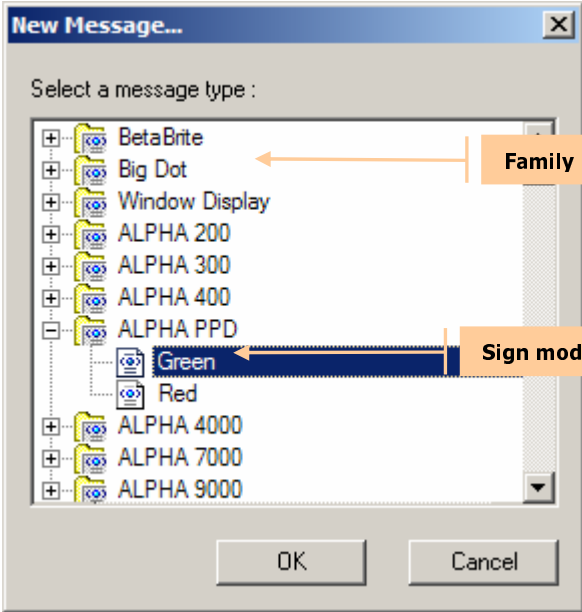
To edit a message you must use the [" Message " operating mode](#)

8.1- Create a new message

Step	Description
1	Click on the  icon from the " Message " tool bar or Select option  File New Message from the Main menu

Two cases are possible:

1. The option *"Always open the [New Message] DB"* is checked :
The [**New Message**] dialog box will open to select the model of message.

2	
3	Select a model of sign and click on OK to validate

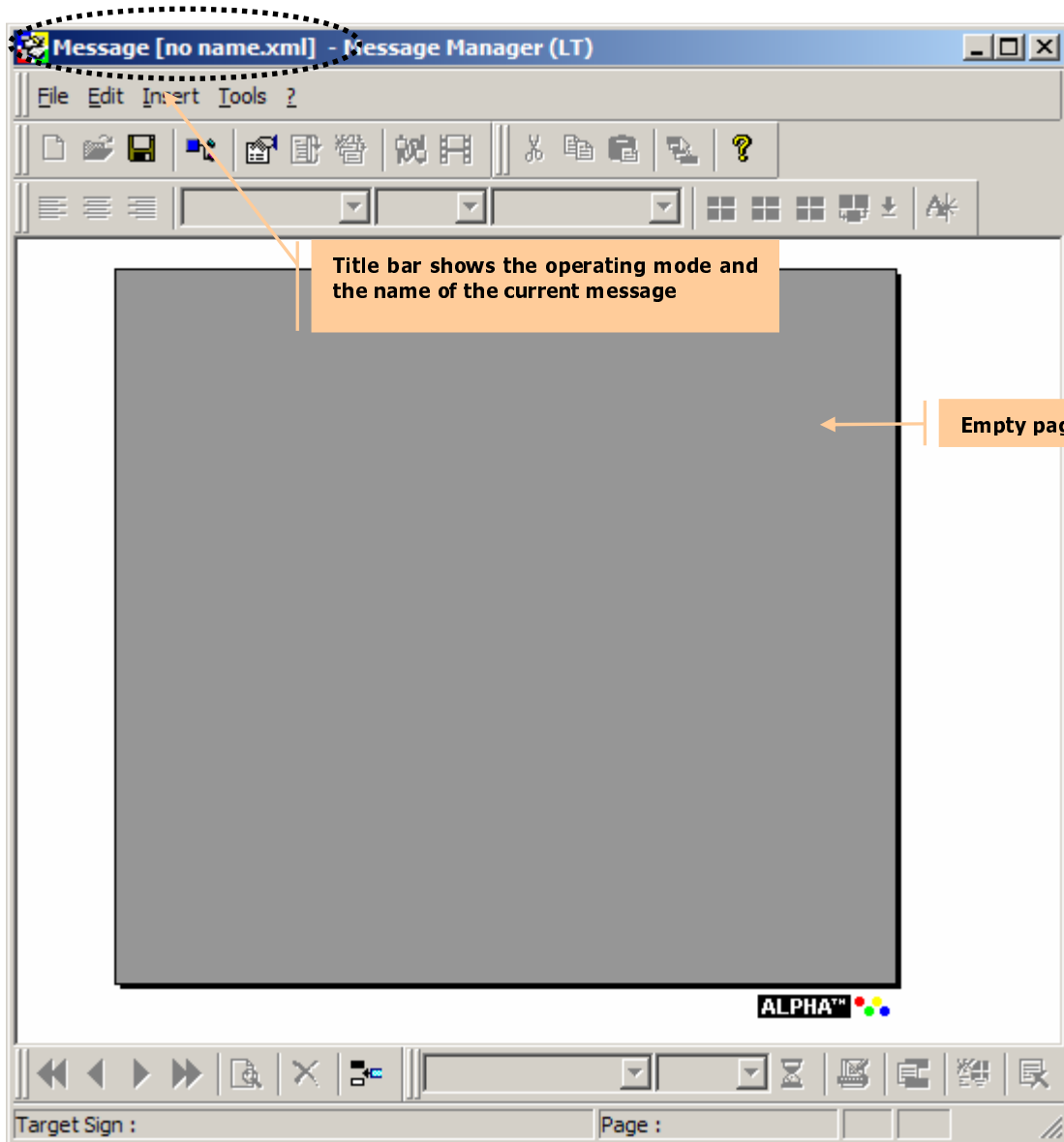
2. The option *"Always open the [New Message] DB"* is unchecked :
The new message will be automatically created using the same sign model and family as the previously opened message.

▶▶ Cf. [Define preferences for specific command actions](#) for changing options.



Message Manager (LT)

Notes:

1. The model of the message is always represented by a dark gray rectangle.



8.2- Open an existing message

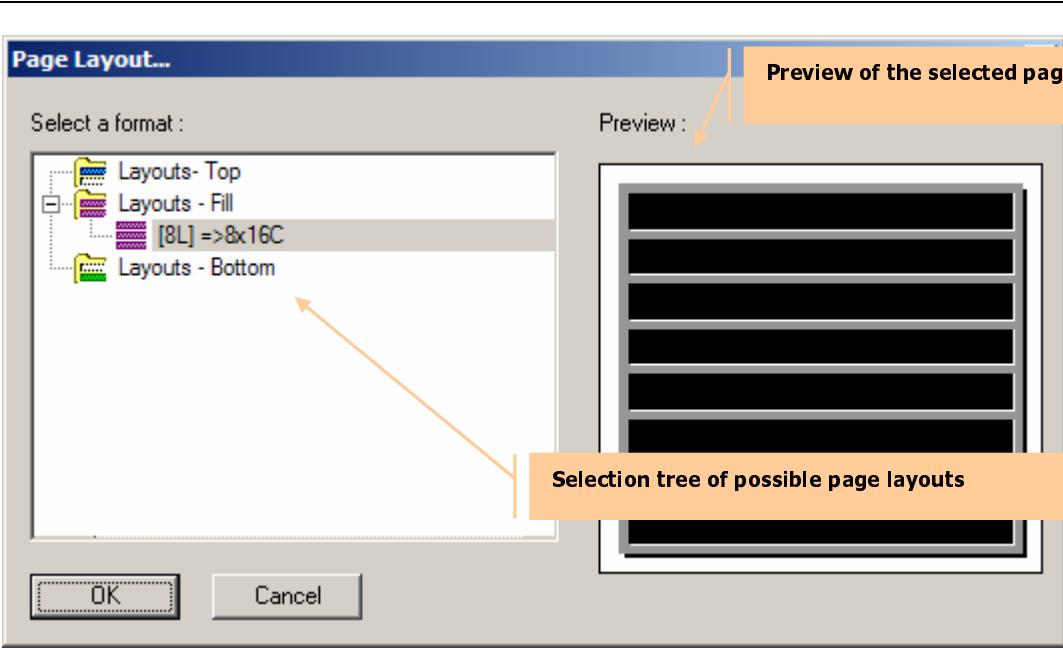
Step	Description
1	Click on the  icon from the "Message" tool bar or Select option  File Open Message from the Main menu

8.3- Insert a new page

Step	Description
1	Click on the  icon from the "Page Navigation" tool bar

Two cases are possible:

1. The option *"Always open the [Page Layout] DB"* is checked :
The [**Page Layout**] dialog box will open to select a layout.

2	 <p>Preview of the selected page layout</p> <p>Selection tree of possible page layouts</p>
3	Select a layout then click on OK to validate

▶▶ Cf. [Message Architecture](#) for the definition of the page layout concept.

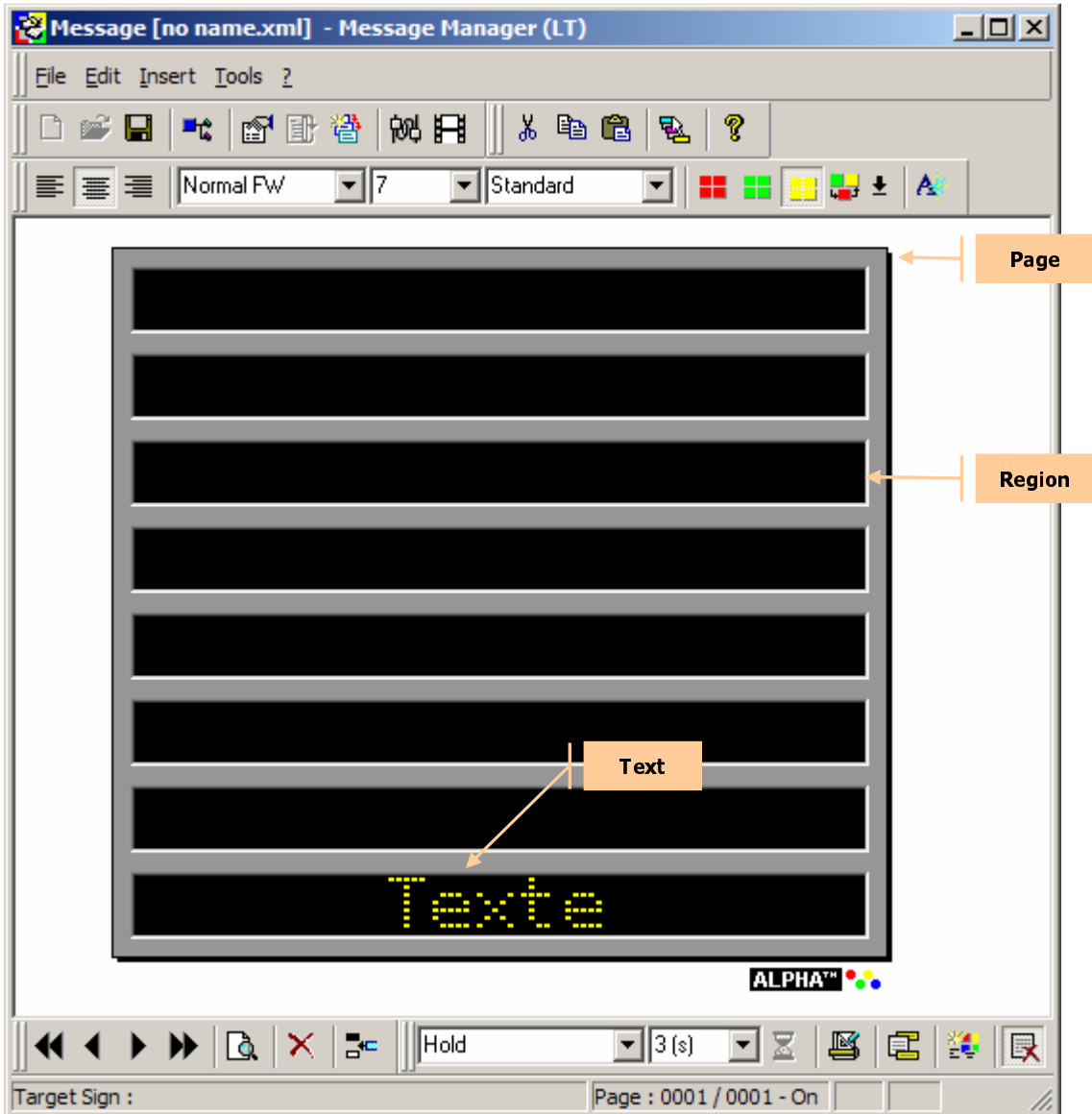
2. The option *"Always open the [Page Layout] DB"* is unchecked :
The new page will be automatically created with the same page layout as the previous page.

▶▶ Cf. [Define preferences for specific command actions](#) for changing options.

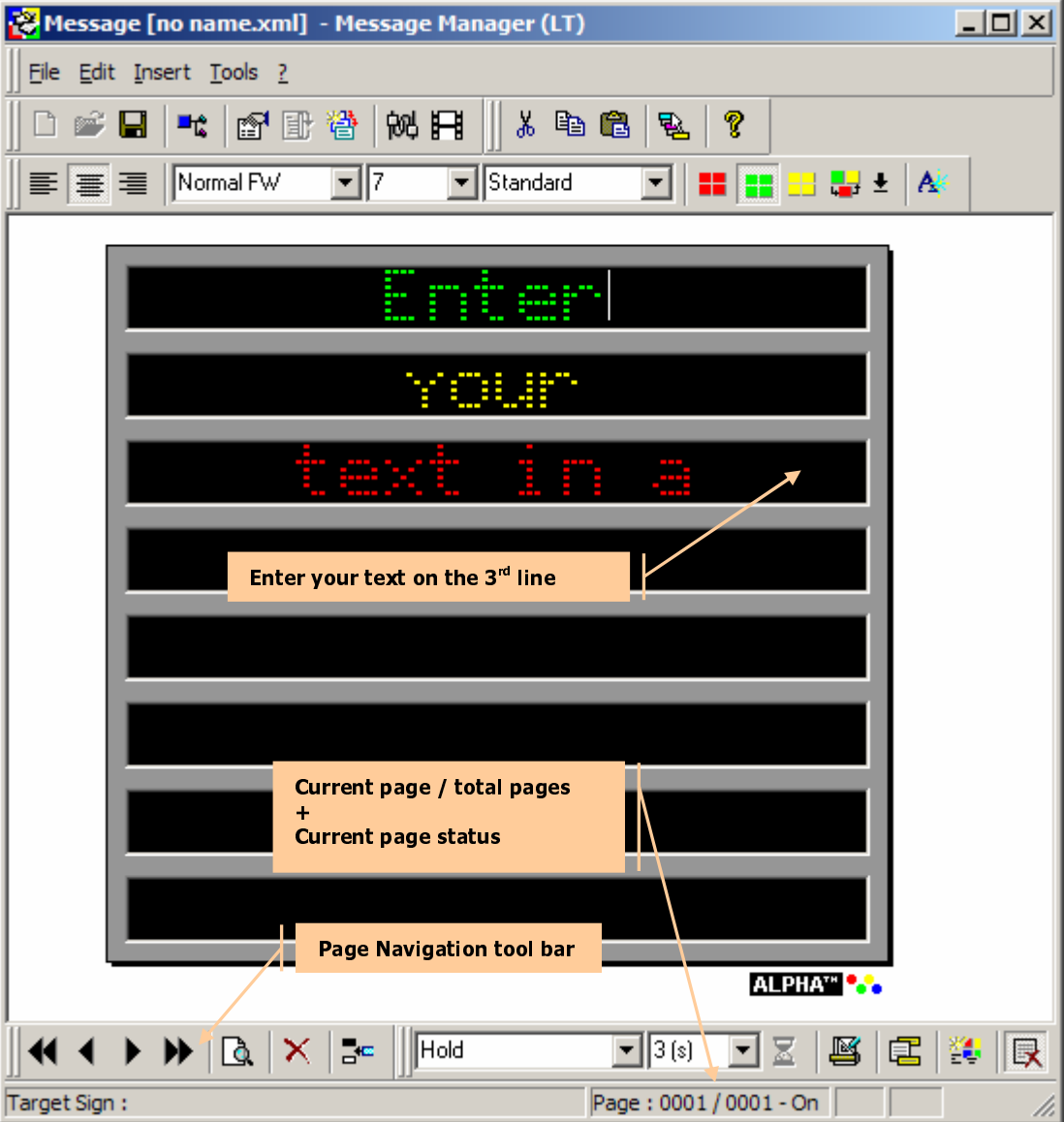
Message Manager (LT)

Notes:

1. This action always creates a new page and activates the different controls of the user interface.



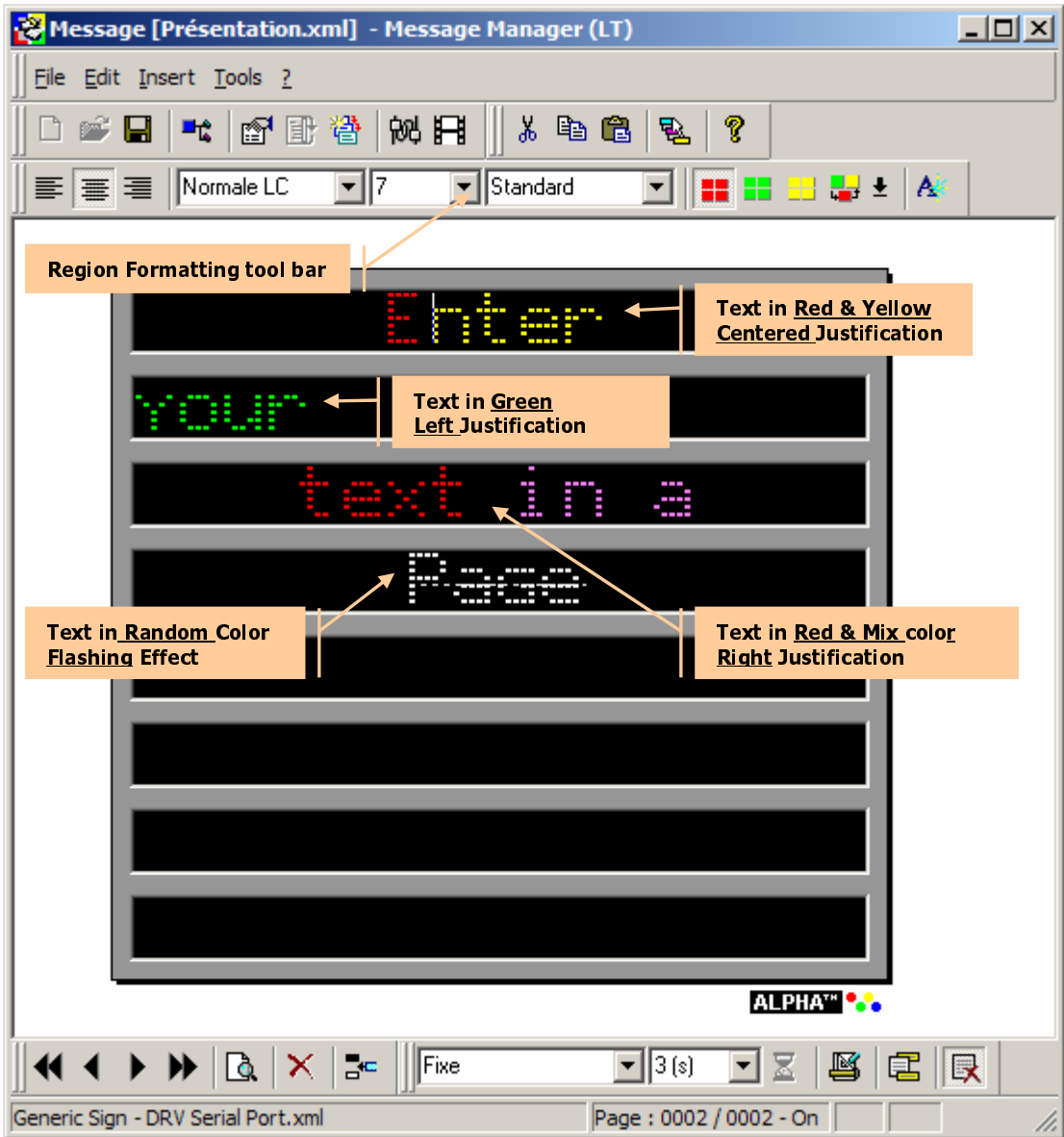
8.4- Enter text in a page

Step	Description
1	Display the desired page with the "Page Navigation" tool bar
2	Place the cursor on the selected region then enter your text 

Notes:

1. Once the region limit is reached, you cannot enter any more text. This depends on the size of your sign and on the font you are using. However, if you have selected the rotation mode, text length is only limited by the sign memory.
2. To move from one region to another press the **Tabulation** [→] key.

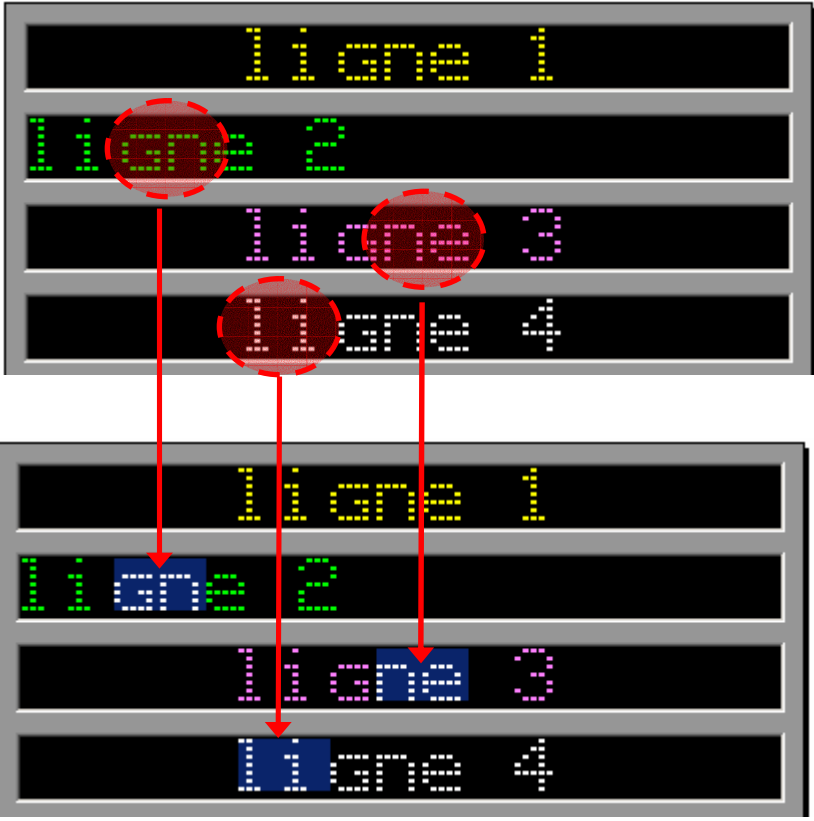

8.5- Define text attributes from a the region

Step	Description
1	Place the cursor on the desired region Define the region attributes using the " Region formatting " tool bar
2	

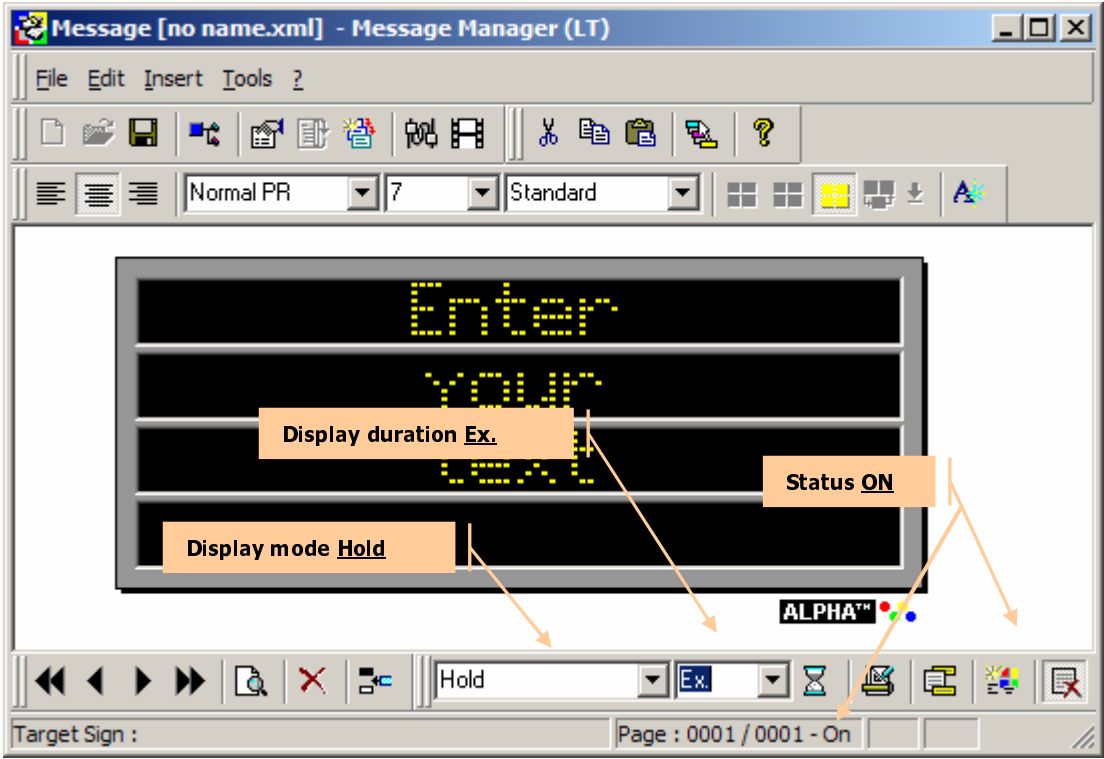
Notes:

1. **Color** & **effect** attributes can be defined for each characters
2. **Justification** & **Character font** are defined for the entire region
3. The icons of the tool bar are automatically updated according to the selected region.

8.6- Apply the same attribute to a character set or to a region from the same page

Etape	Description
1	<p data-bbox="292 459 1390 488">Select the characters which you want to modify their attributes (Justification, Color & Effect)</p>  <p data-bbox="292 1406 887 1435">Select your attributes then click on OK to validate</p>
2	

8.7- Define the page attributes


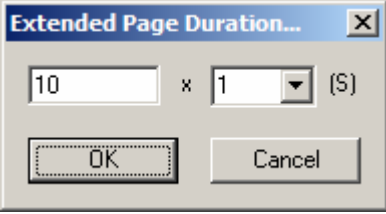
Step	Description
1	Display the desired page with the "Page Navigation" tool bar
2	Define the page attributes with the "Page Properties" tool bar 

Notes:

1. The **display mode** defines the way the page will appear.
 - ▶▶ Cf. ["Page Properties" tool bar](#) to see the definition of all display modes.
2. The **display duration** define the duration the page will appear.
 - a. Time '0' corresponds to the shortest duration, '5' to the longest duration (N.B. The numbers "0 to 5" do not represent seconds).
 - b. Time 'Ex.' allows to refer to precise time either in seconds within 0 & 255 or in 1/10 seconds within 0 & 4095. This option is only available on certain signs.
 - ▶▶ Cf. ["Page Properties" tool bar](#) to see the definition of all display durations.


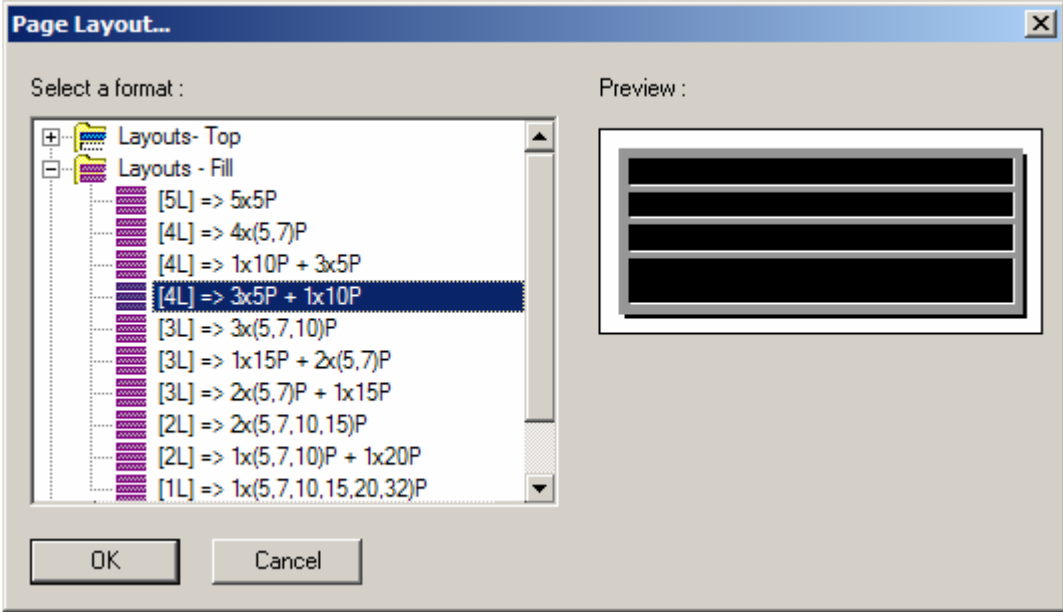
Message Manager (LT)

When the user select a display duration equal to 'Ex.', the  icon ungrays.

Step	Description
1	Click on the  icon from the " Page Properties " tool bar
2	Enter a value and a unit then click on OK to validate 

3. **Status** indicates whether the page will be sent or not to the sign. With this option you can create a message with many pages and select only those you wish to display.

8.7.1- Modify the page layout

Step	Description
1	Click on the  icon from the " Page Properties " tool bar
2	
3	Select a layout then click on OK to validate

▶▶ Cf. [Message Architecture](#) for the definition of the page layout concept.

Message Manager (LT)

Notes :

1. The notation rules are the following :

- ✓ Layout - Fill : [**X L**] => **A** x (5,7,10,...)P + **B** x (5,7,10,...)P + ...
X = Total number of lines
A = Number of line able to receive text defined on 5, 7, 10, ... pixels high
B = Number of line able to receive text defined on 5, 7, 10, ... pixels high
...

Example :

[4L] => **4x(5,7)P** means that the page will contain 4 lines of text defined on 5 or 7 pixels high.

[4L] => **3x5P + 1x10P** means that the page will contain 4 lines. The first 3 lines will receive text defined on 5 pixels high and the last one will receive text defined on 10 pixels high.

- ✓ Layout - Top/Bottom : [**X L**] => **A** x (5,7,10,...)P + ... + [**M** x (5,7,10,...)P]

X = Total number of lines

A = Number of line located on the top or on the bottom of the sign able to receive text defined on 5, 7, 10, ... pixels high.

...

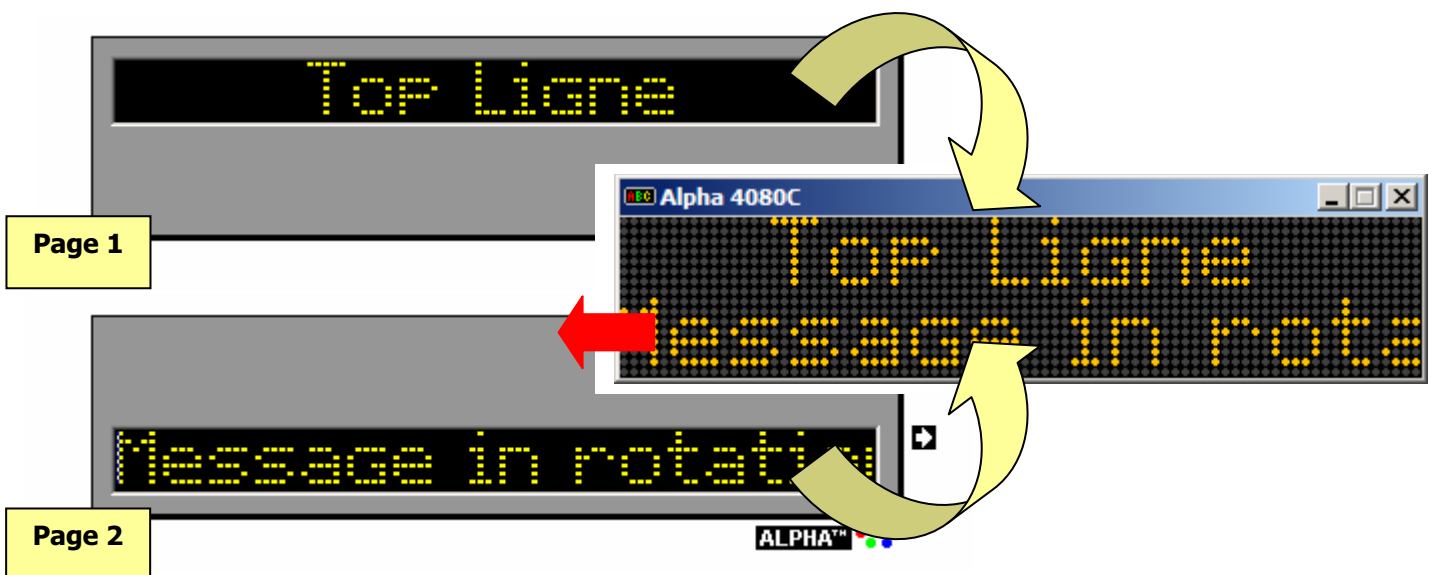
M = Number of line able to receive text defined on 5, 7, 10, ... pixels high.

Be careful, as this parameter is between brackets, it means that these lines are defined on the opposite layout (Top -> Bottom ; Bottom -> Top).

Example :

[3L] => **3x(5,7)P + [1x(5,7)P]** means that the page will contain 4 lines. The first 3 lines will have a Top layout and will receive text defined on 5 or 7 pixels high. The last one will have a Bottom layout and will receive text defined on 5 or 7 pixels high.

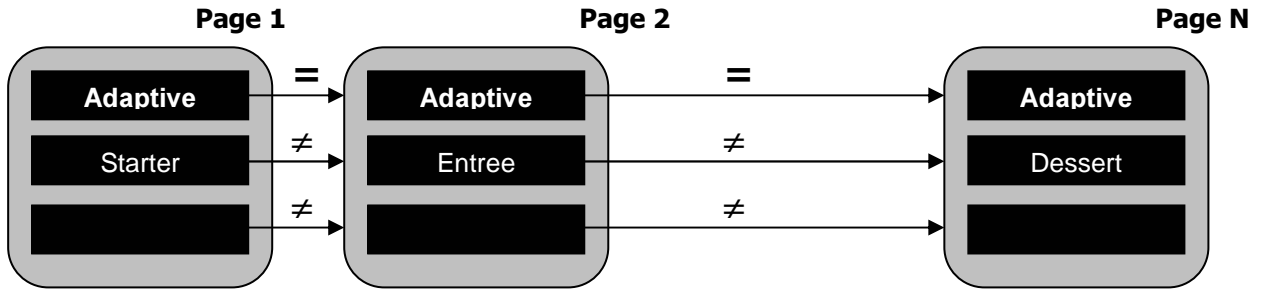
2. Top and Bottom layouts are used when you need to display a message in hold mode on the top line and a message in rotation or scroll mode on the bottom.


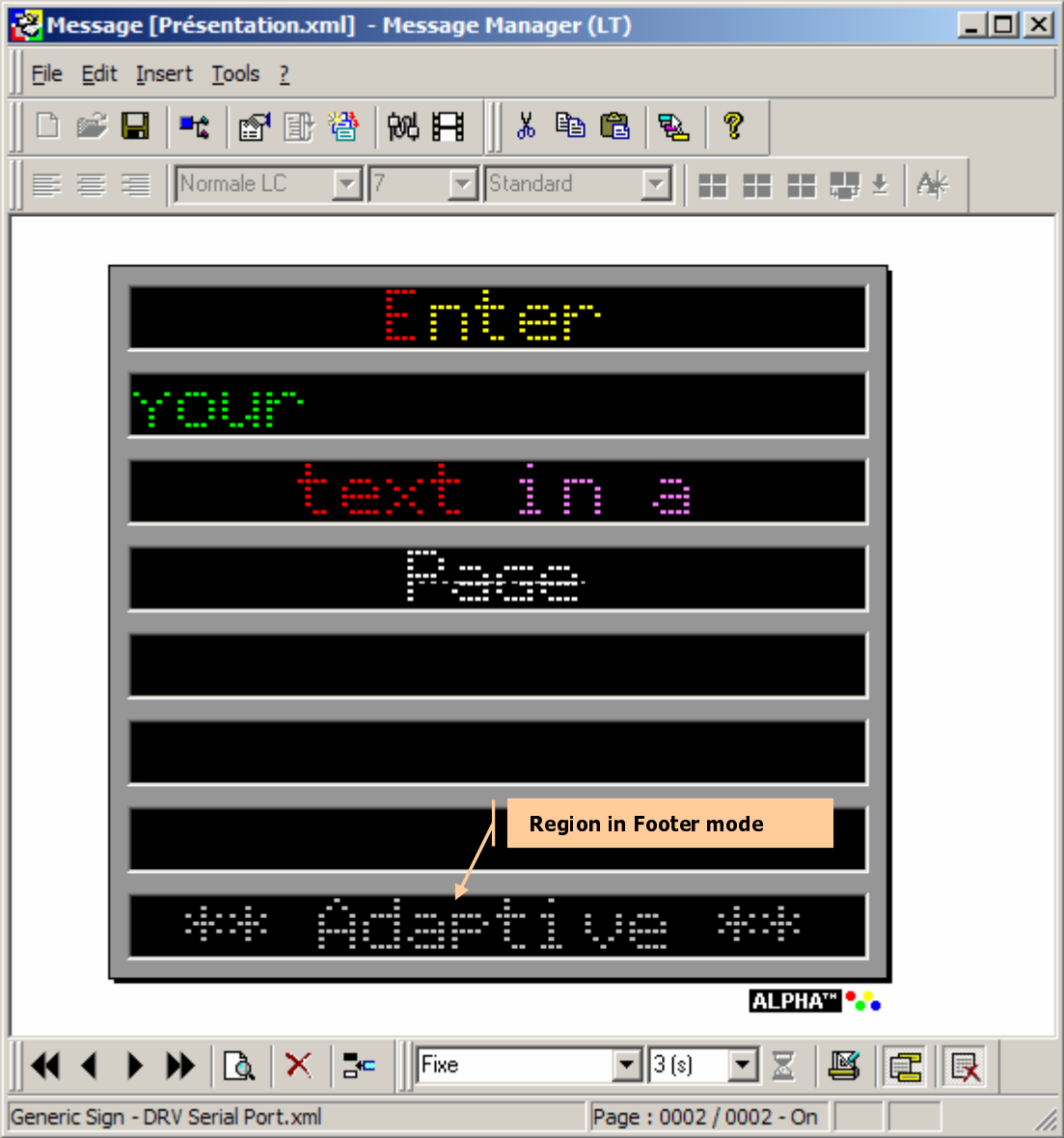


Message Manager (LT)

8.7.2- Create an header/footer on a page


Header/Footer allows regions to be copied automatically from page to page.



Step	Description
1	Place the cursor on the desired region Click on the  icon from the "Page Properties" tool bar
2	 <p>The screenshot shows the Message Manager (LT) software interface. The window title is "Message [Présentation.xml] - Message Manager (LT)". The menu bar includes "File", "Edit", "Insert", and "?". The toolbar contains various icons for file operations, editing, and navigation. The main workspace displays a page with several regions. The bottom region is highlighted with a yellow box and labeled "Region in Footer mode". This region contains the text "Adaptive" flanked by asterisks. The status bar at the bottom shows "Generic Sign - DRV Serial Port.xml" and "Page : 0002 / 0002 - On".</p>

Message Manager (LT)









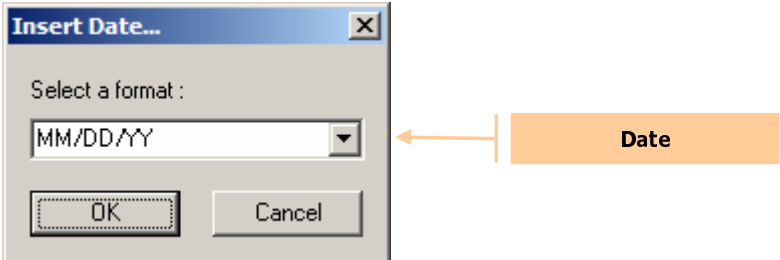
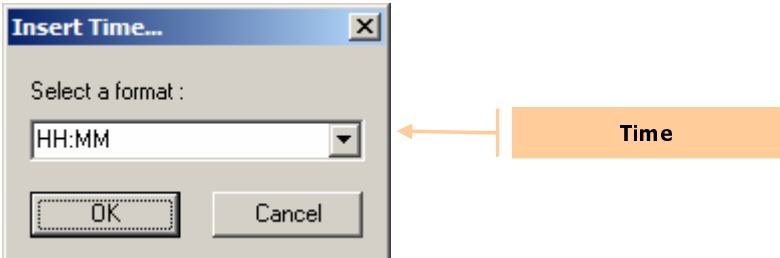
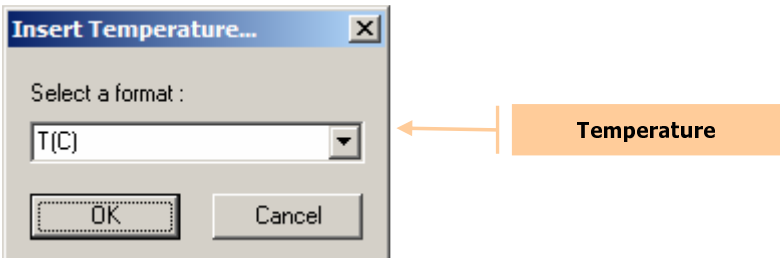
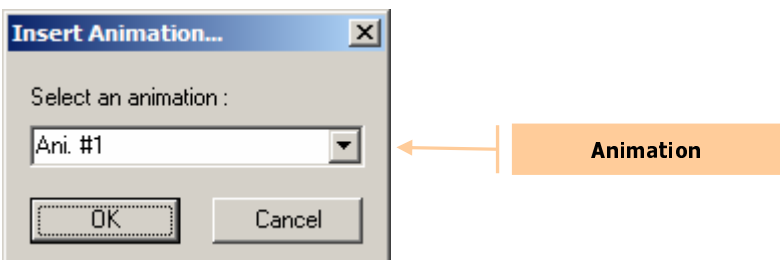
Notes:

1. When the header/footer mode is selected, text becomes gray and cannot be changed.
2. To change the text and its attributes, de-activate this option using the  icon from the ["Page Properties" tool bar](#).

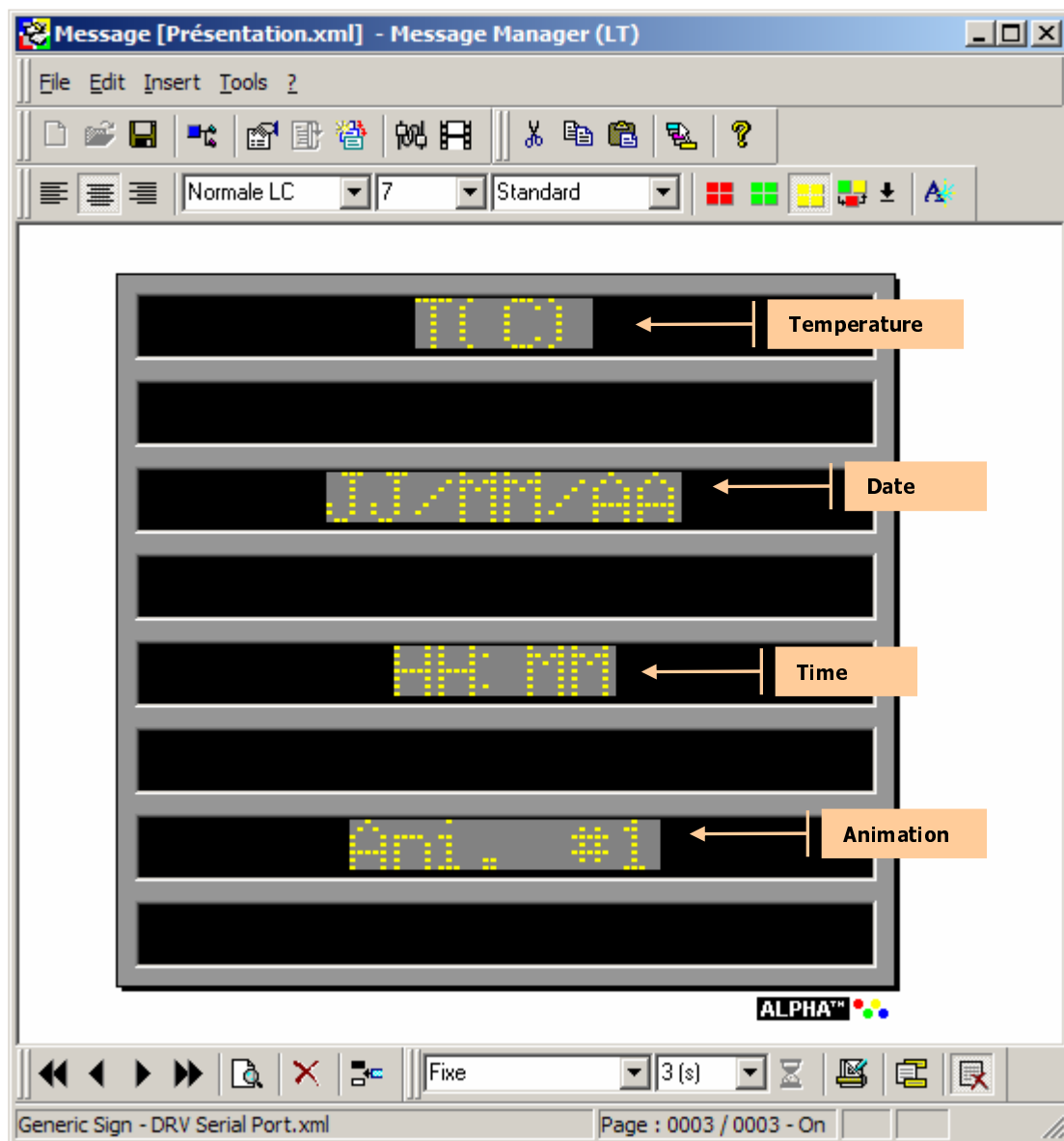
8.8- Insert a "Pre defined" object into a region

The predefined objects that can be inserted are:

1. Date
2. Time
3. Temperature (available only on outdoor signs)
4. A symbol (available soon)
5. Built-in-animation

Step	Description
1	Place the cursor on the desired region
2	<p data-bbox="293 728 1406 797">Select the option  Insert  Date or  Insert  Time or  Insert  Temperature or  Insert  Animation from the Main menu</p> <div data-bbox="293 828 1077 1086">  </div> <div data-bbox="293 1120 1077 1377">  </div> <div data-bbox="293 1411 1077 1668">  </div> <div data-bbox="293 1702 1077 1960">  </div>
3	Select a format then click on OK to validate

Message Manager (LT)



Notes:

1. Each predefined object inserted in to a region is represented in gray reversed video and is also protected against any modification. To delete it, select it completely.
2. To display time and date, you must first synchronize the sign with the PC.
▶▶ Cf. [Synchronize date](#) and [Synchronize time](#)
3. To display temperature, you must first adjust the offset of the temperature probe.
▶▶ Cf. [Set Temperature Offset](#)

8.9- Insert a " Graphic " into a region

Graphics that can be inserted in to a region must have the .BMP (24 bits) format.

The ALPHA™ sign can contain two types of files :






1. The small size files called "**SMALL**" represent graphics where the dimensions are less or equal than **31** pixels high x **255** pixels large.
This type of file is supported by the entire ALPHA™ sign family and is stored into the SMALL DOT File data base.
The graphic's display duration is directly linked to the page's display duration.
2. The large size files called "**LARGE**" represent graphics where the dimensions can go up to **65535** pixels high x **65535** pixels large.
This type of file is only supported by the ALPHA™ sign families greater or equal than the 7000 and is stored into the LARGE DOT File data base.
The graphic's display duration can be defined precisely in tenth of second.

The Graphic Groups implementation is very useful since it allows to build a graphic file data base and sort them either by type of sign or by size.

8.9.1- Contextual Menu description

The **Graphic Groups** and **Graphics** management is done through a contextual menu accessible by the right click of the mouse.



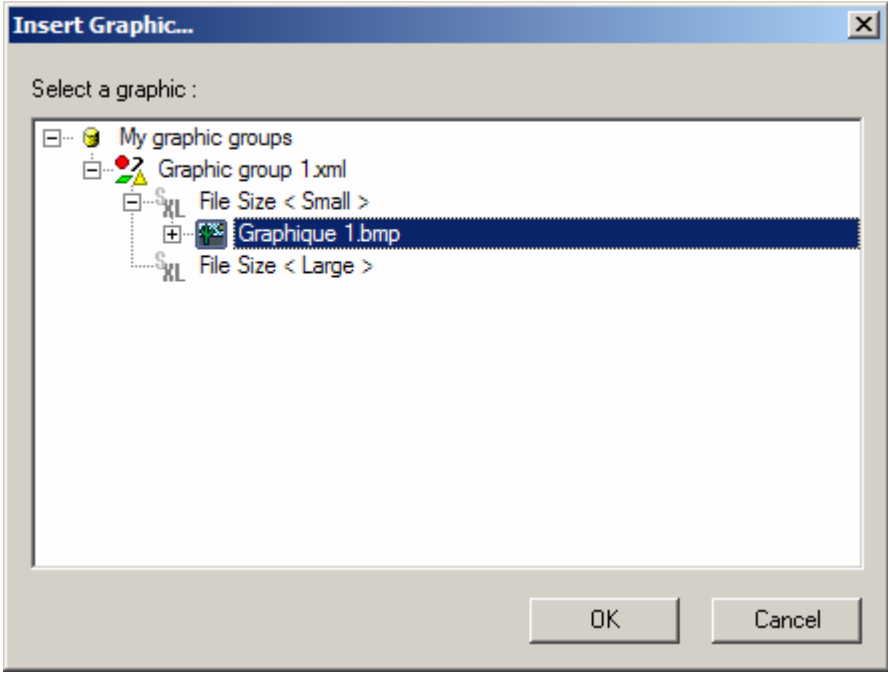
It allows :

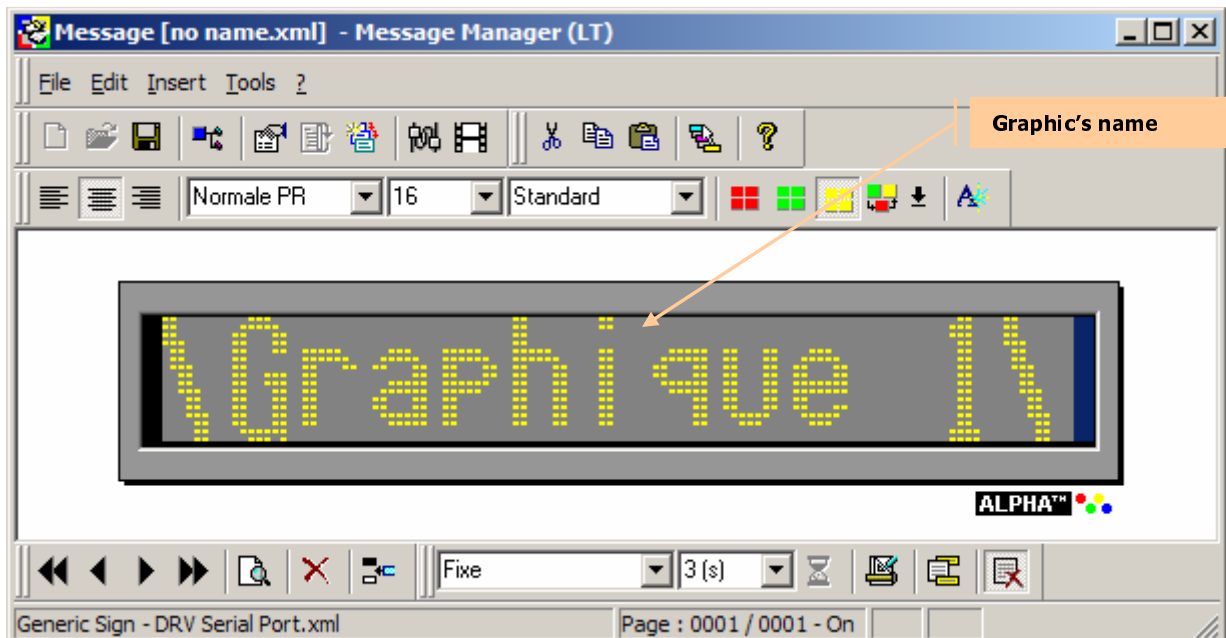
- 
1.  To create a new graphic group
 2.  To insert a new graphic in to a group
 3.  To delete a graphic from a group
 4.  To modify a graphic's parameter
 - a. Compression
 - b. Duration (1/10 s)

It is also possible to modify the Graphic Group's name. To do so, click on the object then wait for it to be in edition mode.

Message Manager (LT)

8.9.2- Insert a " Graphic " already present in a group

Step	Description
1	Place the cursor on the desired region
2	Select the option  Insert  Graphic from the Main menu 
3	Select the graphic then click on OK to validate

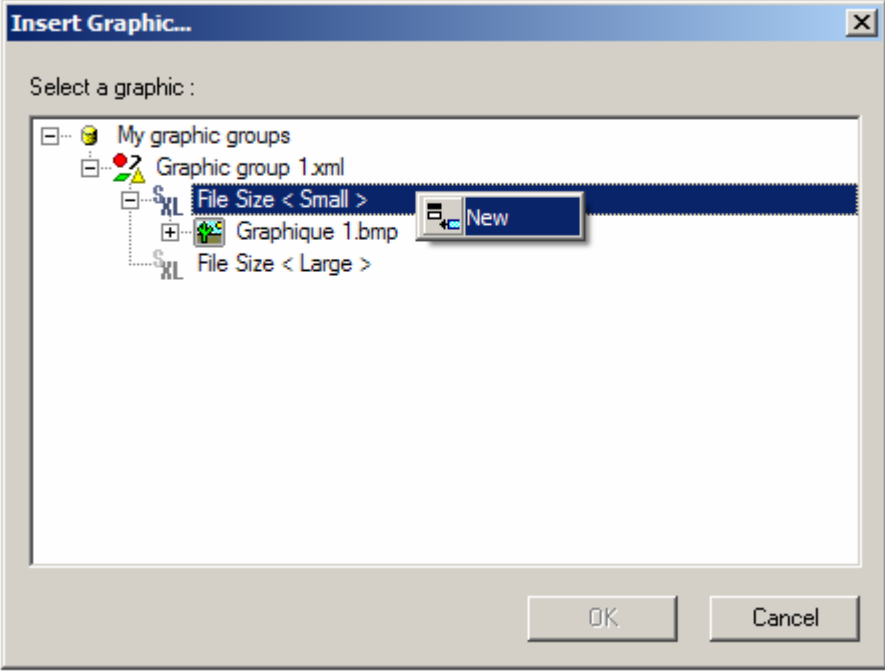

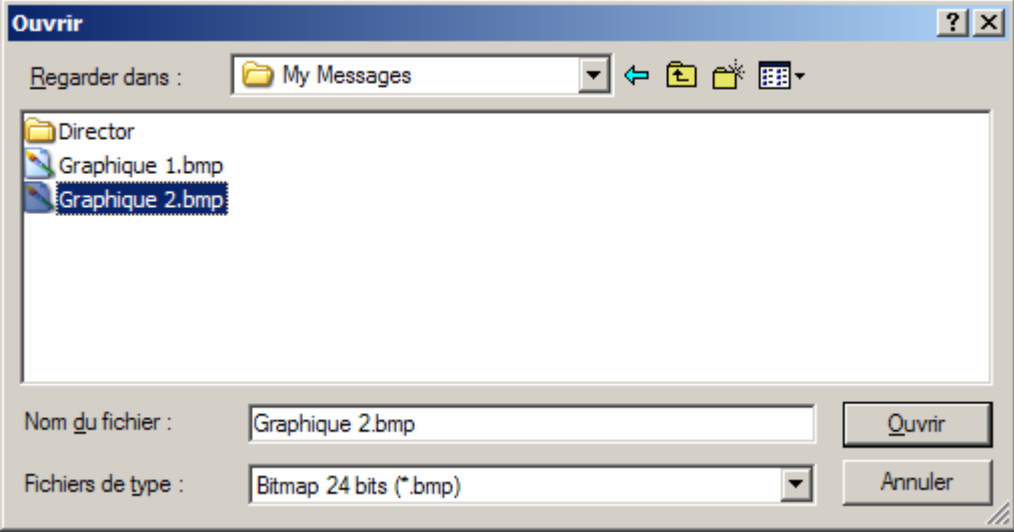


Notes :

1. Within a message, it is absolutely necessary to insert graphics which belong to the same group.
2. Each inserted graphic is represented in gray reverse video and is also protected against any modification. To delete it, select it completely.

Message Manager (LT)

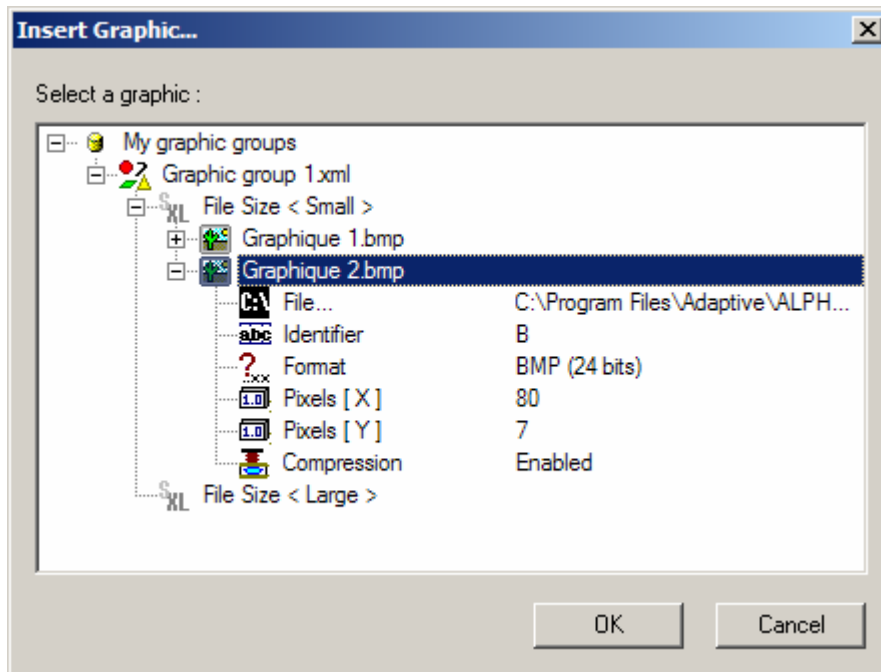
8.9.3- Insert a new " Graphic " into a group

Step	Description
1	<p>Double click on the desired graphic group then select the graphic's type to insert (SMALL or LARGE)</p> 
2	<p>Right click to view the contextual menu then select the  New option</p>
3	<p>Select the right graphic then click on Open</p> 

Message Manager (LT)

If necessary, modify the parameters of the new graphic

4



Parameter	Description
File...	Full path of the file
Identifier	Storage memory identifier from the sign corresponding to either the SMALL graphic (1 character) or the LARGE graphic (11 characters)
Format	Graphic's format BMP, GIF, ...
Pixels [X]	Graphic's width
Pixels [Y]	Graphic's height
Compression	Compression status utilized during the message downloading. Be careful, in certain cases, it must be disabled
Duration	LARGE graphic's display duration adjustable in 1/10 s

Notes :

1. During the insertion of a new graphic into a group, the application checks the compatibility between its size and the one of the sign.

8.10- Insert a " Variable " into a region

A variable is an object which can be updated in real time by a smart system at a frequency equal to about 50 ms.

This update is done through an ASCII frame which has the following format:

ASCII Character	Description
_01	SOH
Z	Sign's type (Z = universal)
00	Sign's address (00 = braodcast)
_02	STX
G	Command Code = Write STRING File = Update Variable
A	Variable's identifier : A
XXXXX	Variable's text ¹ A
_03	ETX
_02	STX
G	Command Code = Write STRING File = Update Variable
B	Variable's identifier : B
XXXXX	Variable's text ¹ B
_03	ETX
...	
...	
_02	STX
G	Command Code = Write STRING File = Update Variable
?	Variable's identifier : ?
XXXXX	Variable's text ¹ ?
_03	ETX
...	
...	
_04	EOT

1) Be sure to respect the variable's size defined in the editor

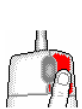
The variable may contain dynamic attributes like the colour changing or others. If you wish to do so, please contact the Adaptive's Technical Support.

Like the graphics, the application provides the ability to manage Variable Groups. They are very useful since they allow to build a variable data base and sort them either by sign, by type of application or other.

8.10.1- Contextual Menu description

The **Variable Groups** and **Variables** management is done through a contextual menu accessible by the right click of the mouse.

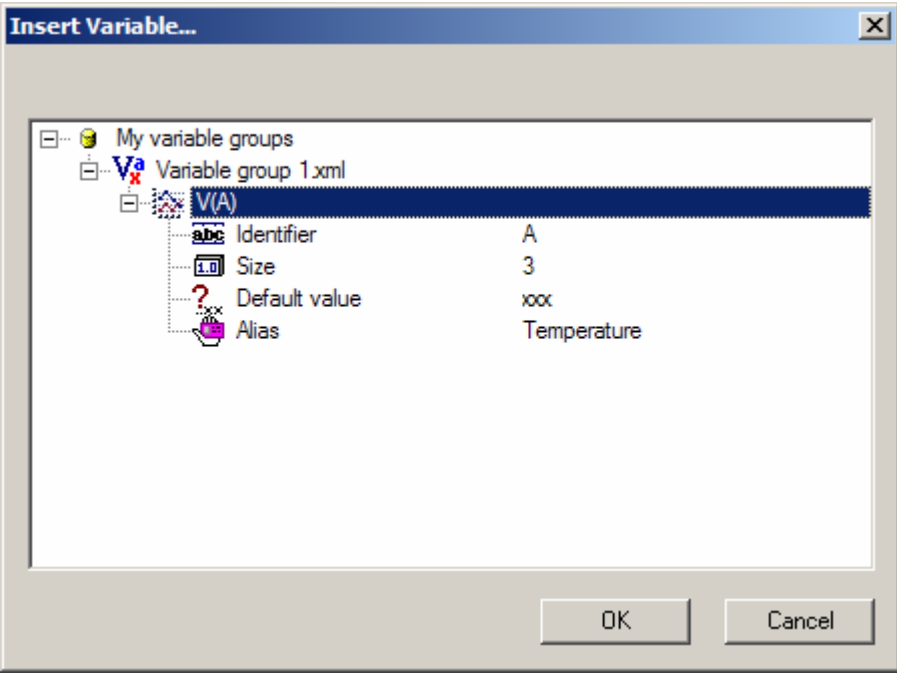
It allows :



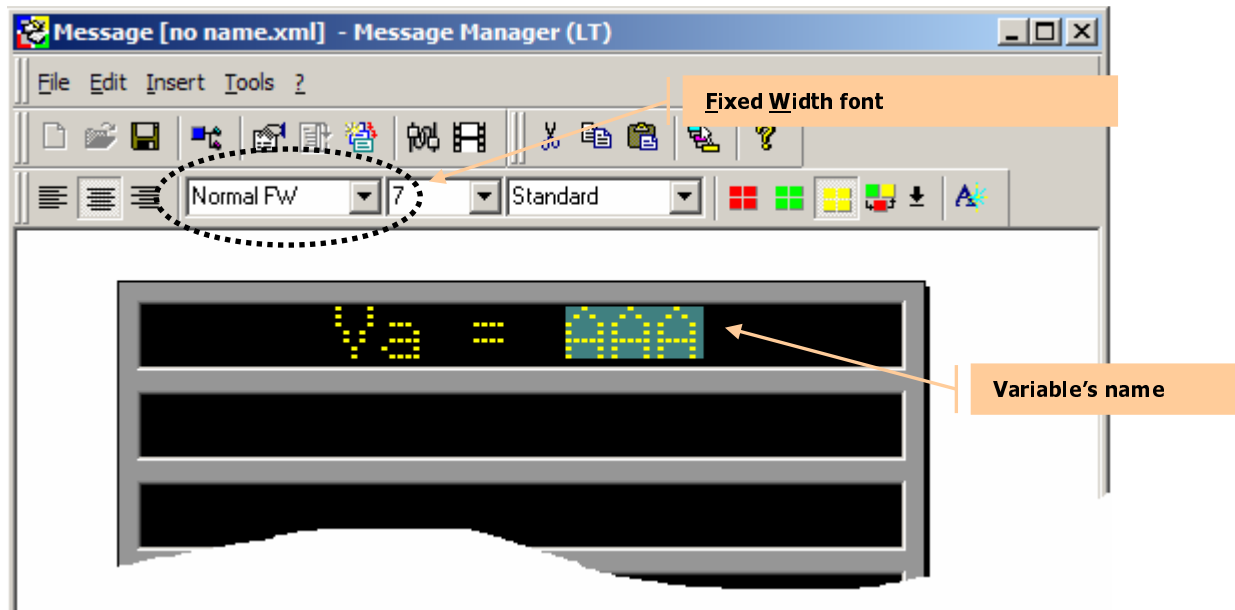
5. To create a new variable group
6. To insert a new variable in to a group
7. To delete a variable from a group
8. To modify a variable's parameter
 - a. Size (number of character)
 - b. Default value
 - c. Alias

It is also possible to modify the Variable Group's name. To do so, click on the object then wait for it to be in edition mode.

8.10.2- Insert a " Variable " already present in a group

Step	Description
1	Place the cursor on the desired region
2	Select the option Insert Variable from the Main menu 
3	Select the variable then click on OK to validate

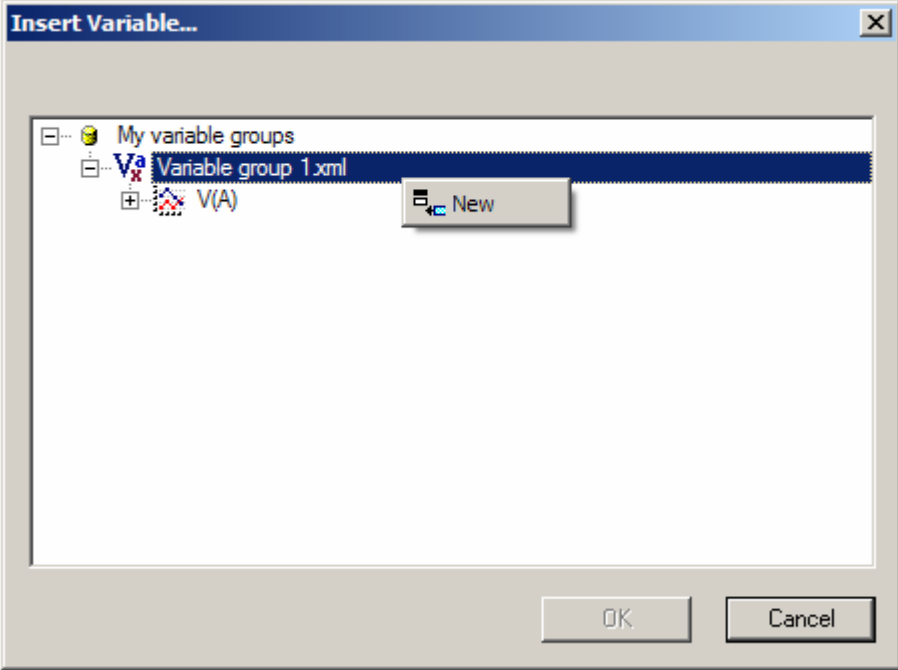
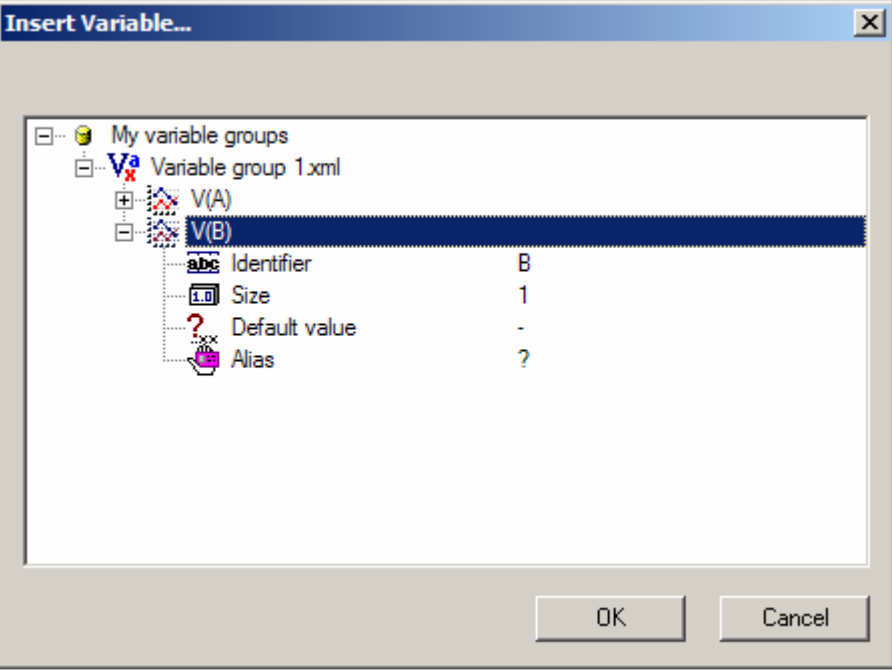
Message Manager (LT)



Notes :

1. Within a message, it is absolutely necessary to insert variables which belong to the same group.
2. The variable label inserted in the text is built according to its identifier and its size. Thus, the variable 'A' with a size equal to 3 will be represented 'AAA'.
3. In order to obtain a perfect correlation between the representation of the text in the editor and on the sign, it is necessary to select a fixed width font for each character. At the message creation, it is not possible to predict the future value of the variable, so it is not possible to predict what will be its width in terms of pixels.
4. Each inserted variable is represented in reverse video and is also protected against any modification. To delete it, select it completely.


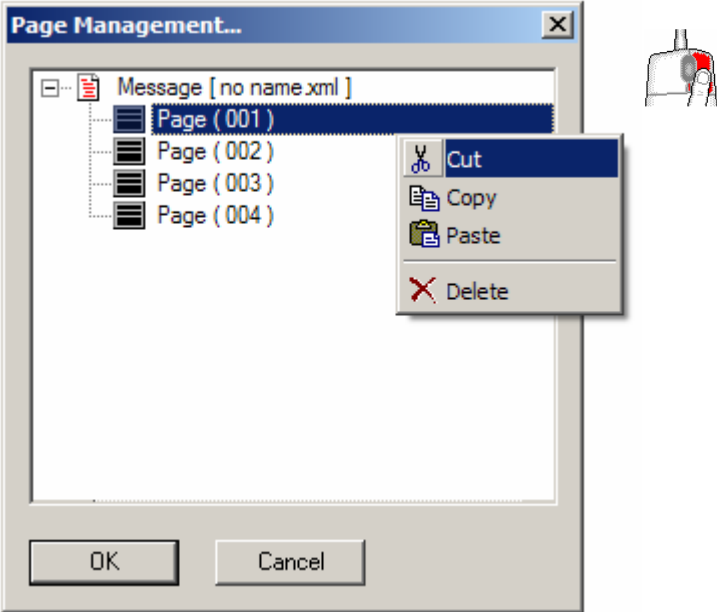
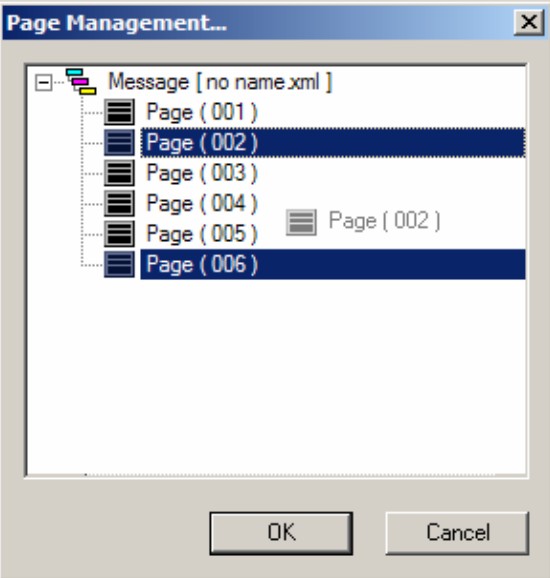
8.10.3- Insert a new " Variable " into a group

Step	Description
1	<p>Double click on the desired variable group</p> 
2	<p>Right click to view the contextual menu then select the New option</p>
3	<p>If necessary, modify the parameters of the new variable</p> 


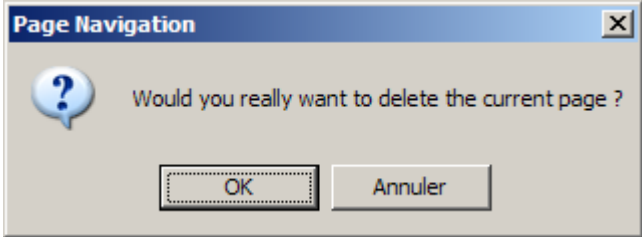
Message Manager (LT)

Parameter	Description
Identifier	Storage memory identifier from the sign
Size	Variable's width (number of characters)
Default value	Character string sent to the sign when the message is downloaded
Alias	The alias allows the user to set a more understandable name to the variable


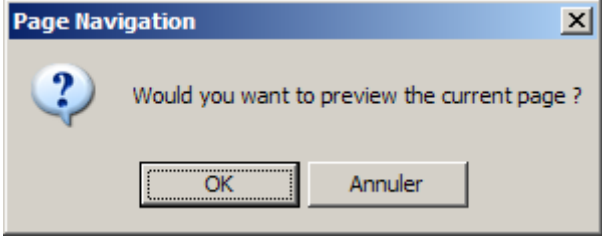
8.11- Cut/Copy/Paste & Move pages

Step	Description
1	Click on the  icon from the "Standard" tool bar
2	
3	<p>Select the item where you want to do an operation, right click to view the contextual menu then select an option. You can also use the Drag & Drop operation to move only one page with the mouse.</p> 
4	Click on OK to validate or Cancel to escape.

8.12- Delete a page

Step	Description
1	Click on the  icon from the "Page Navigation" tool bar
2	
3	Click on OK to validate or Cancel to escape.

8.13- Preview the current page to the sign

Step	Description
1	Click on the  icon from the "Page Navigation" tool bar
2	
3	Click on OK to validate or Cancel to escape.

Notes:


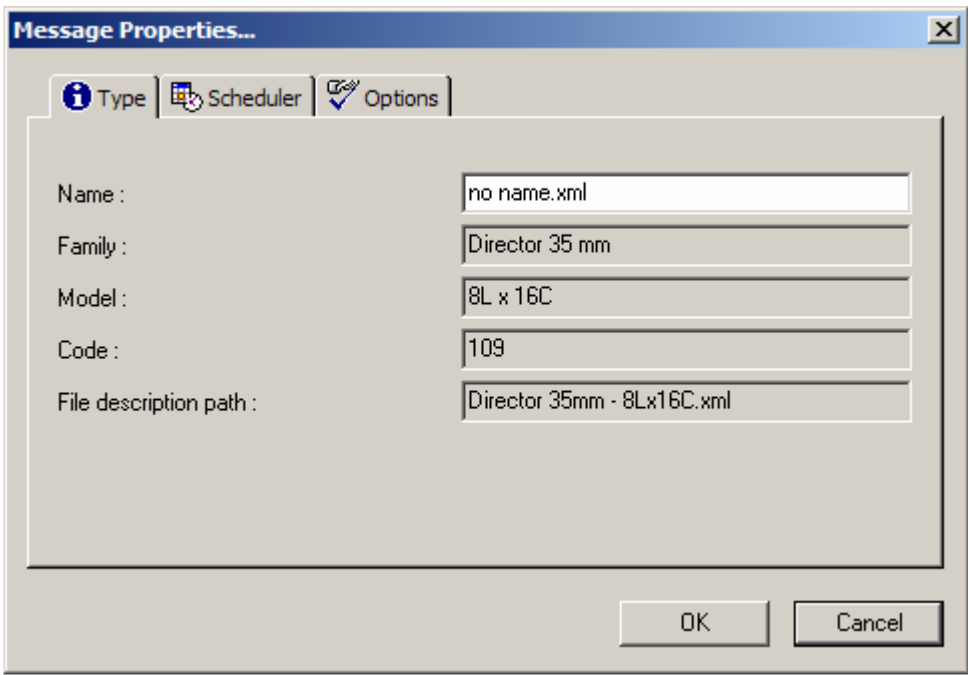
1. ► Cf. [Select a Target Sign](#) to setup the communication parameters.

9- Define the display properties of a Message

9.1- General properties

The only general property that can be changed is the **name**. It will be used for saving.

The other areas define the family, the model, the code and the description file of the sign used to create the message.

Step	Description
1	<p>Click on the  icon from the "Message" tool bar</p> 
2	Select Type tab
3	Enter a name then click on OK to validate.

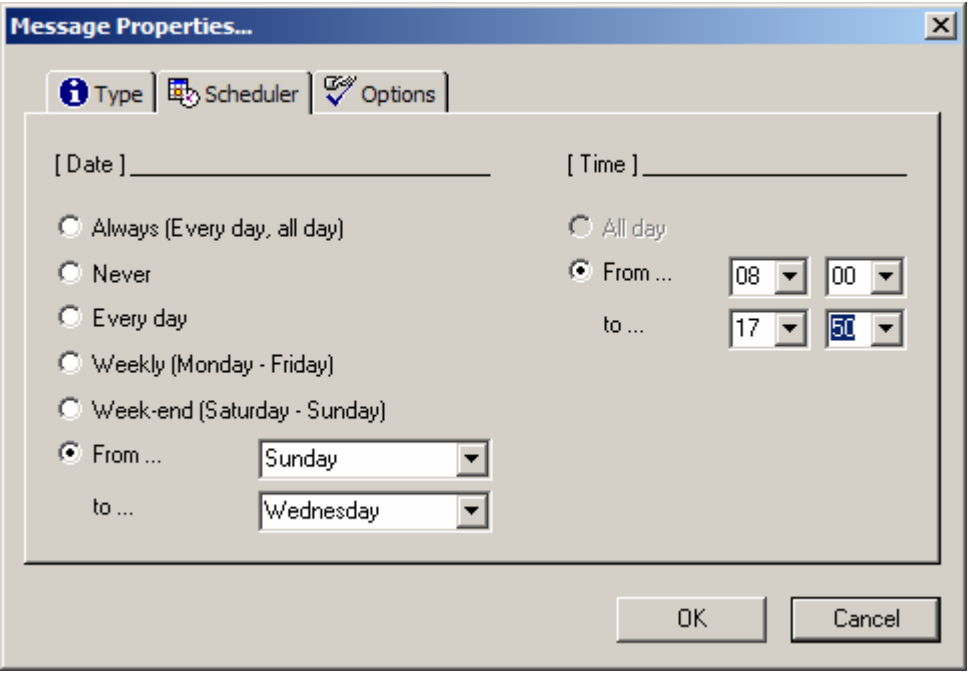
9.2- Scheduler

You can use the scheduler to plan the message execution: you can choose the periodicity , the time and the day you wish to display the message.

Step	Description
1	Click on the  icon from the " Message " tool bar

Two cases are possible:

1. Message will be sent to an **indoor sign**:
Periodicity and day depends on the day of the week. There is no possibility to schedule a precise date and time of the calendar.

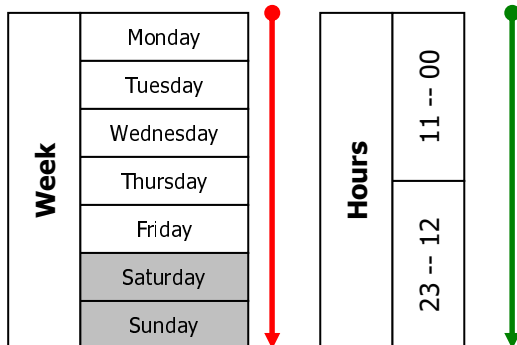
2	
3	Select Scheduler tab
4	Press time and date and click on OK to validate

- The time is configurable in 10 minute increments.
xxh00, xxh10, xxh20, xxh30, xxh40, xxh50

Message Manager (LT)

- Option : **"Always [Every day, all day]"**

The message will be displayed without interruption



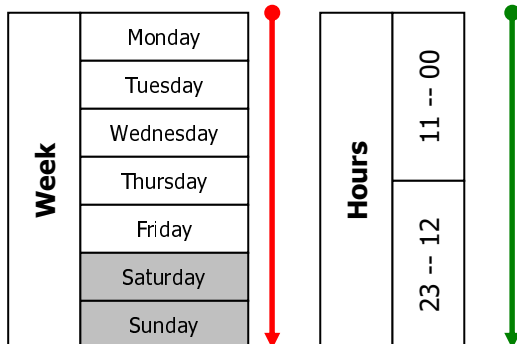
- Option : **"Never"**

The message will never be sent to the sign(not really useful ☺)

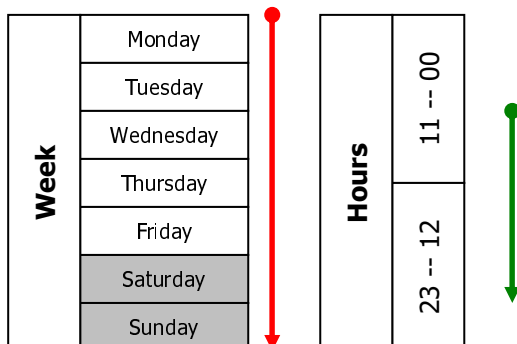
- Option : **"Every day"**

The message will be sent to the sign all week long

- ✓ Either all day long



- ✓ Either from HH :MM (beginning hour) to HH :MM (end hour)

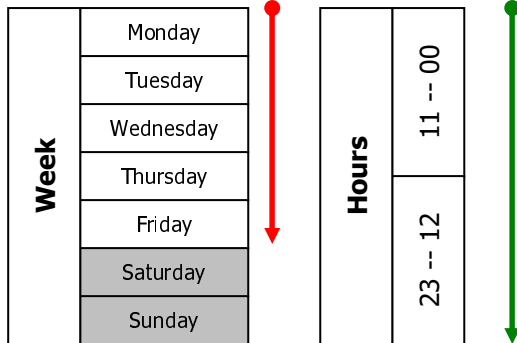


Message Manager (LT)

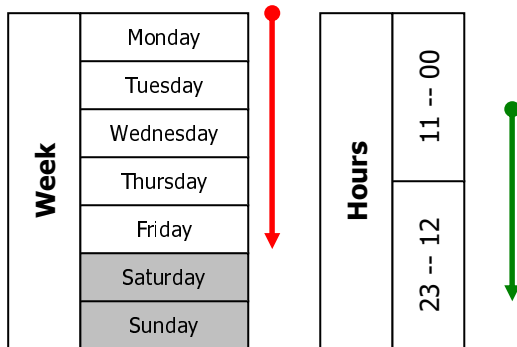
- Option : "Weekly [Monday – Friday]"

Message will be displayed from Monday to Friday

- ✓ Either all day long



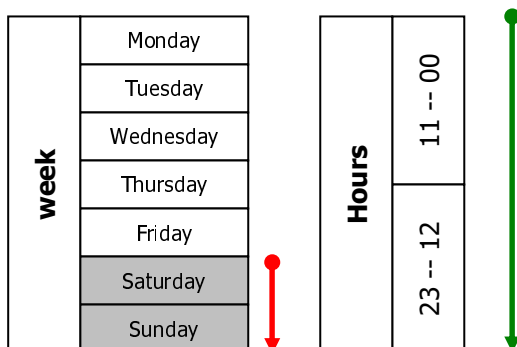
- ✓ Either from HH :MM (beginning hour) to HH :MM (end hour)



- Option : "Week-end [Saturday – Sunday]"

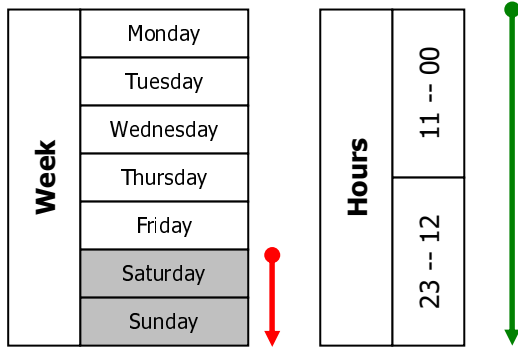
The message will be displayed Saturday and Sunday only

- ✓ Either all day long



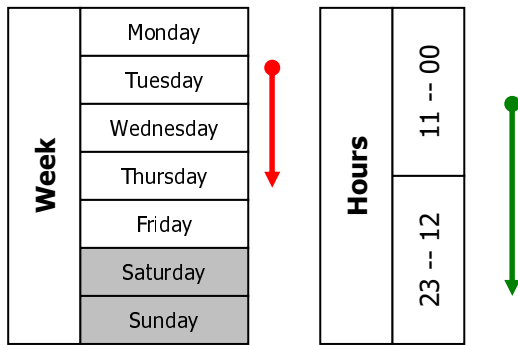
Message Manager (LT)

- ✓ Either from **HH :MM** (beginning hour) to **HH :MM** (end hour)

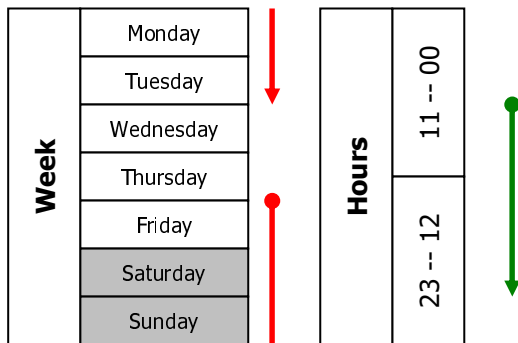


- Option : "From ... to ..."

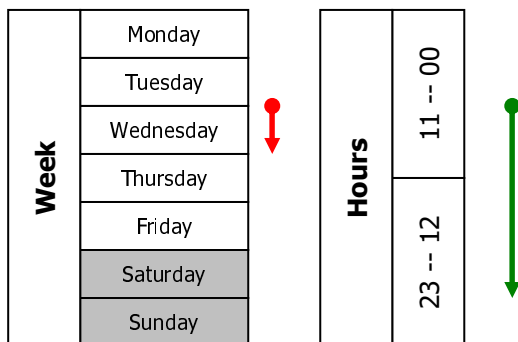
Message will be displayed from a day to another one and from **HH :MM** (beginning hour) to **HH :MM** (end hour)



Example : From Tuesday to Thursday



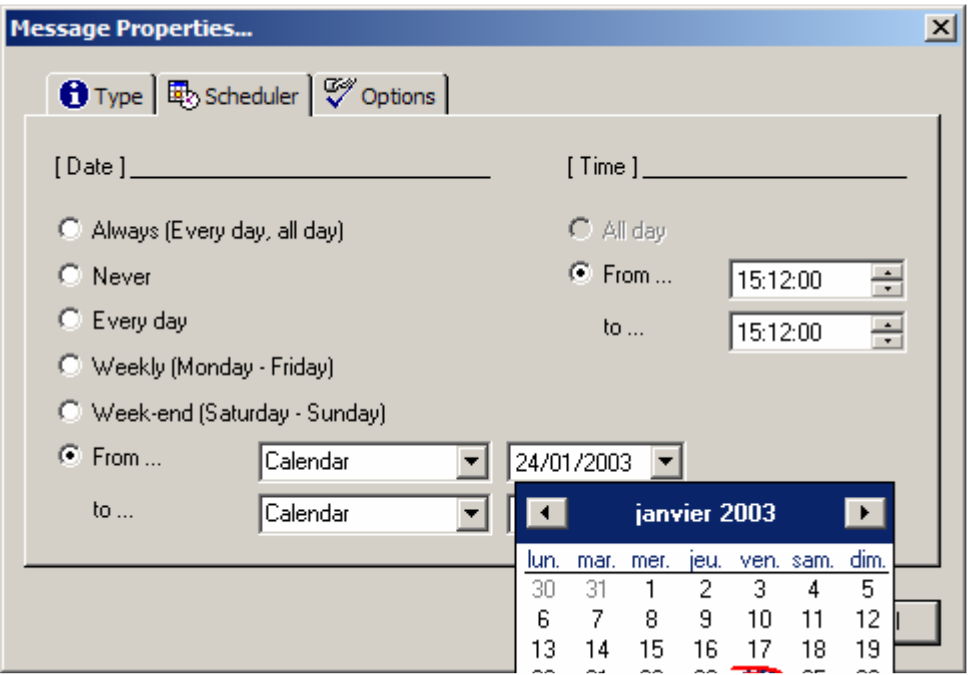
Example : From Friday to Tuesday



Example : Only on wednesday

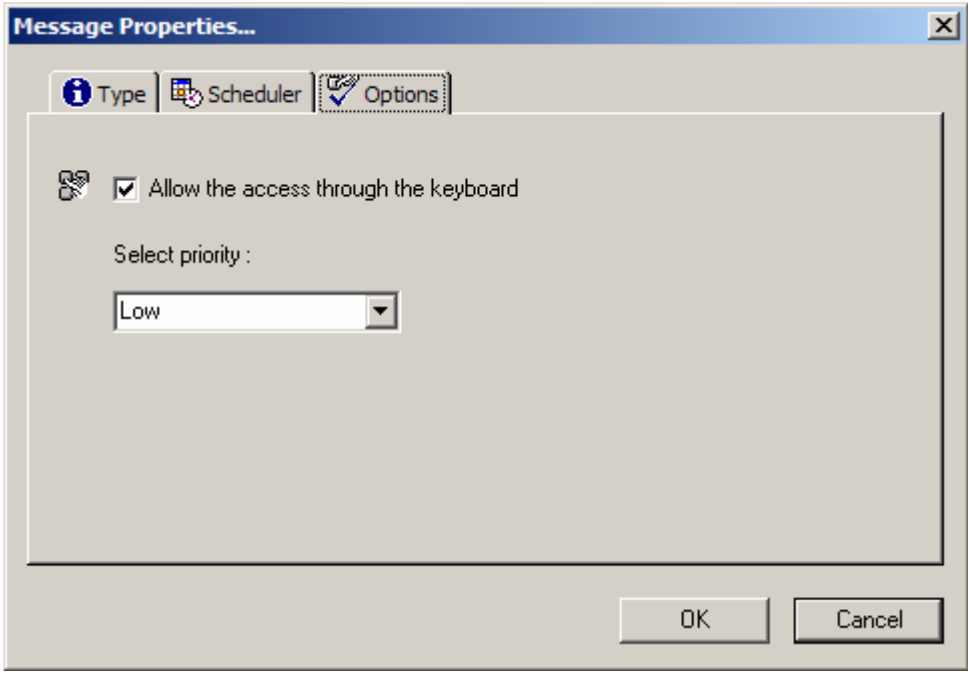
Message Manager (LT)

2. The message will be sent to an **outdoor sign** :
 In this case, it is possible to schedule a date of the calendar and a precise time.


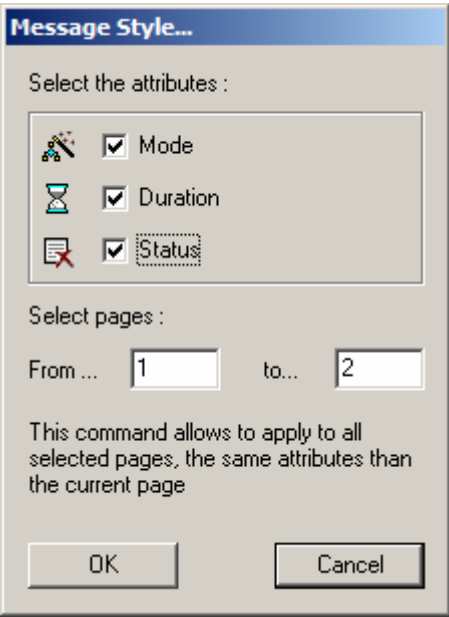
2	
3	Select Scheduler tab
4	Select option From ... To ... then option Calendar from the 2 combo box lists
5	Choose a start & stop date and a start & stop time
6	Select date and time then click on OK to validate

9.3- Options

1. The first option allows the message to be accessible from the keyboard.
2. The second option allows to define the message priority:
 - a. A low priority message replaces the current message
 - b. A high priority message hides the current message until it is de-activated

Step	Description
1	
2	Select Options tab
3	Select your options then click on OK to validate

9.4- Define the same style for all the pages of a message


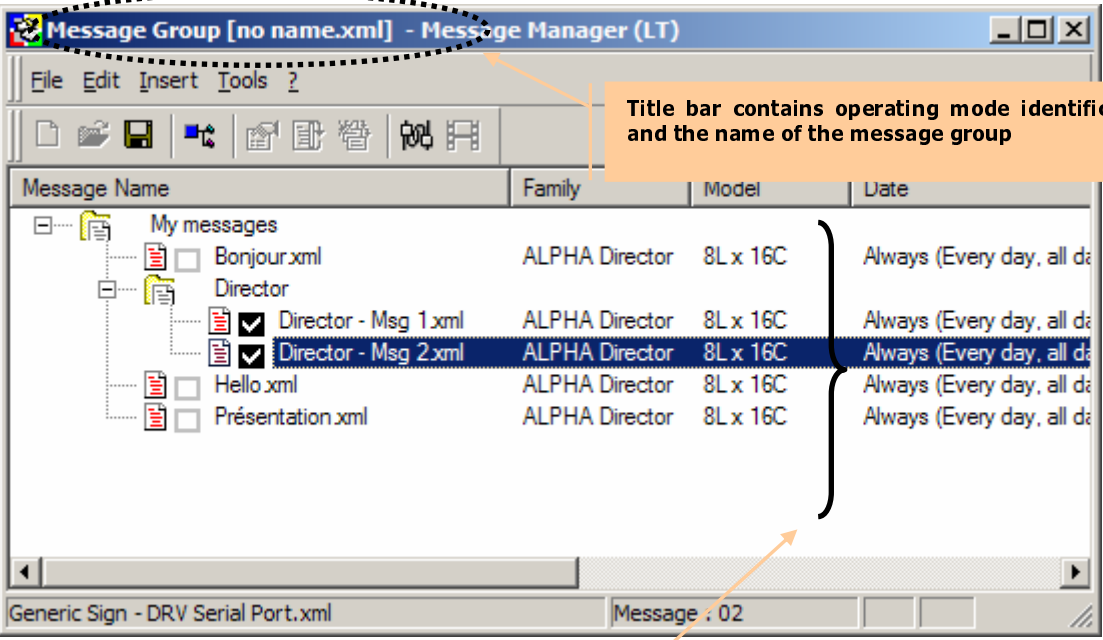
Step	Description
1	Select the page containing the attributes (Mode, Duration & Status) that you want to apply on other pages
2	Click on the  icon from the " Message " tool bar
3	Select the desired attributes and the pages on which you want to apply the attributes then click on OK to validate  <p>The screenshot shows a dialog box titled "Message Style...". It contains two sections: "Select the attributes:" and "Select pages:". Under "Select the attributes:", there are three checked checkboxes: "Mode" (with a paintbrush icon), "Duration" (with an hourglass icon), and "Status" (with a document icon). Under "Select pages:", there are two input boxes: "From ..." containing the number "1" and "to..." containing the number "2". Below these is a text box with the text: "This command allows to apply to all selected pages, the same attributes than the current page". At the bottom are "OK" and "Cancel" buttons.</p>

Message Manager (LT)

10- Edit a Message Group

To edit a message group, you must use the "[Message Group](#)" operating mode.

10.1- Create a new message group

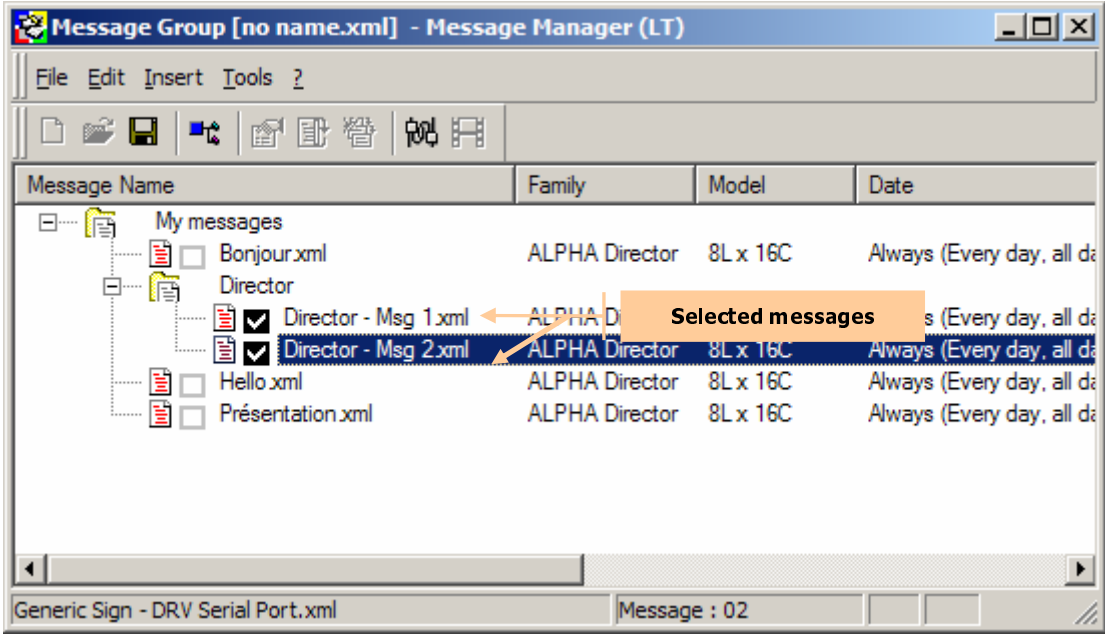
Step	Description																																
1	Select option  File New Message Group from the Main menu																																
2	 <p>Title bar contains operating mode identification and the name of the message group</p> <table border="1"><thead><tr><th>Message Name</th><th>Family</th><th>Model</th><th>Date</th></tr></thead><tbody><tr><td>My messages</td><td></td><td></td><td></td></tr><tr><td> Bonjour.xml</td><td>ALPHA Director</td><td>8L x 16C</td><td>Always (Every day, all da</td></tr><tr><td> Director</td><td></td><td></td><td></td></tr><tr><td> Director - Msg 1.xml</td><td>ALPHA Director</td><td>8L x 16C</td><td>Always (Every day, all da</td></tr><tr><td> Director - Msg 2.xml</td><td>ALPHA Director</td><td>8L x 16C</td><td>Always (Every day, all da</td></tr><tr><td> Hello.xml</td><td>ALPHA Director</td><td>8L x 16C</td><td>Always (Every day, all da</td></tr><tr><td> Présentation.xml</td><td>ALPHA Director</td><td>8L x 16C</td><td>Always (Every day, all da</td></tr></tbody></table> <p>List of all messages located in the working directory</p>	Message Name	Family	Model	Date	My messages				Bonjour.xml	ALPHA Director	8L x 16C	Always (Every day, all da	Director				Director - Msg 1.xml	ALPHA Director	8L x 16C	Always (Every day, all da	Director - Msg 2.xml	ALPHA Director	8L x 16C	Always (Every day, all da	Hello.xml	ALPHA Director	8L x 16C	Always (Every day, all da	Présentation.xml	ALPHA Director	8L x 16C	Always (Every day, all da
Message Name	Family	Model	Date																														
My messages																																	
Bonjour.xml	ALPHA Director	8L x 16C	Always (Every day, all da																														
Director																																	
Director - Msg 1.xml	ALPHA Director	8L x 16C	Always (Every day, all da																														
Director - Msg 2.xml	ALPHA Director	8L x 16C	Always (Every day, all da																														
Hello.xml	ALPHA Director	8L x 16C	Always (Every day, all da																														
Présentation.xml	ALPHA Director	8L x 16C	Always (Every day, all da																														

10.2- Open an existing message group

Step	Description
1	Select option  File Open Message Group of from the Main menu

Message Manager (LT)

10.3- Add one or several messages

Step	Description
1	Click on the message or the directory that contains the messages you wish to add
2	<p>Right click to view the menu then select the option <input type="checkbox"/> Selected or <input type="checkbox"/> All Selected</p> 

Column	Description
Message Name	Message's .XML file name
Family	Message's family
Model	Message's model
Date	Message's scheduler date
Time	Message's scheduler time
Size	Message's size (number of characters)
Graphic Group	Graphic group name referenced by the message
Variable Group	Variable group name referenced by the message
TEXT File	Identifier file (TEXT File) where the message will be stored

Notes:

1. Text Files order can be modified with a table located in file "Message Manager.ini". Please contact Adaptive's Technical Support for more information.

11- Select a Target Sign

The [**Target Sign**] dialog box offers a complete set of functions to :






















1. Create and configure the communication drivers allowing to dialog with a sign
2. Select a sign or a sign group as a target
3. Define a default target sign
4. Send special commands to a sign or a sign group

11.1- Contextual Menu description

The **Driver**, the **Sign** and the **Sign Group** management is done through a contextual menu accessible by the right click of the mouse.

It allows :


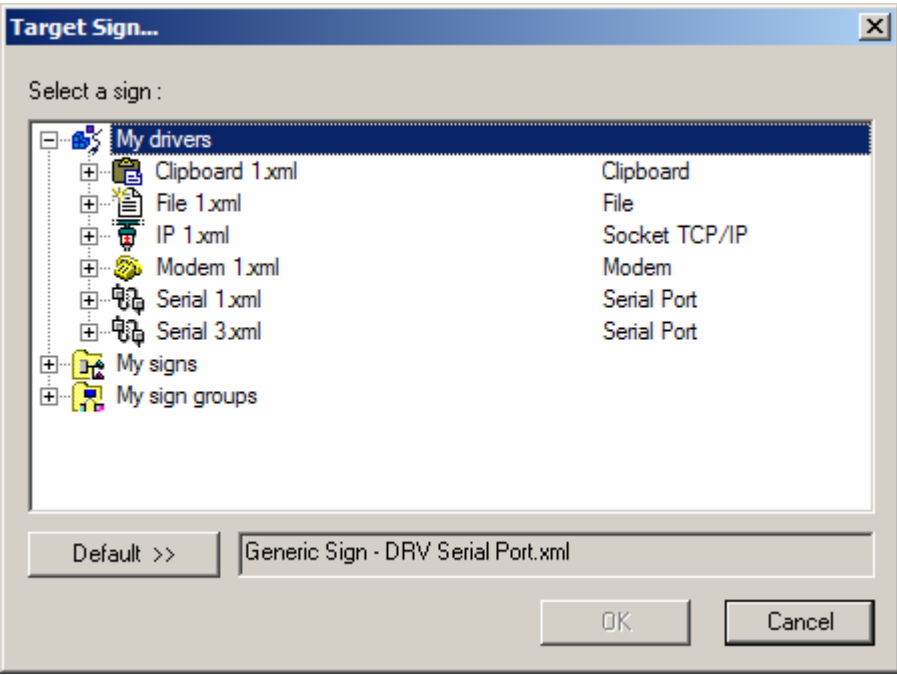


1.  To copy and  to paste a Driver to a Sign
2.  To copy and  to paste a Sign to a Sign Group
3.  To duplicate a Driver, a Sign and a Sign Group
4.  To delete a Driver, a Sign and a Sign Group
5. To perform a special command on a sign such as :
 - a.  Clear memory
 - b.  Synchronize date
 - c.  Synchronize time
 - d.  /  Modify the speaker status
 - e.  /  Generate beeps
 - f.  Set the temperature offset
 - g.  Set the dimming parameters
 - h.  Send a test message
 - i.  /  Send / Remove a priority message
 - j.  Update a variable
6.  &  To modify a Driver's or Sign's parameters

It is also possible to modify the Driver's, the Sign's and the Sign Group's name. To do so, click on the object then wait for it to be in edition mode.

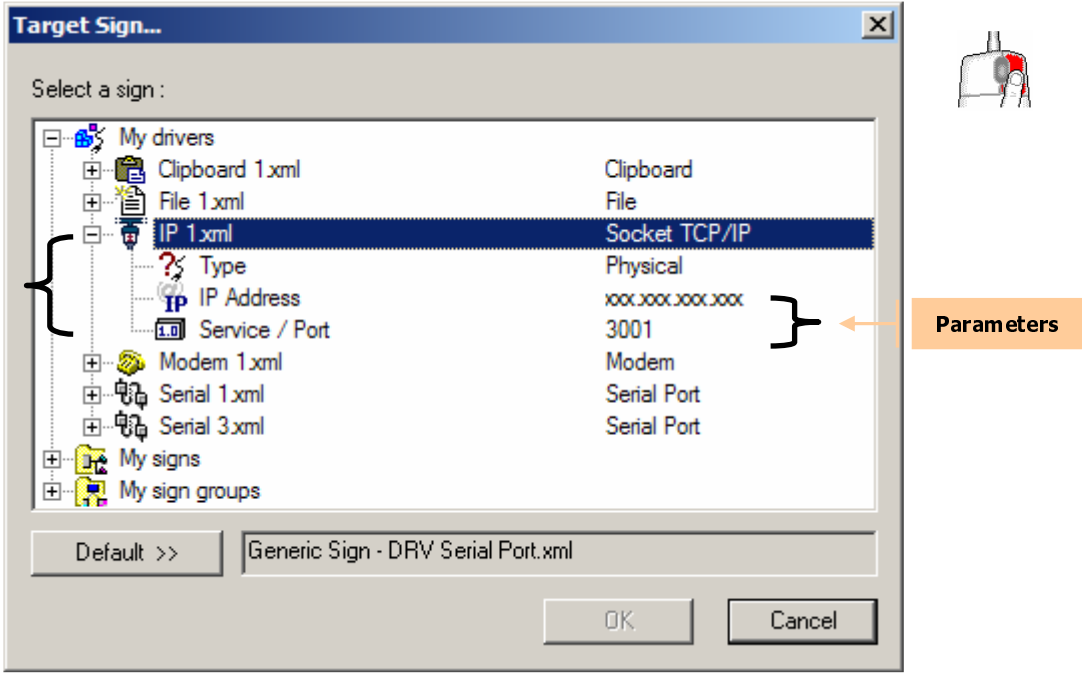

11.2- Definition and settings of the sign's communication parameters

This operation will be done especially at the first execution of the application.

Step	Description
1	<p>Click on the  icon from the "Message" tool bar</p>  <p>Target Sign...</p> <p>Select a sign :</p> <ul style="list-style-type: none">My drivers<ul style="list-style-type: none">Clipboard 1.xml ClipboardFile 1.xml FileIP 1.xml Socket TCP/IPModem 1.xml ModemSerial 1.xml Serial PortSerial 3.xml Serial PortMy signsMy sign groups <p>Default >> Generic Sign - DRV Serial Port.xml</p> <p>OK Cancel</p>

Message Manager (LT)

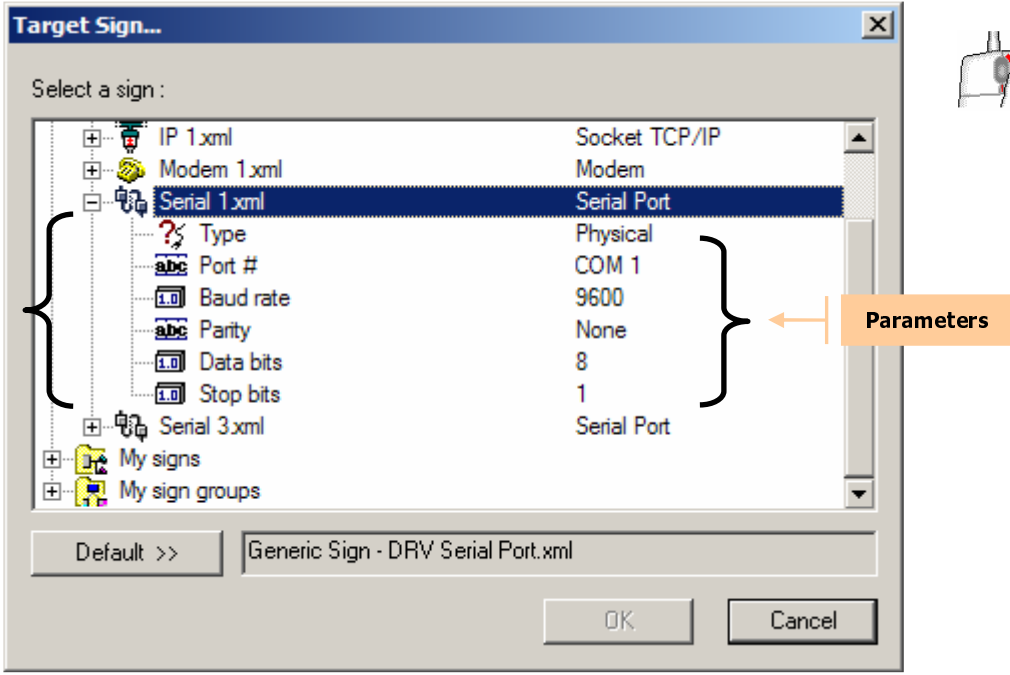

11.2.1- " Ethernet " driver settings

Step	Description
2	<p>Double click on the driver to show its parameters</p> 
3	Select the item to modify
4	Right click to view the contextual menu then select option  Properties
5	Enter a new value then click on OK to validate

IP Address	xxx.xxx.xxx.xxx	Ethernet interface IP Address
Service/Port	3001	Service/Port number used by the Ethernet interface

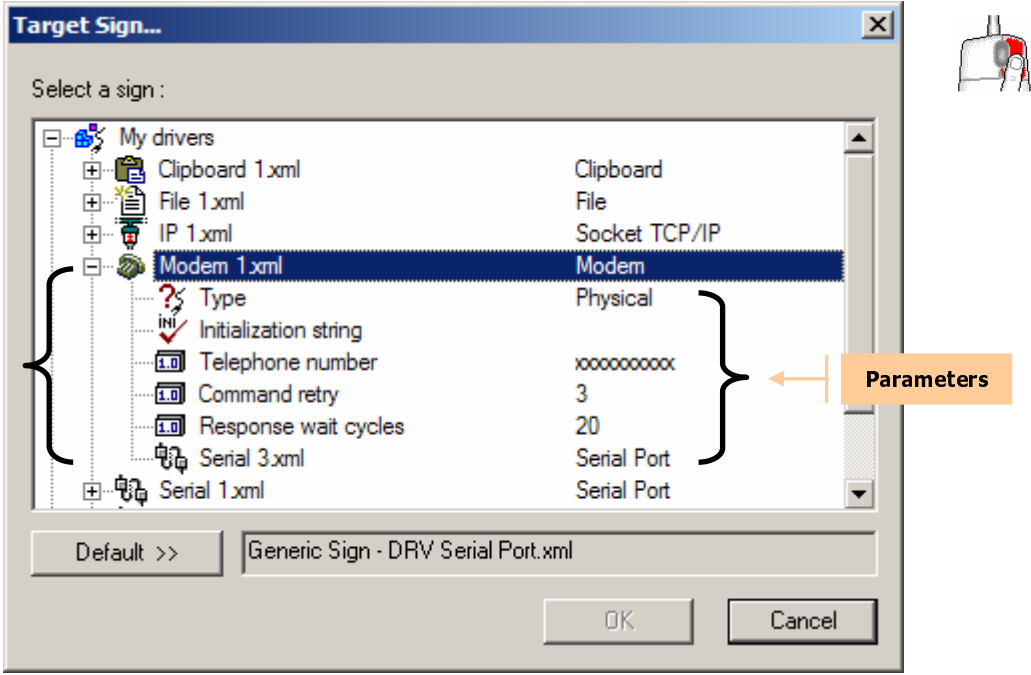

Message Manager (LT)

11.2.2- " Serial Port " driver settings

Step	Description
2	<p>Double click on the driver to show its parameters</p> 
3	Select the item to modify
4	Right click to view the contextual menu then select option  Properties
5	Enter a new value then click on OK to validate

Port #	COM1	Number of the RS232 serial port used on the PC
	...	
	COM8	
Speed	1200	Transmission speed (bauds)
	...	
	9600	
	56000	
Parity	None	Parity control done on data
	Even	
	Odd	
Data Bits	7	Number of bits used for data coding
	8	
Stop Bits	1	Number of stop bits
	1.5	
	2	

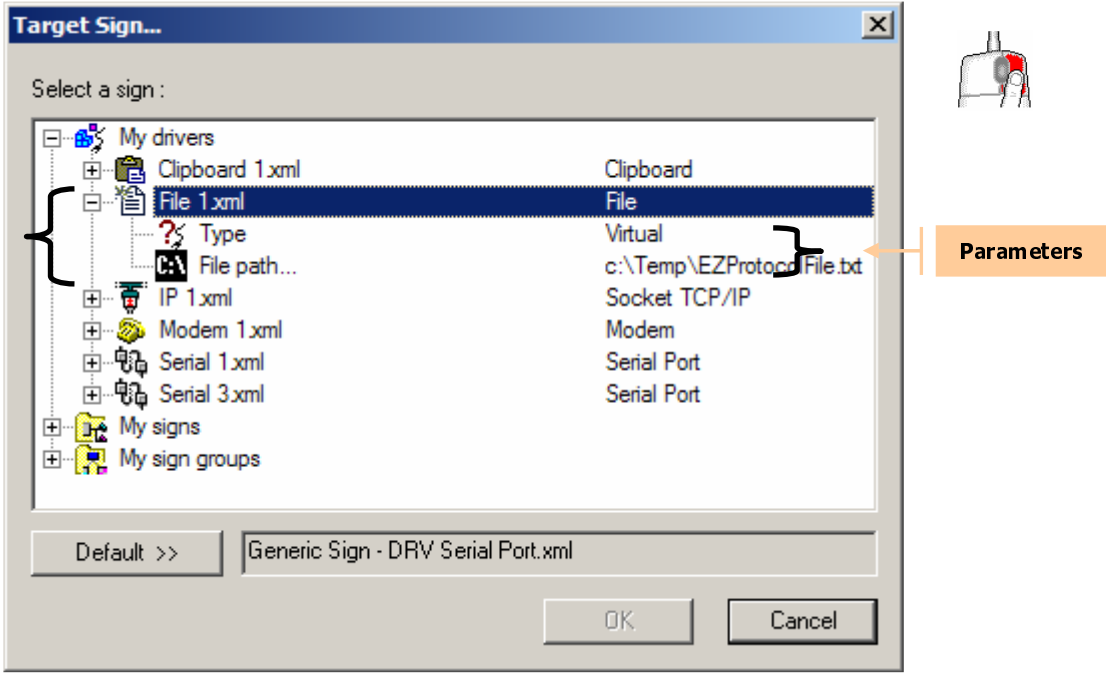

11.2.3- " Modem " driver settings

Step	Description
2	<p>Double click to view the parameters</p> 
3	Select the item to modify
4	Right click to view the contextual menu then select option  Properties
5	Enter a new value then click on OK to validate

Initialization string	xxxxxxx	Modem initialization string with AT commands. This parameter is linked to the type of modem
Phone Number	xxxxxxx	Telephone number to dial
Command retry	3	Number of retries if the receiver is not answering
Response wait cycle	20	Reserved
Serial X.XML		X serial driver used to communicate between the PC and the modem

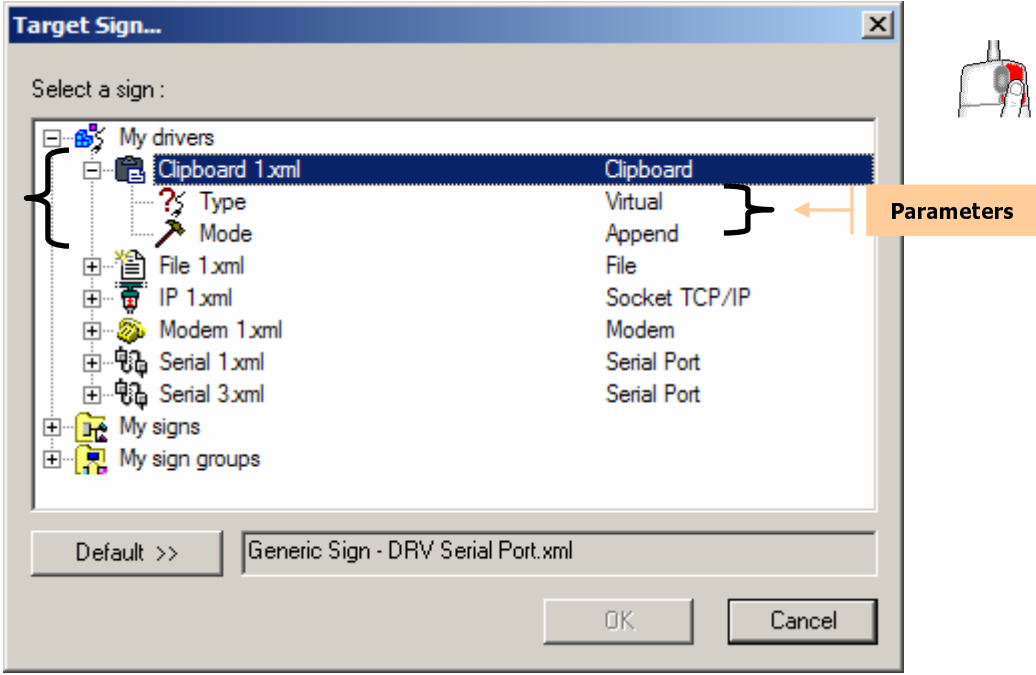

Message Manager (LT)

11.2.4- " File " driver settings

Step	Description
2	<p>Double click to view driver parameters</p> 
3	Select the item to modify
4	Right click to view the contextual menu then select option  Properties
5	Enter a new value then click on OK to validate

File	..\..\..	Name & file path where the EZ 95 frames sent to the sign will be stored
-------------	----------	---


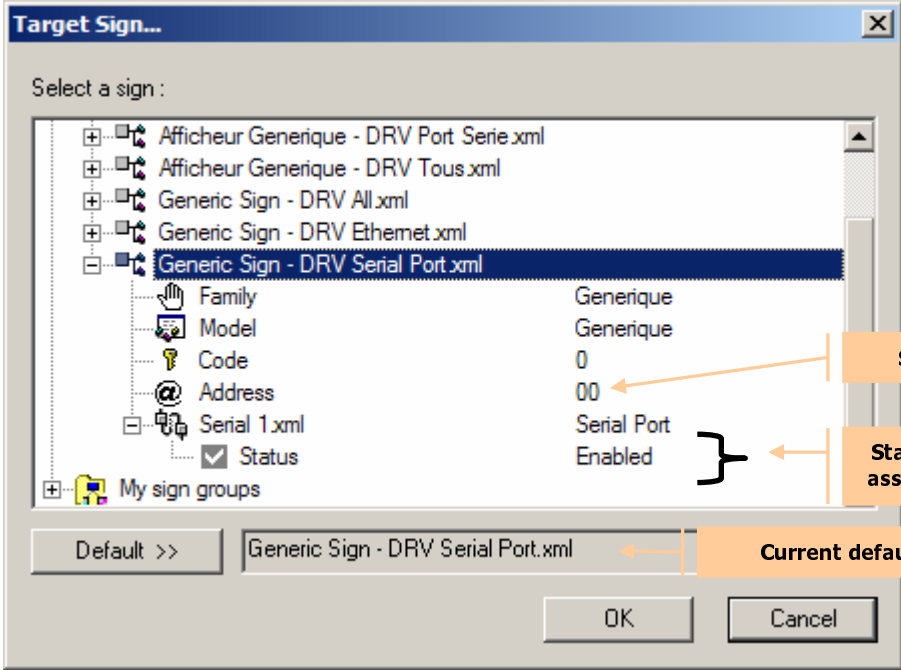
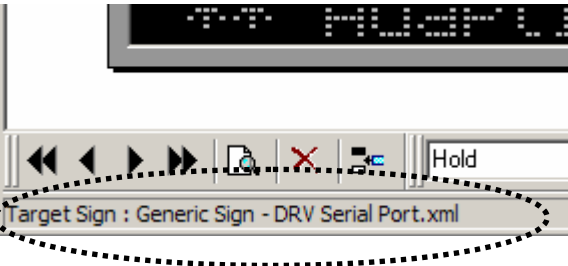
11.2.5- "Clipboard" Driver settings

Step	Description
2	<p>Double click to view the parameters</p> 
3	Select the item to modify
4	Right click to view the contextual menu then select option  Properties
5	Enter a new value then click on OK to validate

Mode	New	Explains the way the EZ 95 frames are stored in the paper clip.
	Add	

11.3- Select a sign or a sign group as a target

This operation is essential before you can send a page, a message or a message group to the sign.

Step	Description
1	<p>Click on the  icon from the "Message" tool bar</p>  <p>Annotations in the screenshot:</p> <ul style="list-style-type: none"> Sign's address: points to the '00' value in the Address row. Status of the driver assigned to the sign: points to the 'Enabled' value in the Status row. Current default target sign: points to the text field at the bottom containing 'Generic Sign - DRV Serial Port.xml'.
2	Select a sign or a sign group
3	Enter the sign's address, enable / disable the communication drivers then click on OK to validate
4	<p>The name of the selected target sign or sign group is displayed in the status bar</p> 

Message Manager (LT)

Notes:

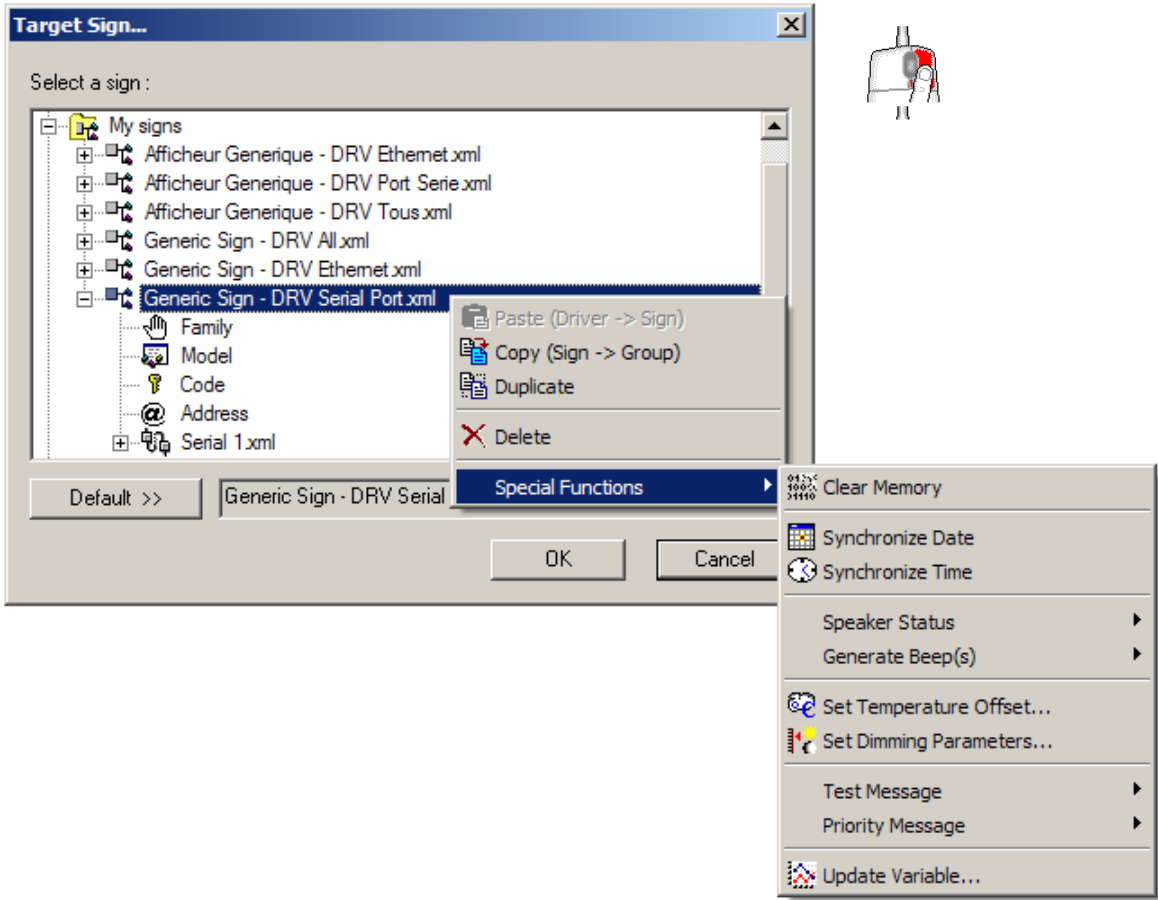
1. The **Default** button defines a default target sign, which will be used if the user does not choose any. This parameter is recorded in the Message Manager.ini file.
2. *Message Manager (LT)* installation creates default signs and sign groups. These are generic objects that the user can modify.
 - a. **Generic Sign – DRV Ethernet:**
This sign is pre-configured to send data to an Ethernet TCP/IP port. You just need to enter the IP address.
 - b. **Generic Sign – DRV Serial Port:**
This sign is pre-configured to send data to a RS232 serial port. You just need to enter the port number.
 - c. **Generic Sign – DRV All:**
This sign is pre-configured to send data to a range of drivers (Ethernet, serial port, Modem, File, Paper Clip)
 - d. **Generic Sign Group 1 :**
This group is empty. It is filled by the user as he wish.
3. The sign's address must be between 00 and FF (256 possible addresses – 00 is the broadcast)
4. To assign a new driver to a sign or a new sign to a sign group, use the contextual menu
5. A sign may contain several communication drivers. For example, it can contain a Serial driver and a File driver.

▶▶ Cf. [Definition and settings of the sign's communication parameters](#) for driver settings.

11.4- Send special commands to a sign or a sign group


Before sending a special command, it is necessary to configure and activate communication drivers.

► Cf. [Definition and settings of the sign's communication parameters](#)

Step	Description
1	<p>Select the sign to which you want to send a special command</p> 
2	Right click to view the contextual menu then select the required command

11.4.1- Clear memory

This operation will completely clear the sign memory and will remove all messages. When this command is performed, it will be necessary to wait for the re-initialization of the sign, which can take a few seconds.

Step	Description
1	Select the  Clear memory option from the contextual menu
2	Click on OK to validate

11.4.2- Synchronize date

This operation synchronizes the date with that of the PC.

Step	Description
1	Select the <input type="checkbox"/> Synchronize Date option from the contextual menu
2	Click on OK to validate

11.4.3- Synchronize time

This operation synchronizes the clock of the sign with that of the PC and sets the sign format to 24h format.

Step	Description
1	Select the <input type="checkbox"/> Synchronize Time option from the contextual menu
2	Click on OK to validate

11.4.4- Define the speaker status

This operation activates or de-activates the sign speaker.

Step	Description
1	Select the <input type="checkbox"/> Speaker Status option from the contextual menu
2	Select the On or Off option then click on OK to validate

11.4.5- Generate beeps


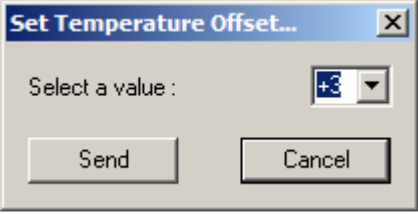
This operation tests the speaker operation by generating 1 or 3 beeps.

Note: on some models of sign, this function is available only if a message is active.

Step	Description
1	Select the <input type="checkbox"/> Generate Beep(s) option from the contextual menu
2	Select the 1 Beep or 3 Beeps option then click on OK to validate


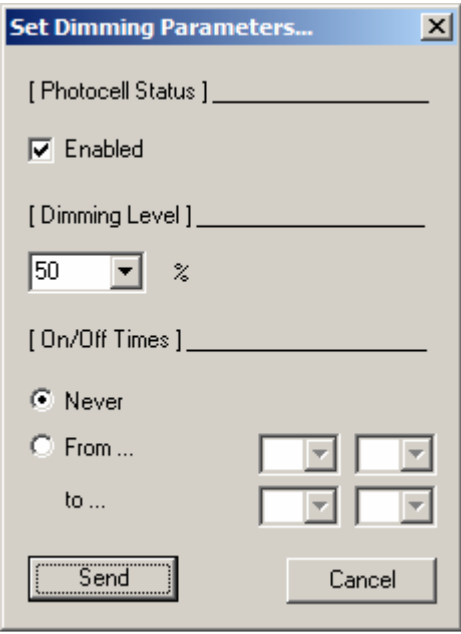
11.4.6- Set Temperature Offset

This operation allows to adjust the temperature value displayed on the sign and make it close to the real value.

Step	Description
1	Select the  Set Temperature Offset option from the contextual menu 
2	Select an offset value then click on Send to validate

11.4.7- Set Dimming Parameters

This operation allows to define the dimming conditions on the outdoor signs.

Step	Description
1	Select the  Set Dimming Parameters option from the contextual menu 
2	Set your options then click on Send to validate

Notes:

1. The first option allows to enable or disable the photocell functioning. If it is checked then the sign will dim from 100% to XX% (Dimming Level) as soon as the light goes below the sensor's threshold.

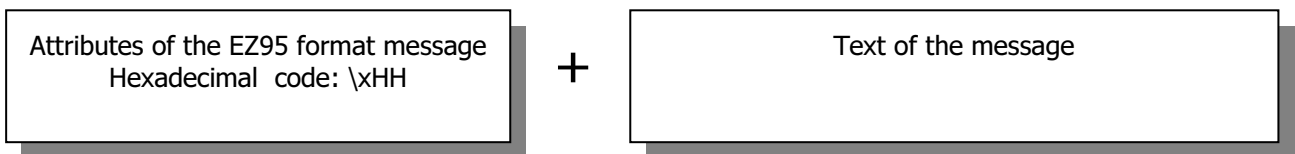
Message Manager (LT)


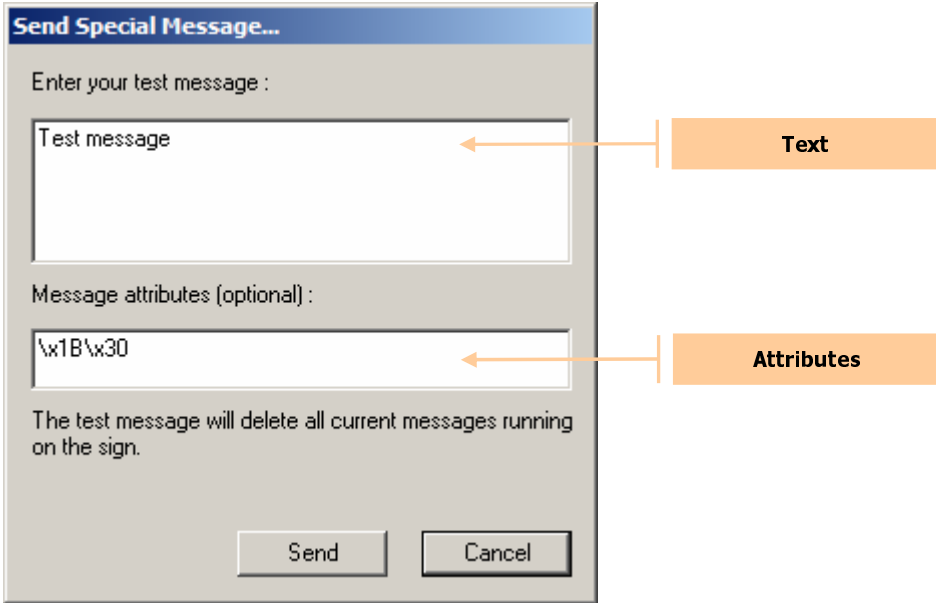
2. The second option represents the dimming level. There are 8 levels from 12,5% to 100%
3. The third option allows to define an automatic dimming according to the time. The sign will dim from 100% to XX% (Dimming Level) when the current time is comprised between the From... To... values.

11.4.8- Send a test message

This operation is an easy way to test the operation of the communication with the sign. It also allows a message to be sent without using the usual editing process.

The format of the transmitted message is as follows:



Step	Description
1	Select the  Message Test Send option from the contextual menu 
2	Enter a message and its attributes then click on Send to validate

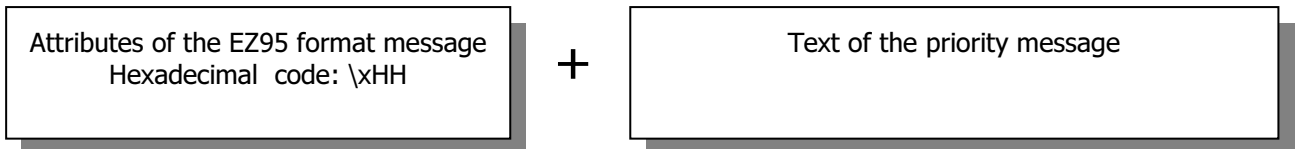
Notes :


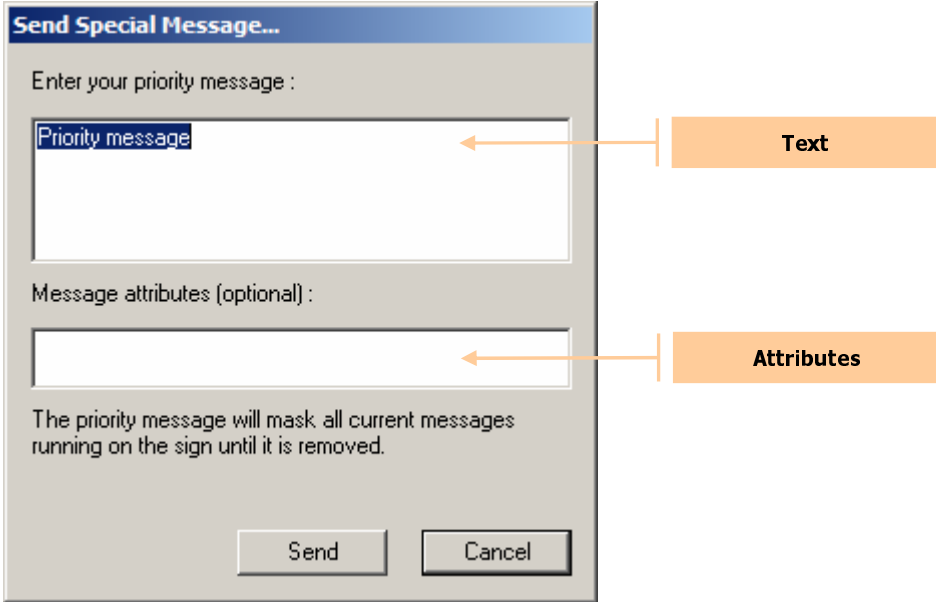
1. The test message deletes all the current messages sent to the sign.
2. For the list of the attributes, see the protocol manual available on our website <http://www.adaptivedisplays.com>.

11.4.9- Send / Delete a priority message

These two operations are an easy way to test that the sign is communicating properly, without affecting the existing messages. Once you have sent a priority test message, do not forget to delete it.


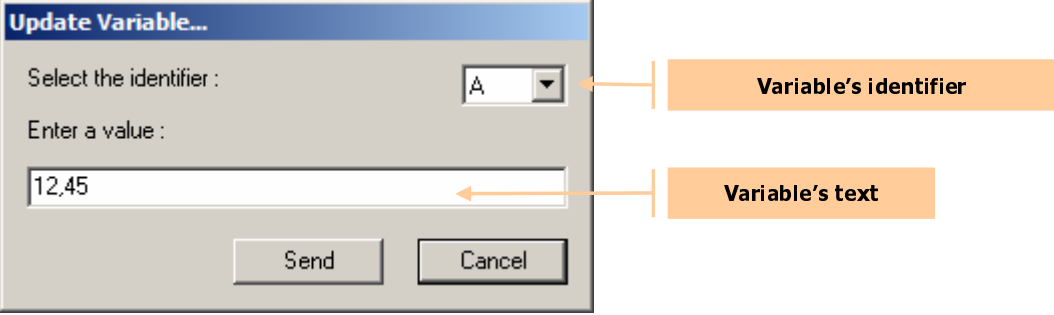
The format of the transmitted message is as follow:



Step	Description
1	<p>Select the  Priority Message Send option from the contextual menu</p> 
2	Enter a message and its attributes then click on Send to validate

11.4.10- Update a variable

This option allows to send a value to the variables inserted into a text of a message.

Step	Description
1	<p>Select the  Update Variable option from the contextual menu</p> 
2	Select the desired variable, enter its new value then click on Send

12- Send a Message to a Target Sign

Before you send a message, make sure you have achieved the following steps:

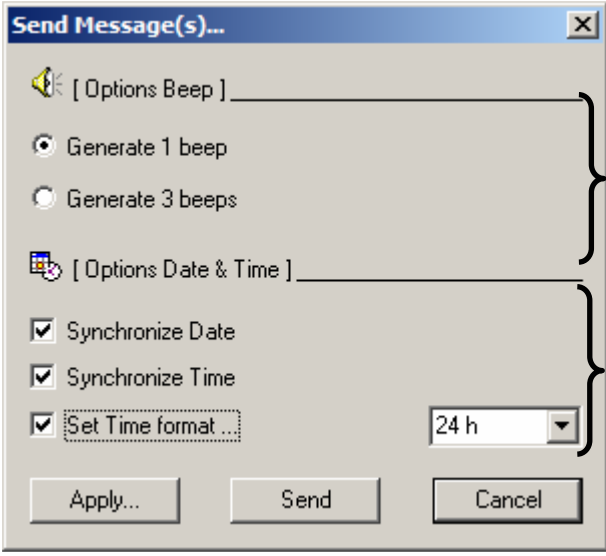
1. ▶▶ Cf. [Define the display properties of a Message](#)
2. ▶▶ Cf. [Select a Target Sign](#) (If you don't select a target sign, the message will be automatically sent to the default sign)

This command clears and reconfigures the sign memory, so only the current message is displayed. The sign will display only one message, according to its properties (periodicity, day, hour...)

Step	Description
1	Click on the  icon from the " Message " tool bar

Two cases are possible:

1. The option "*Always open [Send Message(s)] DB*" is checked:
The [**Send Message(s)**] dialog box will open so you can choose the transmission options.

2	<p>[Send Message(s)] dialog box</p>  <p>This option generates one or several beeps each time a message is transmitted to the sign</p> <p>This option synchronizes date, time and time format each time a message is transmitted to the sign</p>
3	Select transmission options if you wish then click on Send to validate

2. The option "*Always open [Send Message(s)] DB*" is unchecked:
The message will be automatically sent to the sign with the transmission options defined previously.

13- Send a Message Group to a Target Sign

Before you send a message group, make sure you have achieved the following steps:

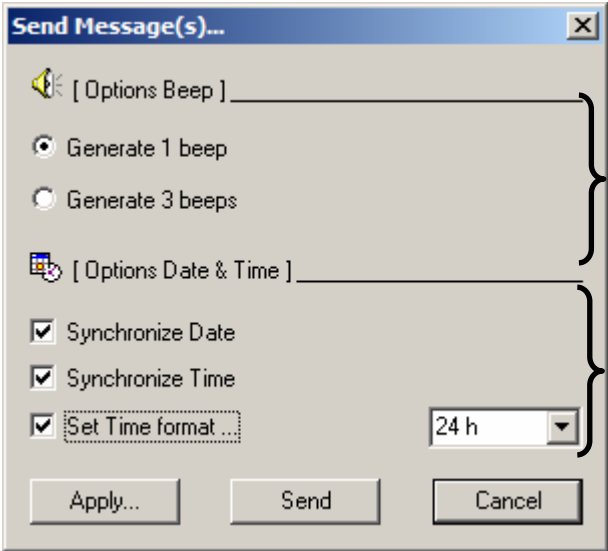
1. ►► Cf. [Select a Target Sign](#) (If you don't select a target sign, the message will be automatically sent to the default sign)

This command clears and reconfigures the sign memory, so it can receive and display several messages, according to their properties (periodicity, day, hour...)

Step	Description
1	Click on the  icon from the " Message " tool bar

Two cases are possible:

1. The option "*Always open [Send Message(s)] DB'* is checked:
The [**Send Message(s)**] dialog box will open so you can choose the transmission options.

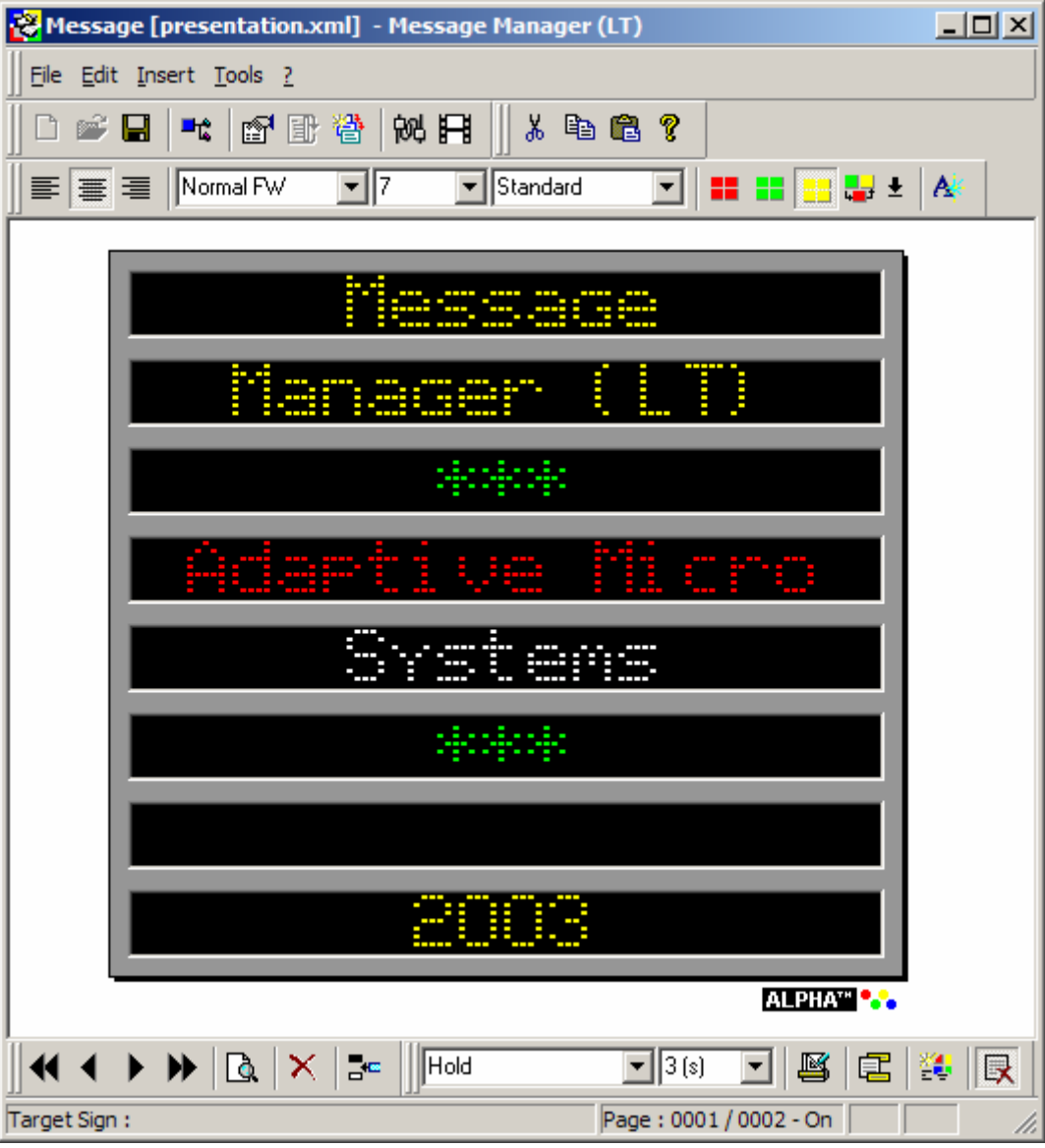
	[Send Message(s)] dialog box
2	 <p>This option generates one or several beeps each time a message is transmitted to the sign</p> <p>This option synchronizes date, time and time format each time a message is transmitted to the sign</p>
3	Select transmission options if you wish then click on Send to validate

2. The option "*Always open [Send Message(s)] DB'* is unchecked:
The message will be automatically sent to the sign with the transmission options defined previously.


Message Manager (LT)

14- Simulate a Message on the PC

This function allows simulation of a single message. It is not possible to simulate a message group.


Step	Description
1	<p>Create or open the message to simulate. ▶▶ Cf. Create a new message and ▶▶ Cf. Open an existing message</p> 

Message Manager (LT)

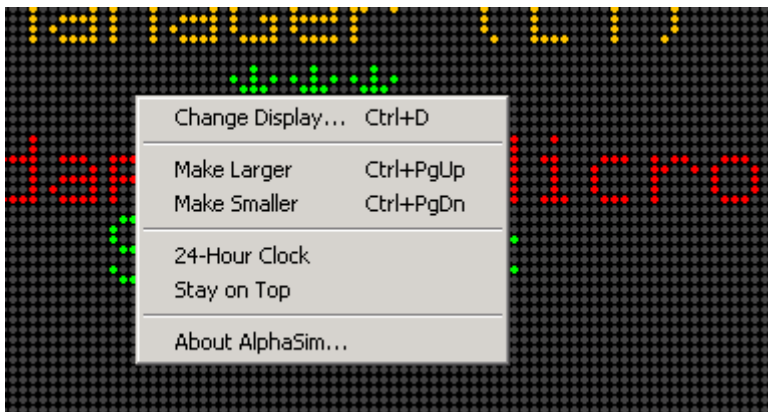
Click on the  icon from the " Message " tool bar

2

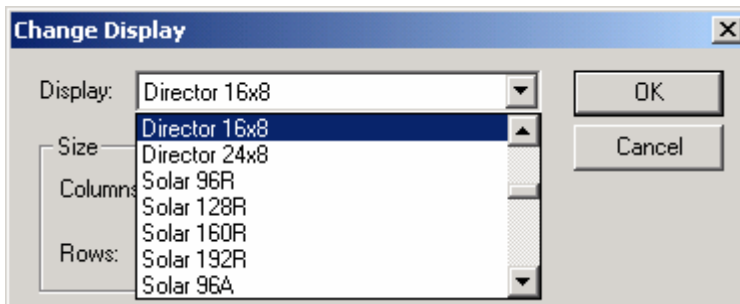


Right click to view the contextual menu then select option  **Change Display...**

3



4

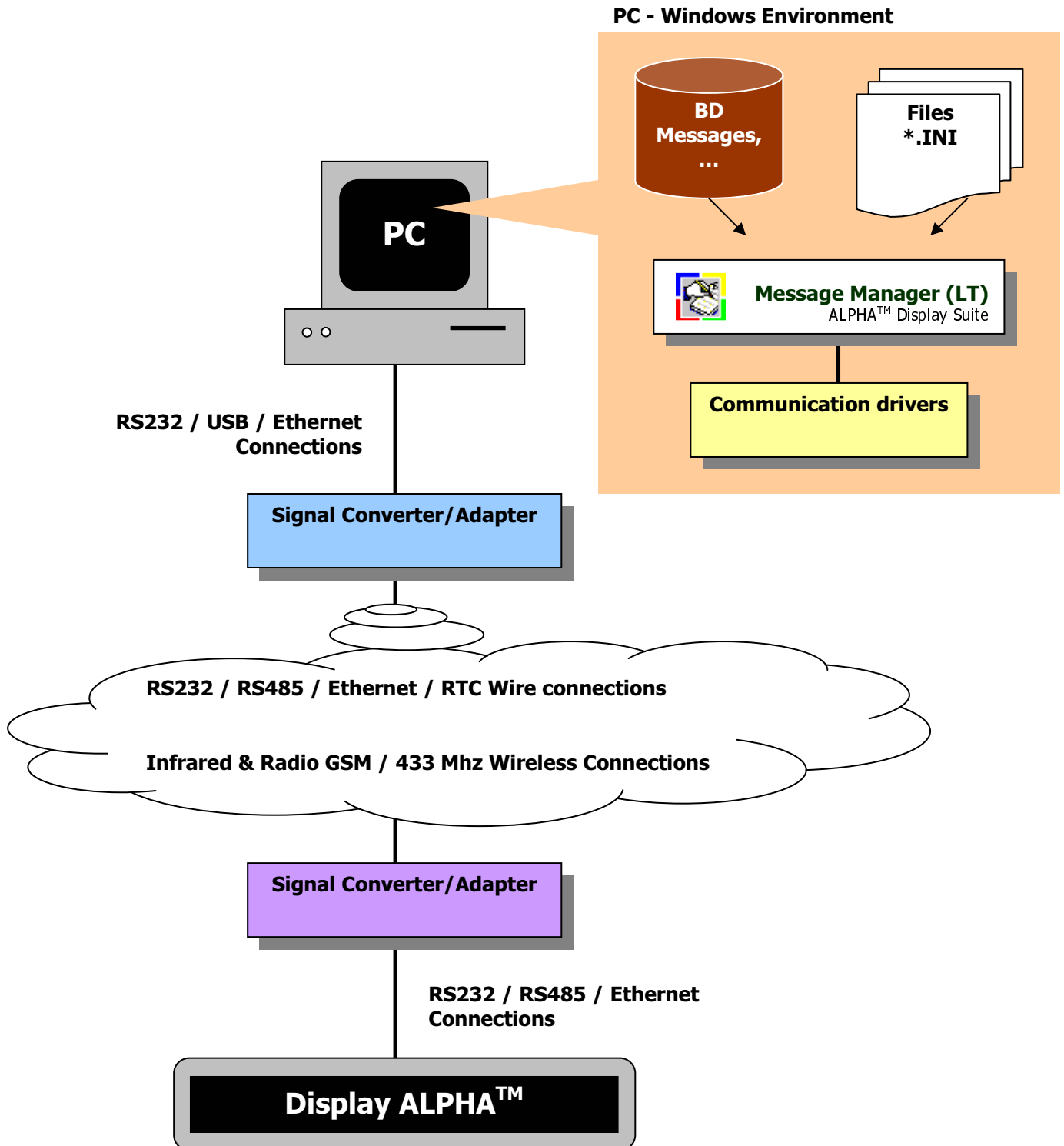


Select the sign then click on **OK** to validate

Message Manager (LT)

15- Definition of the environment of a dynamic information display system

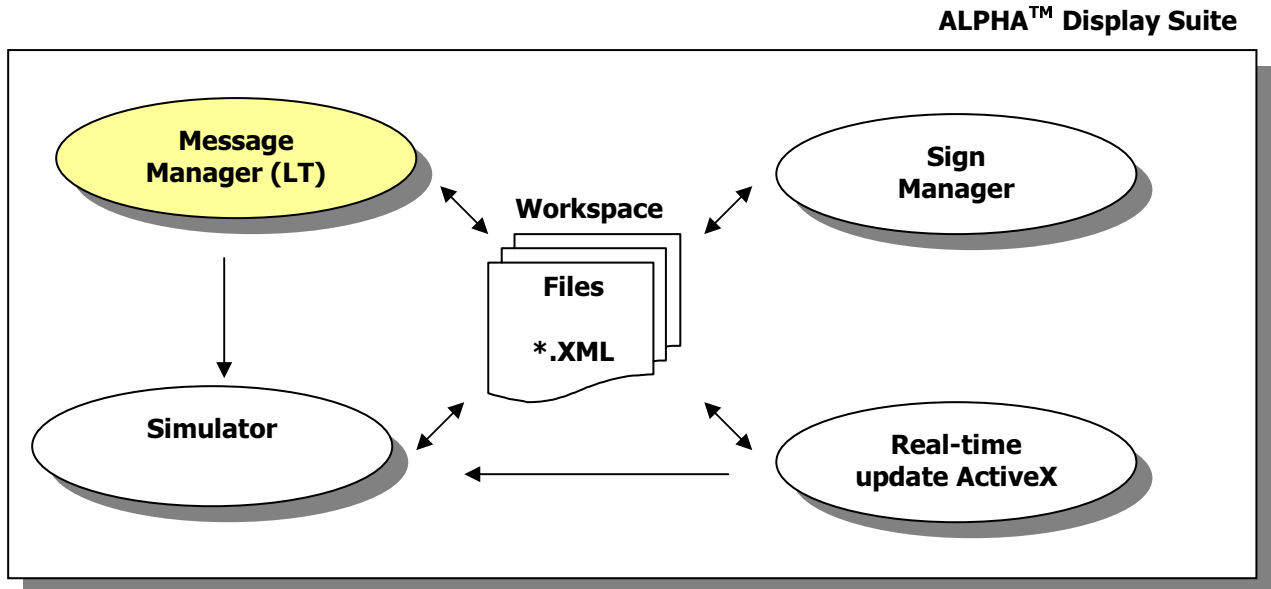
15.1- General scheme



Message Manager (LT)

15.2- Message Manager (LT)

The application *Message Manager (LT)* belongs to the **ALPHA™ Display Suite** software, including the following modules:



You can buy one or several modules from this software suite. Each module can work independently of with the others.

The (LT) version of the **Message Manager** application allows messages to be edited, simulated and sent to one sign or to a sign network.

15.3- Communication drivers

Communication drivers are software components which make the interface between the *Message Manager (LT)* application and the inside/outside of the PC world. They allow formatting and transmission of data directly to the signs or signal converters/adapters, or to files or other software interfaces.

There are two kinds of drivers:

1. **Physical** drivers for communication with hardware interfaces external to the PC
 - RS232
 - Modem
 - Radio transmission 433 Mhz
 - IR Loader
 - Ethernet
2. **Virtual** drivers for communication with software interfaces internal to the PC
 - Clipboard
 - Text file *.txt

15.4- Signal Converter/Adapter

This component converts electric signals.

There are two types of signal converter/adapter:

1. Those which are linked to the **PC** via RS 232 port, USB, Ethernet:
 - Converter RS232 / RS485
 - RTC Modem
 - Local Radio Transmitting Mhz
 - IR Loader
 - Ethernet Card 10/100 Base-T
2. Those which are linked to the **Sign** via RS232 port , RS485 or Ethernet:
 - Converter RS232/RS485
 - RTC Modem
 - GSM Modem
 - Radio Local Transmitting 433 Mhz
 - IR loader
 - Ethernet Adapter 10/100 Base-T

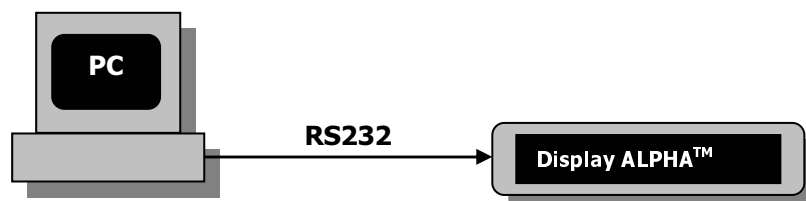
15.5- Wired Connections

15.5.1- RS 232 connection

This connection is available on almost all PCs and on all the range of Alpha signs. The maximum distance is 10 m, and you can use only one sign.

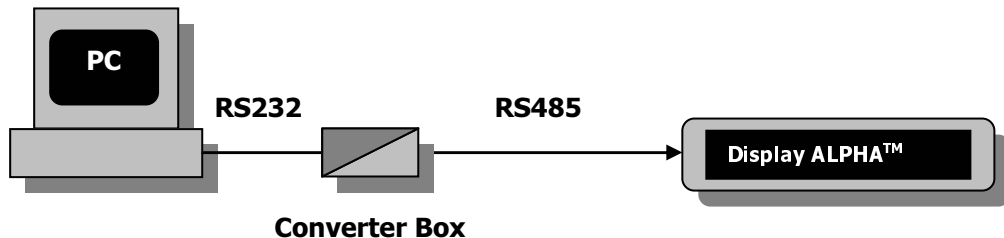
For the PC, it is characterized by:

- For the hardware:
 - A SUB-D 9 points connector
 - A TXD transmitting line
 - A RXD receiving line
 - Ground
- For the parameters:
 - A port number (Com 1, Com 2, ...)
 - A transmission speed
 - A parity control
 - An administration of the number of data bits
 - An administration of the number of stop bits



15.5.2- RS485 connection

This connection comes from a converter RS232/RS485. It's available on all ALPHA™ signs. Made with a special RS485 cable (twisted shielded pair), it allows the communication and the networking of several signs up to 1200 m for each segment. For longer distance, it's necessary to use a repeater.

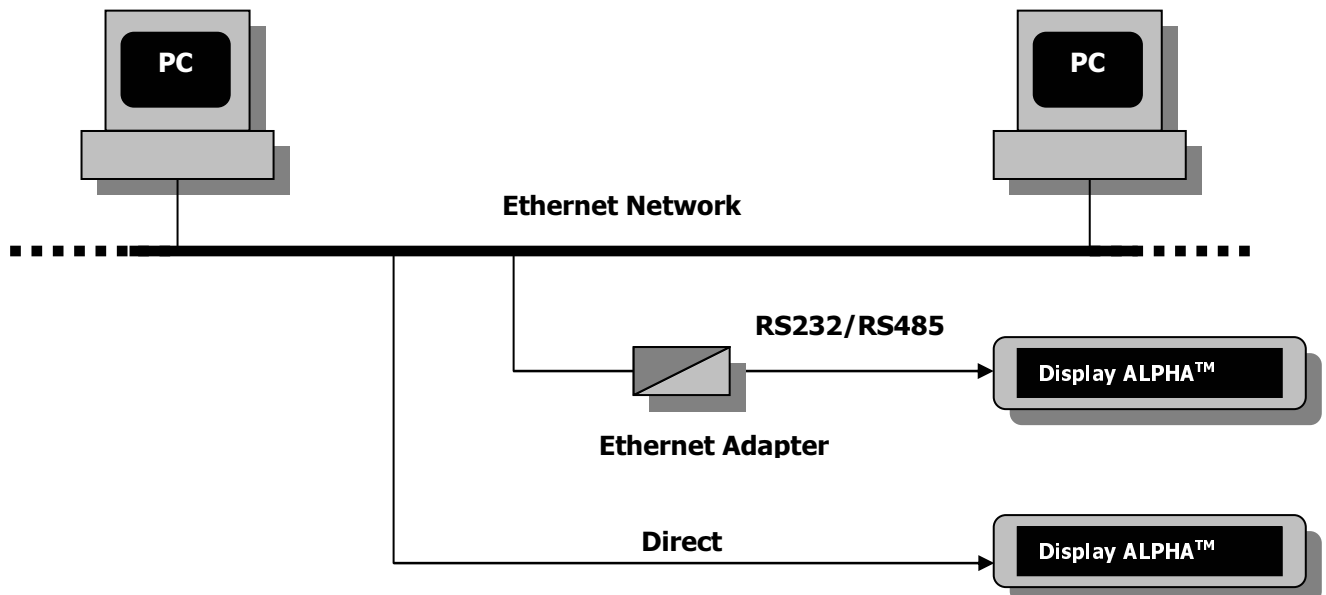


15.5.3- Ethernet Network

This connection is available from PCs connected to an Ethernet network.

For the PC, it is characterized by:

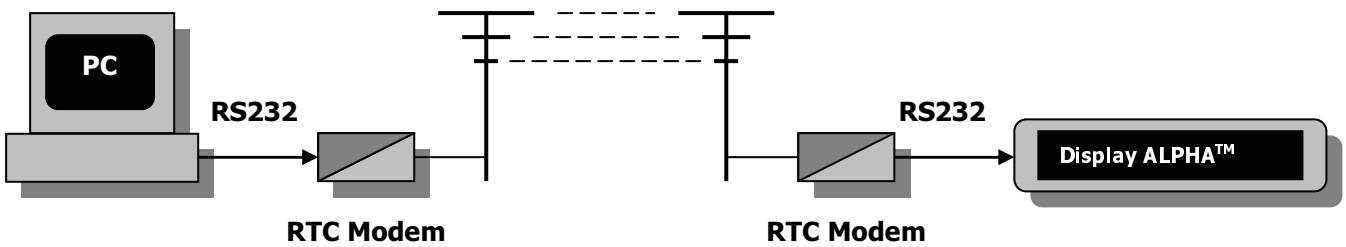
- For the hardware:
 - A RJ45 connector
- For the parameters:
 - A MAC address
 - An IP address and a sub-net mask



15.5.4- RTC telephonic modem connection

This connection allows the communication with the sign via a telephone modem. It works as a RS232 connection.

The RTC modem is linked on the top either to the **PC** or to the **sign** via a RS232 port and on the bottom to the phone plug.



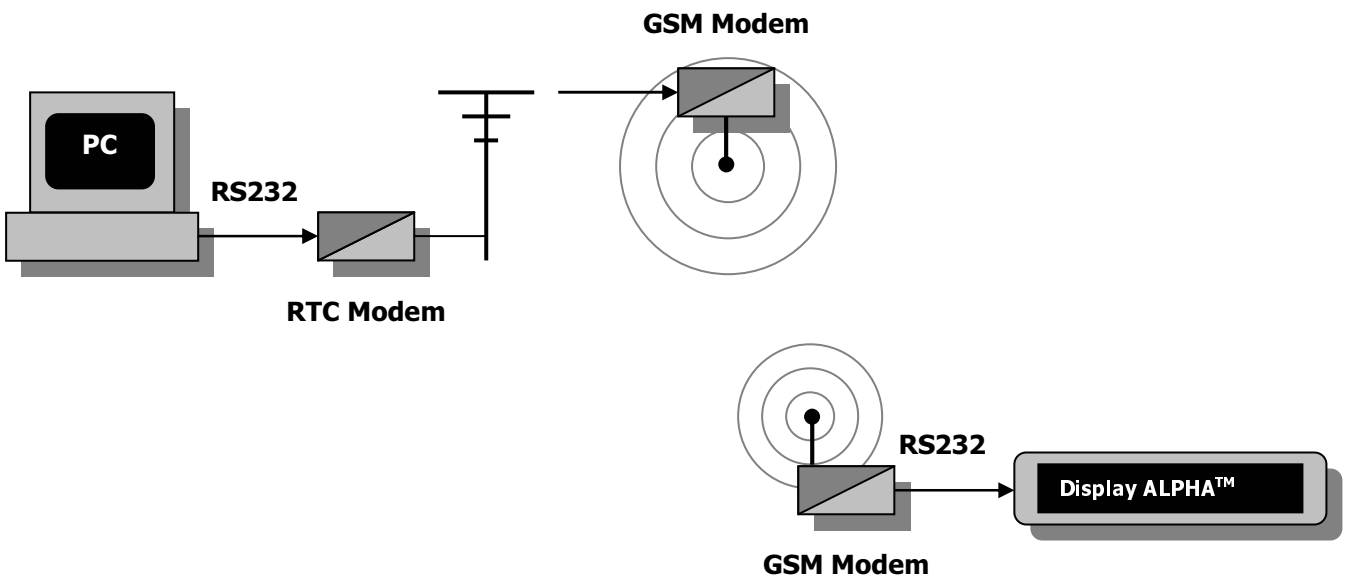
15.6- Wireless Connections

15.6.1- GSM telephonic Modem

This connection allows the communication with a sign via a telecommunication network, using GSM mobiles. It works as a RS232 connection.

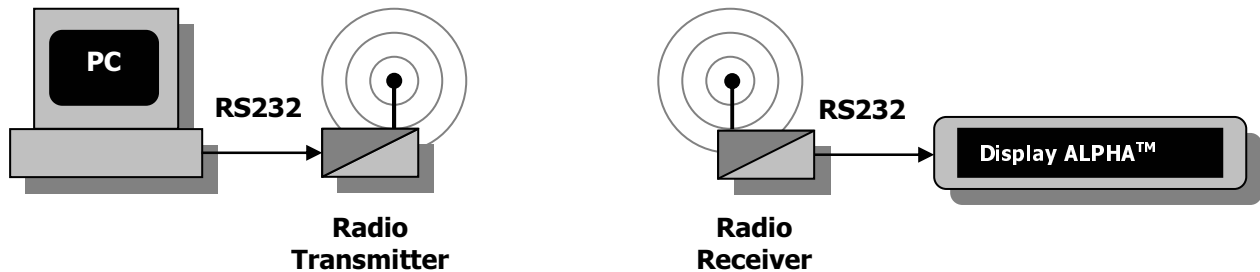
The GSM modem is linked to the sign via the RS232 serial port.

A DATA subscription is necessary to set up the communication.



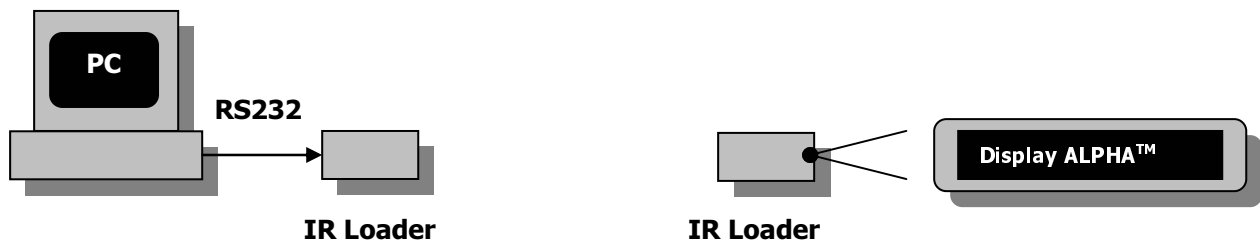
15.6.2- Transmitter/Receiver radio local 433 Mhz

This connection allows the communication with a sign via a radio link (433 Mhz) limited to 10 mW. The range is limited to 150m outdoor and 30m indoor.



15.6.3- Infrared communication

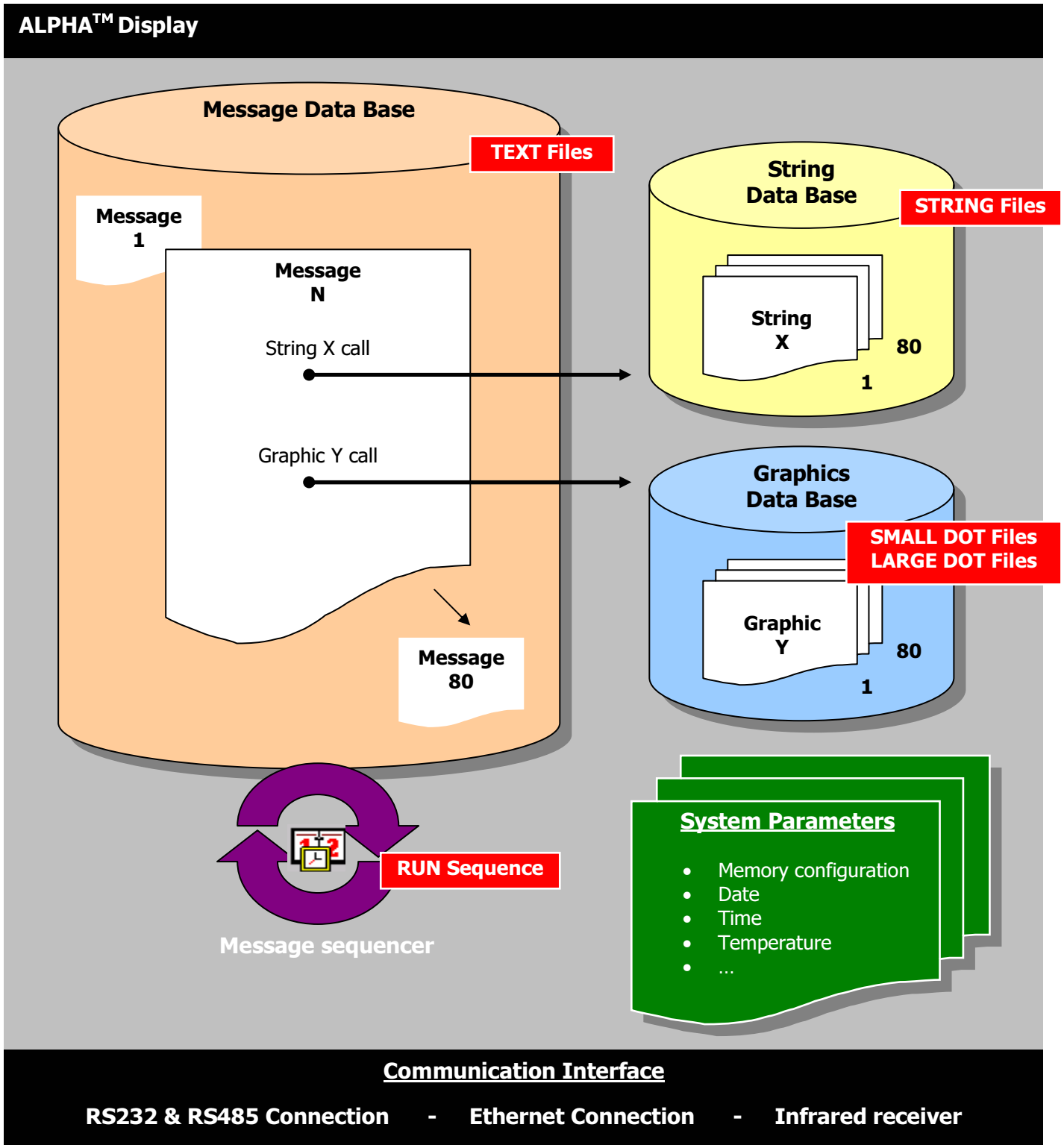
The infrared communication is used through the IR loader interface. It allows message storage and download to a sign without having the PC connected.



Message Manager (LT)

16- ALPHA™ Sign Architecture

Built on a LEDs basis, ALPHA™ signs allow display of moving messages. Their internal architecture can be represented as follows:



Message Manager (LT)

Internal architecture of the sign comprises:

1. Three data bases each with **80** elements
2. A message sequencer
3. A set of system parameters
4. External communication interfaces with outdoor

Adaptive language:

1. Message = TEXT File
2. String = STRING File
3. Graphic = SMALL DOT & LARGE DOT Files
4. Messages Sequencer = RUN Sequence

The main element of this architecture is the **Message**.

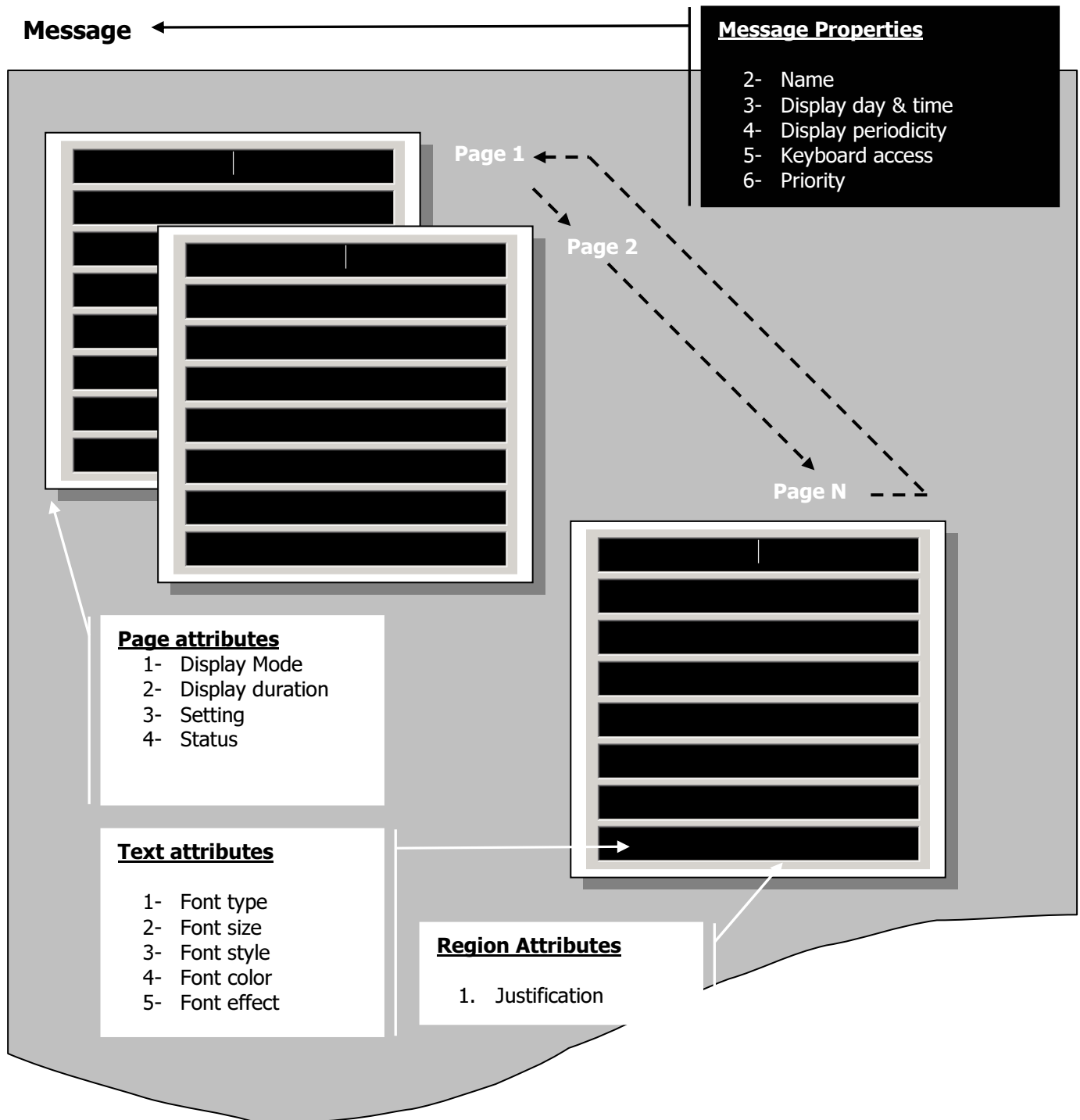
The message can be activated or de-activated directly by the user, or by the message sequencer driven by the internal clock of the sign.

The sign cyclically displays the messages.

String files or graphics are elements that can be sent only from a message.

17- Message Architecture

The message is defined as follows:



A message is made of several pages displayed sequentially depending on their attributes.

Message Manager (LT)

The concept that defines the **page layout** attribute is very important to understand.

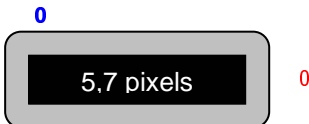
The Page layout defines how the page will be displayed on the sign. This attributes can be different from one sign to another because it depends on its dimensions.

▶▶ Cf. [Screen Layout / Sign Model](#)

18- Screen Layout / Sign Model

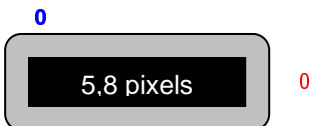
18.1- BetaBrite / BigDot / Window Display ALPHA™ 200 / ALPHA™ 300 / ALPHA™ 400

- 1 Line



18.2- ALPHAECLIPSE™ 3500 X8

- 1 Line



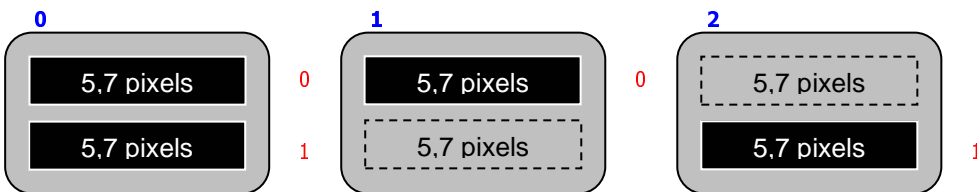
18.3- ALPHA™ PPD

- 2 Lignes

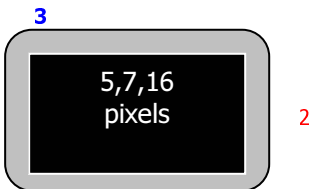


18.4- ALPHA™ 4000

- 2 Lignes

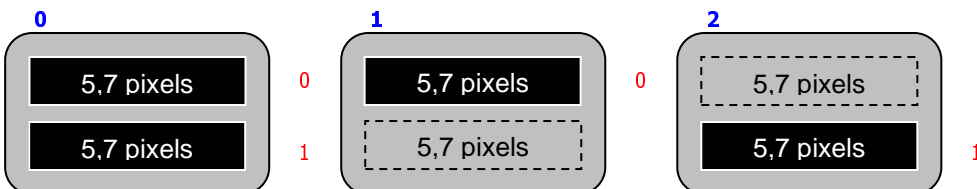


- 1 Ligne



18.5- ALPHAECLIPSE™ 2500/2600/3500 X16

- 2 Lignes

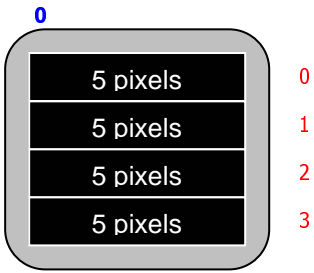


- 1 Ligne

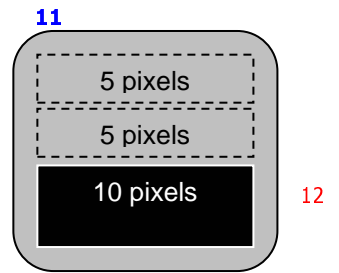
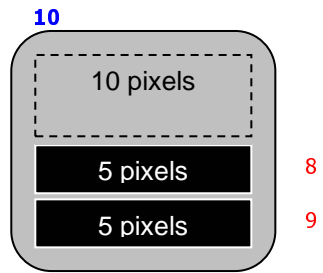
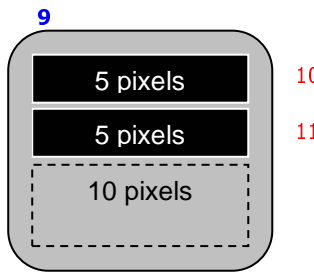
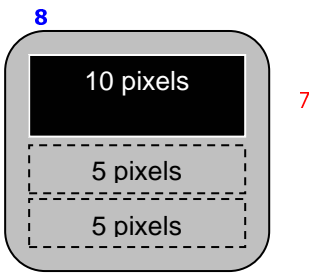
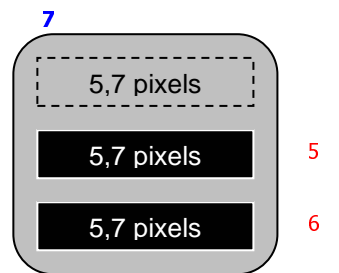
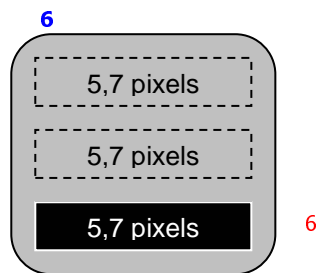
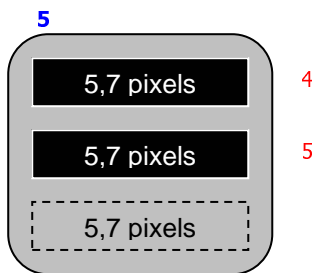
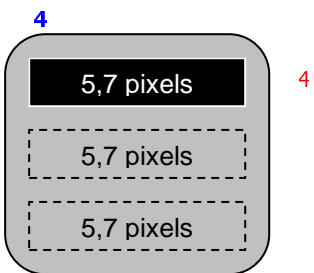
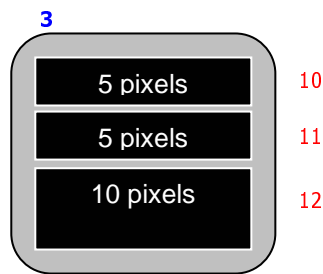
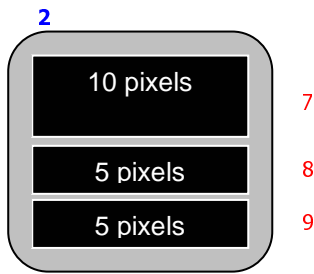
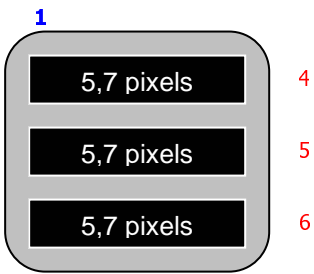


18.6- ALPHA™ 7000 ALPHAECLIPSE™ 3500 X24

- 4 Lines

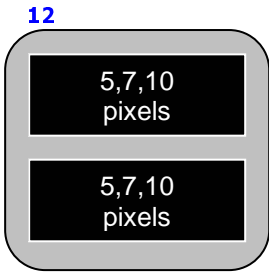


- 3 Lines



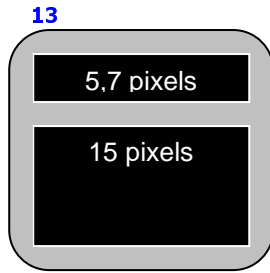
Message Manager (LT)

- **2 Lines**



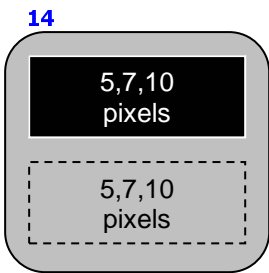
13

14

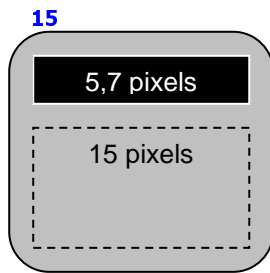


15

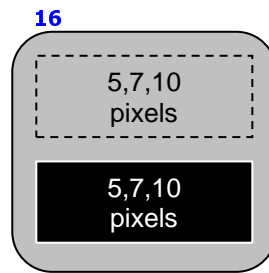
16



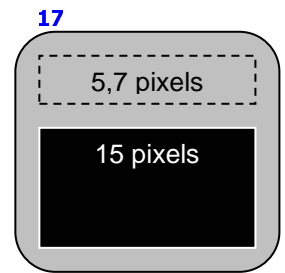
13



15

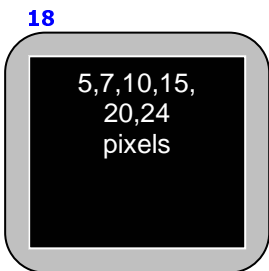


14



16

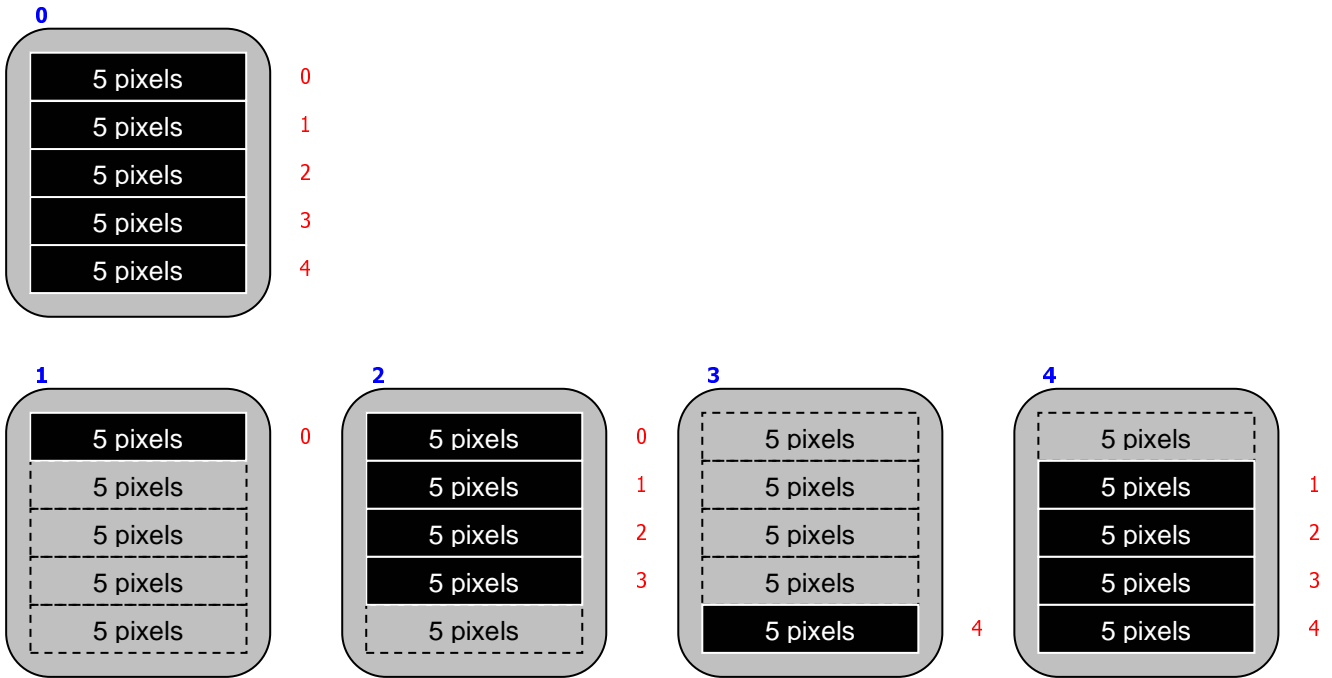
- **1 Line**



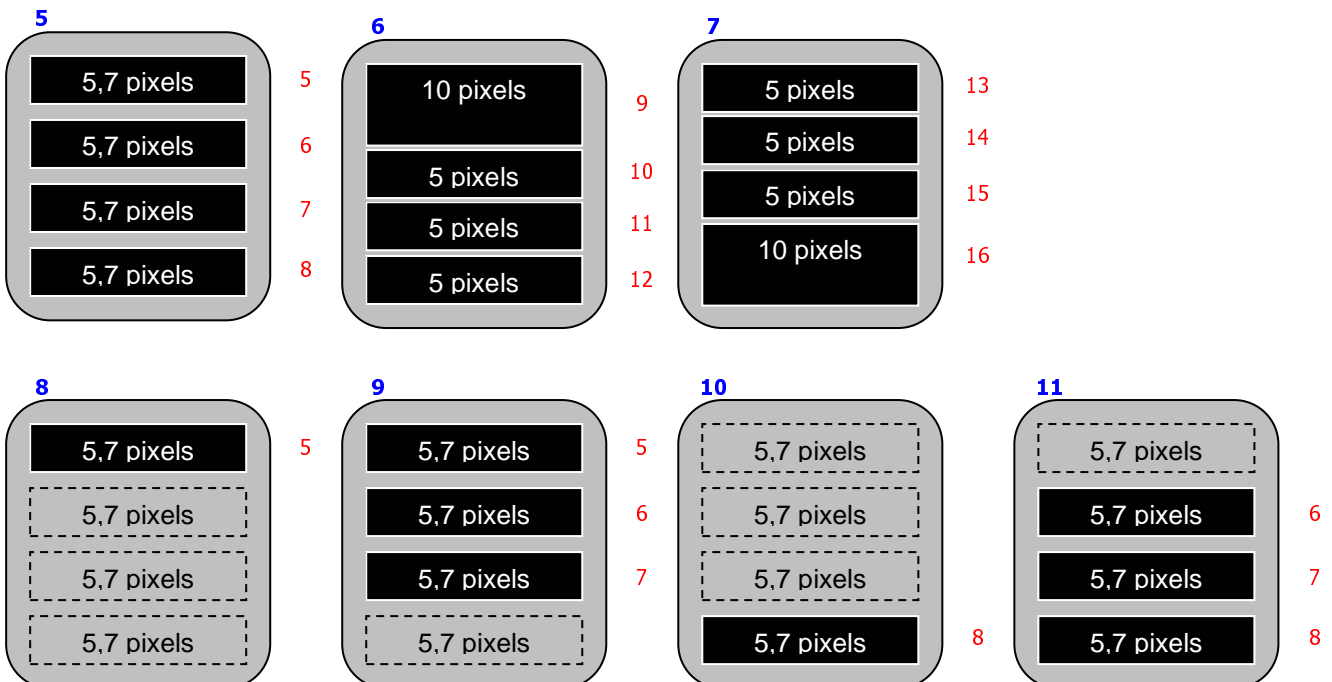
17

18.7- ALPHA™ 9000 ALPHAECCLIPSE™ 2500/2600/3500 X32

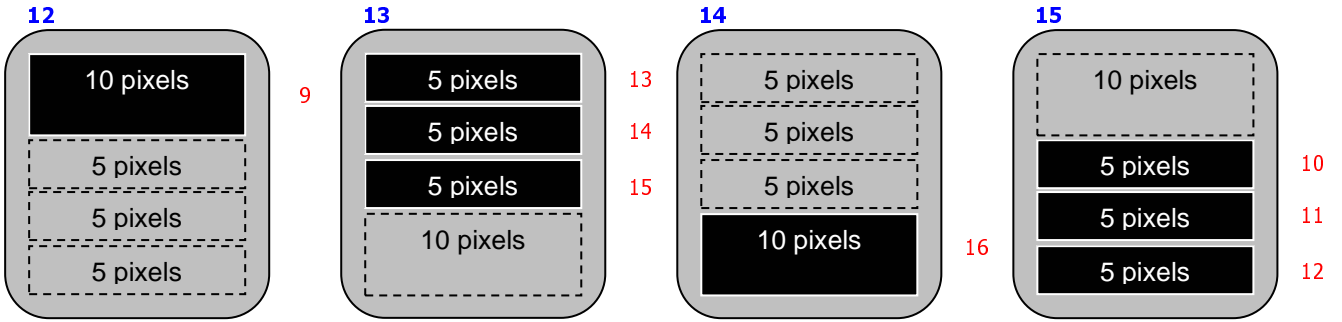
- 5 Lines



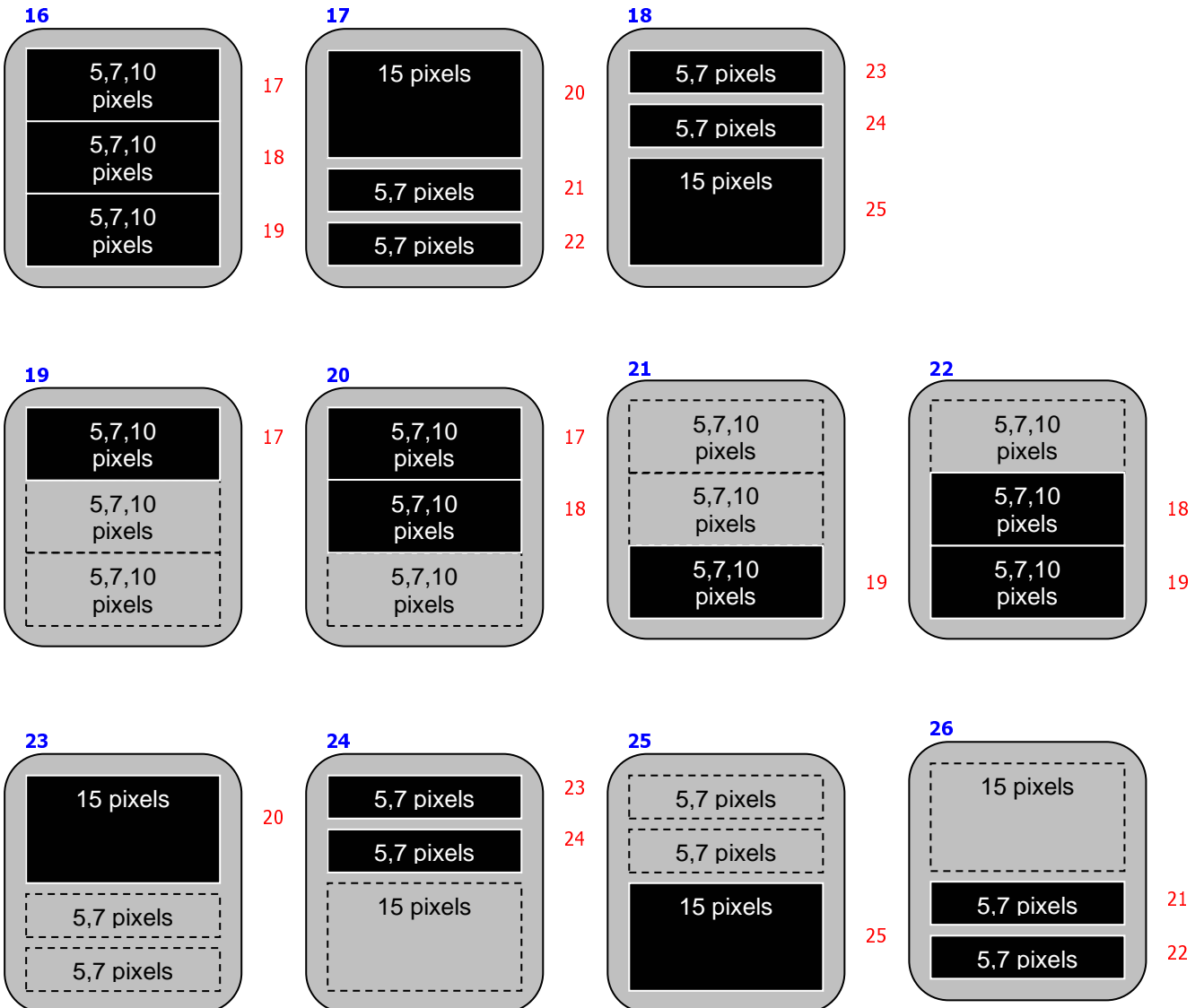
- 4 Lines



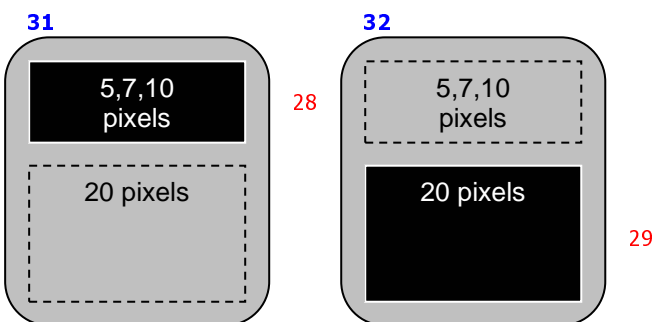
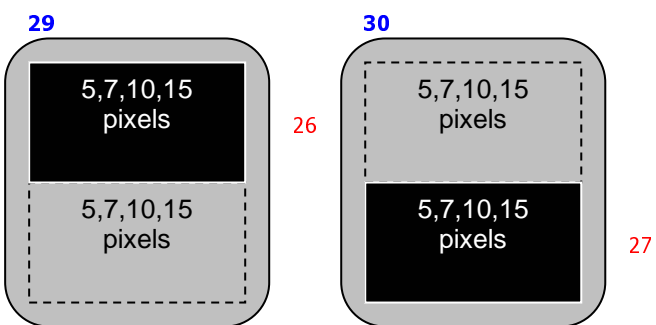
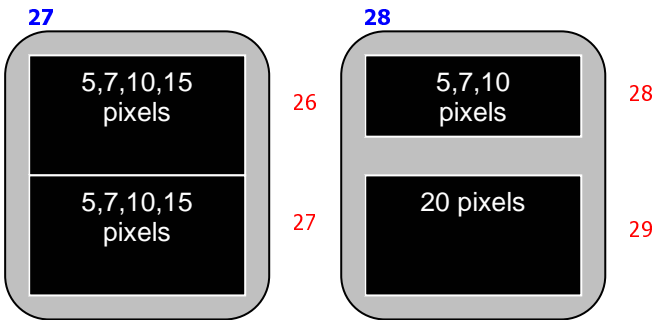
Message Manager (LT)



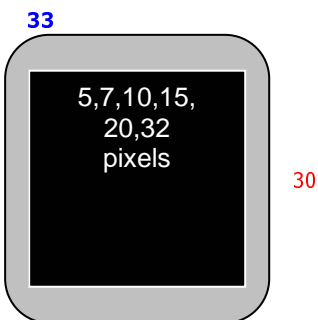
- **3 Lines**



- **2 Lines**

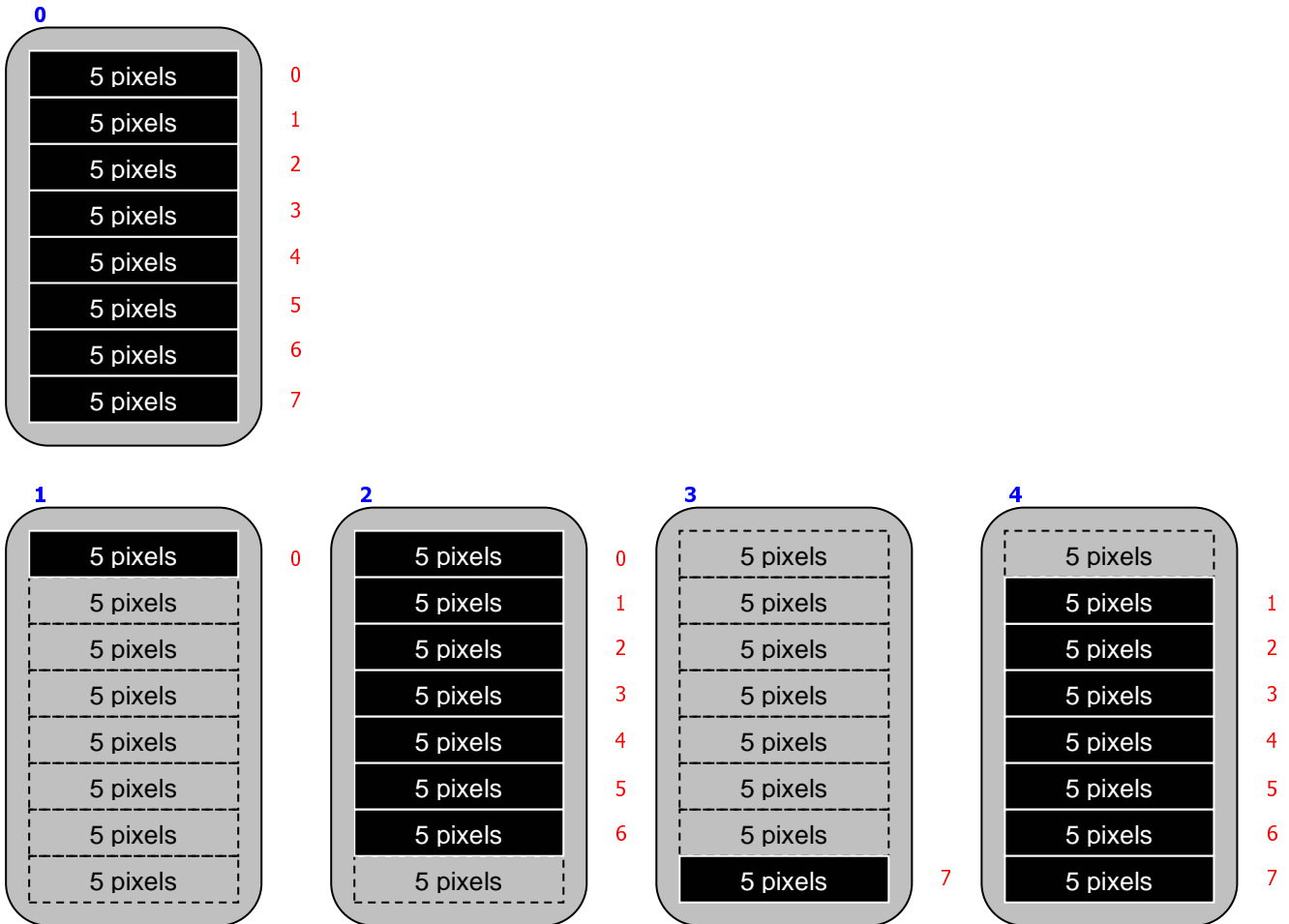


- **1 Line**

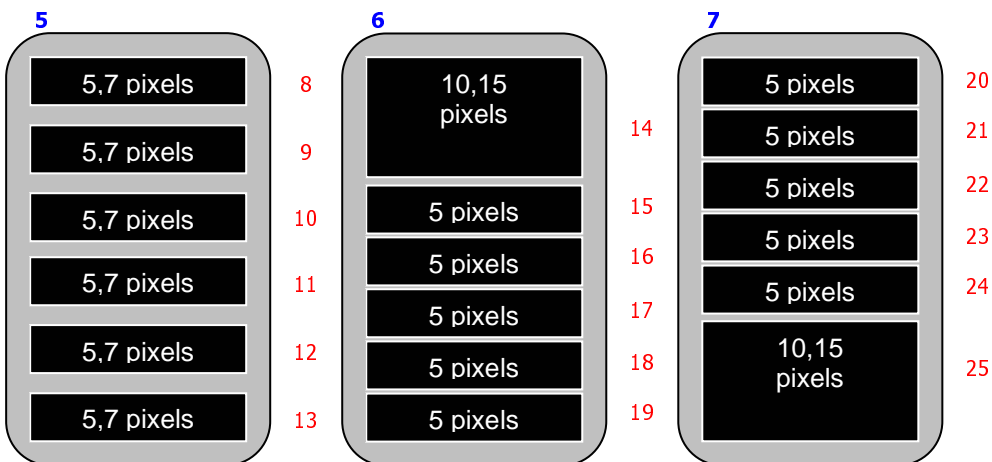


18.8- ALPHAELIPSE™ 2500/2600 X48

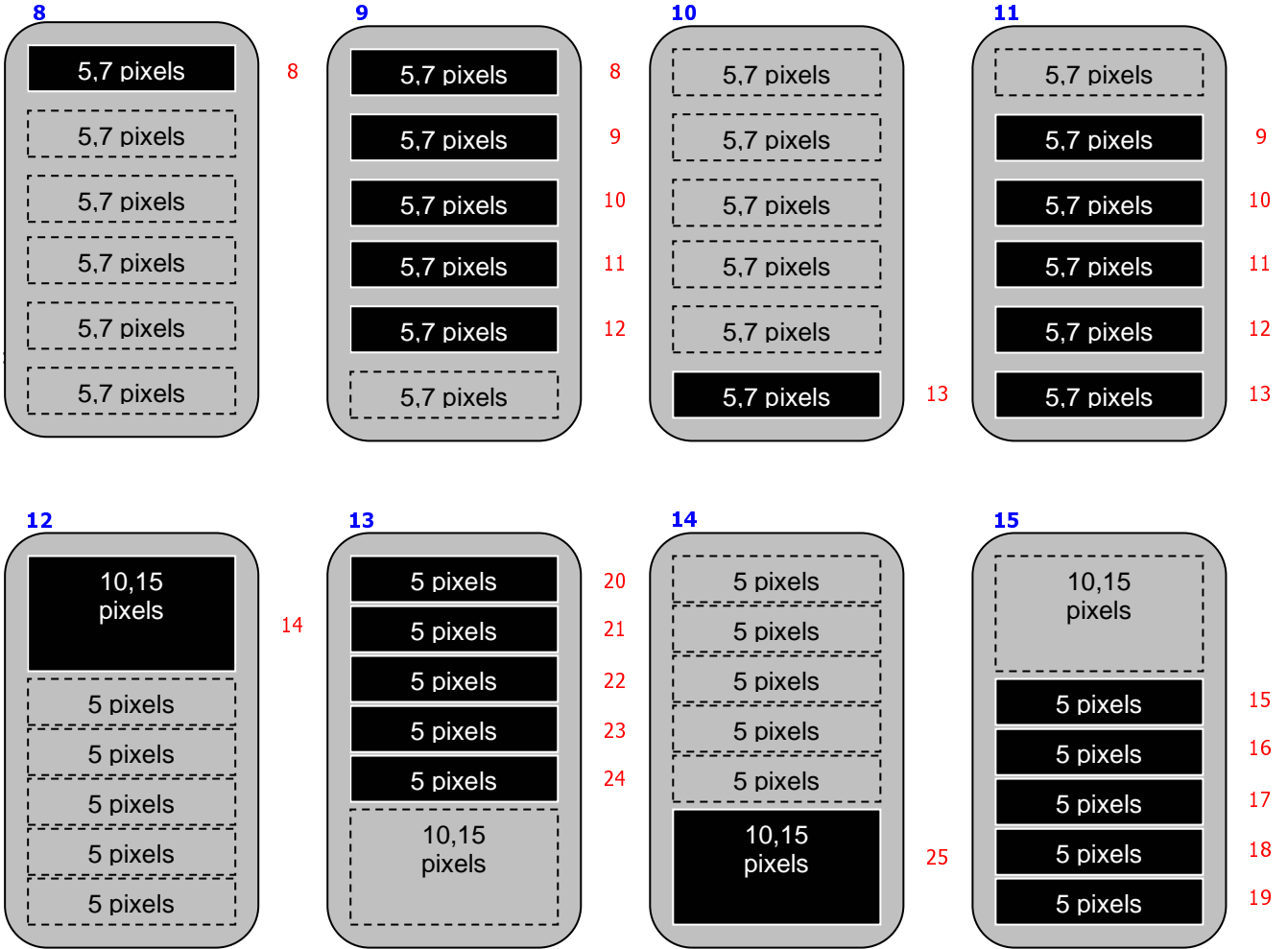
- **8 Lines**



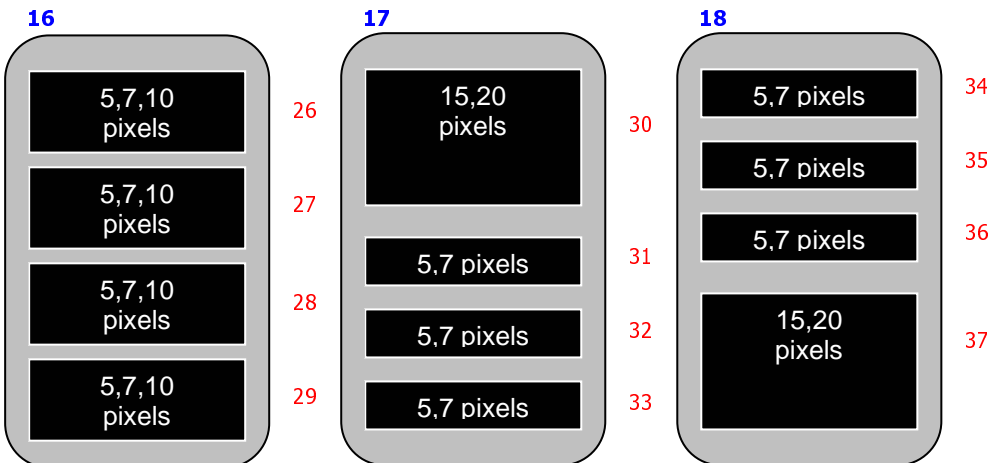
- **6 Lines**



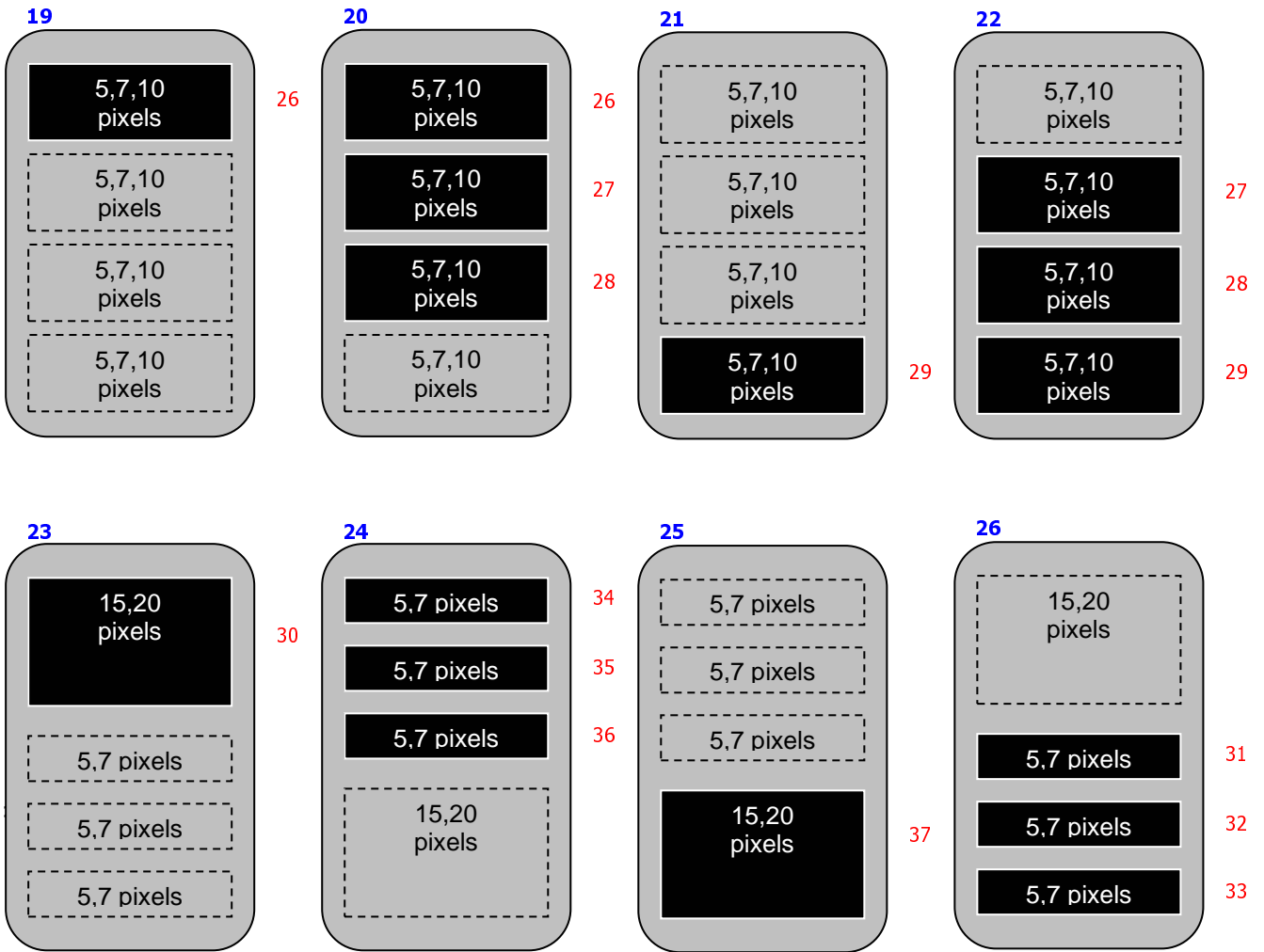
Message Manager (LT)



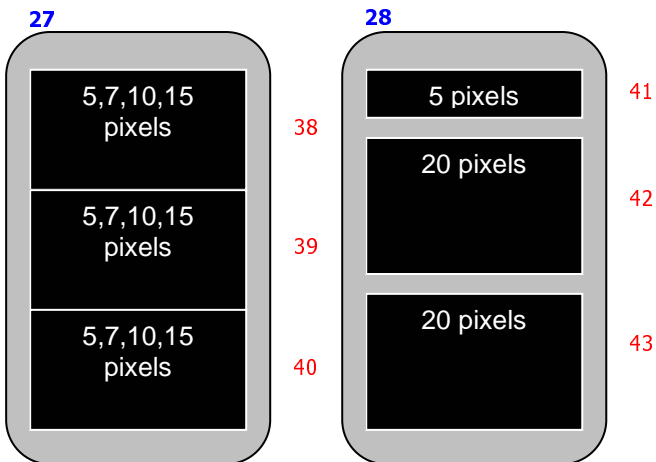
- **4 Lines**



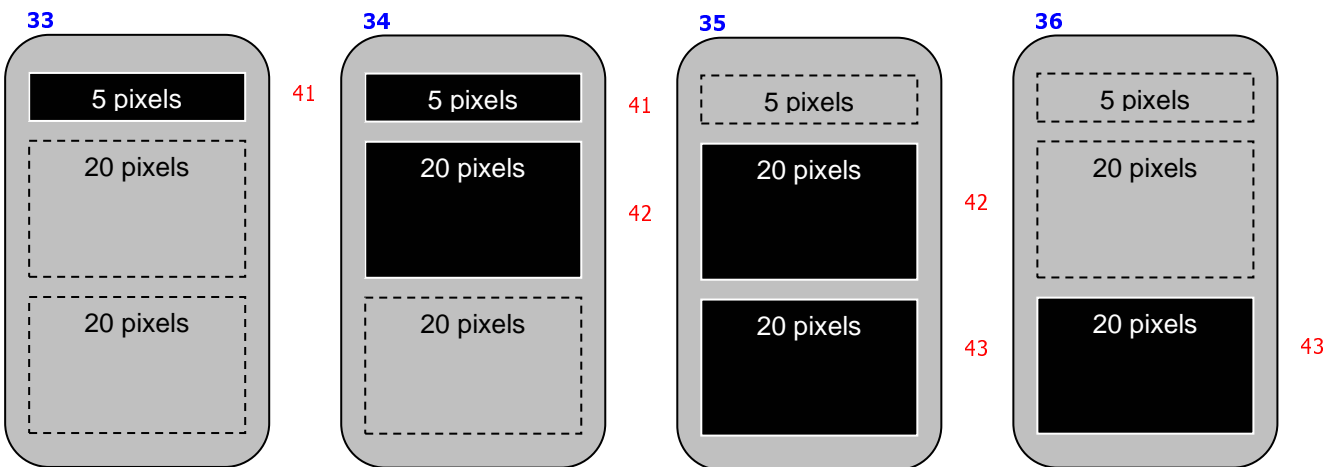
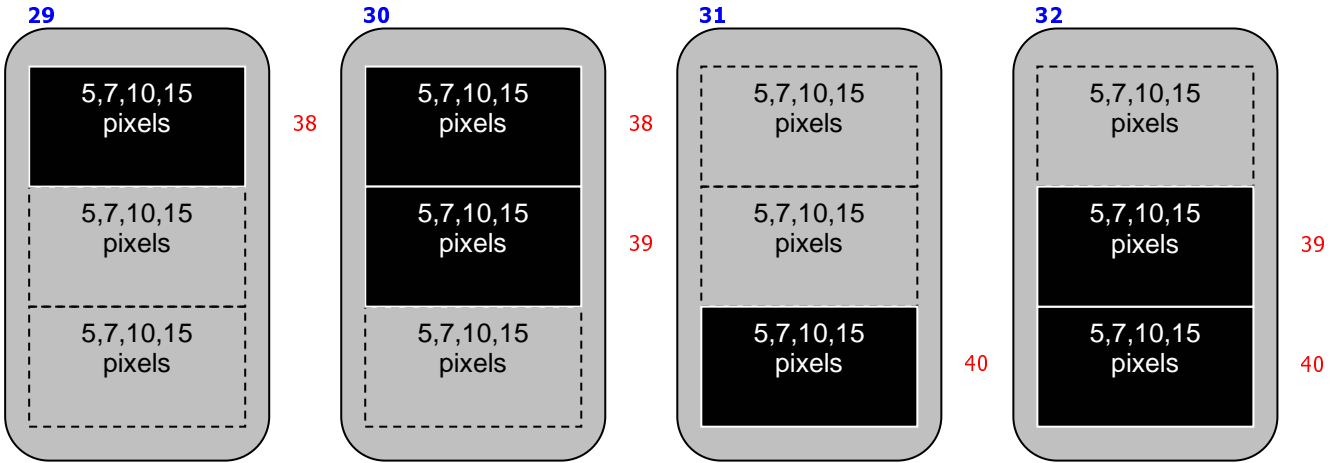
Message Manager (LT)



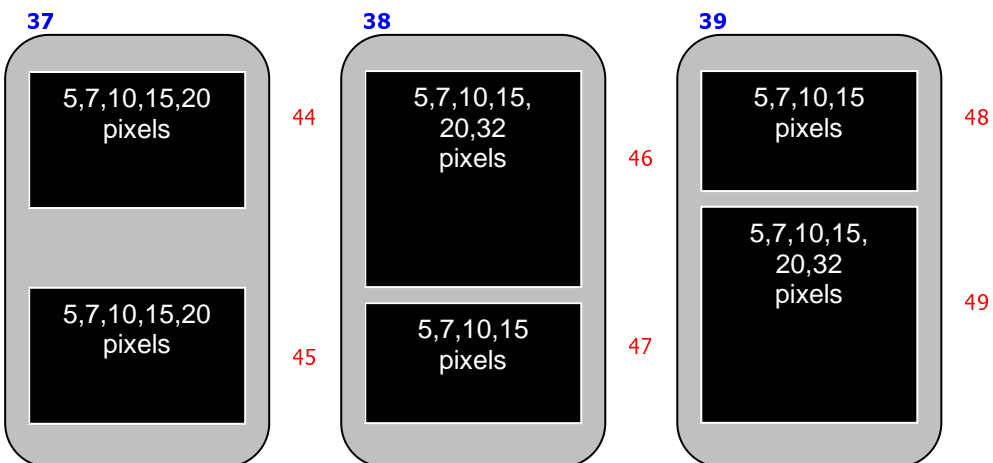
- **3 Lines**



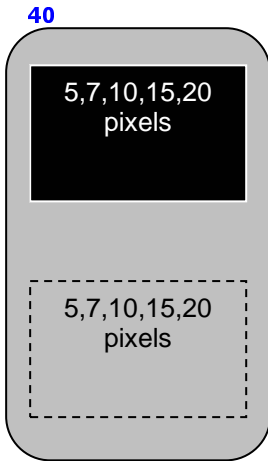
Message Manager (LT)



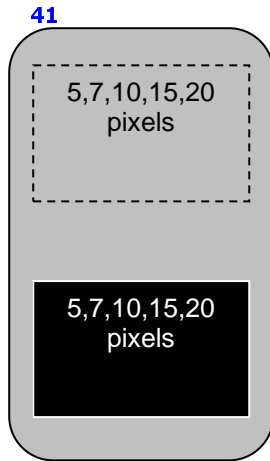
- **2 Lines**



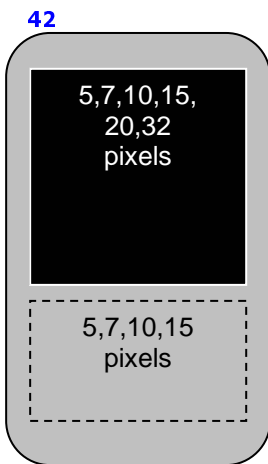
Message Manager (LT)



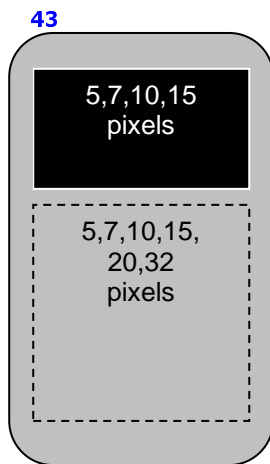
44



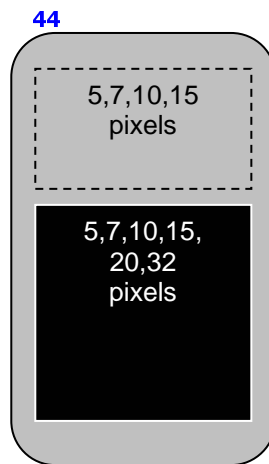
45



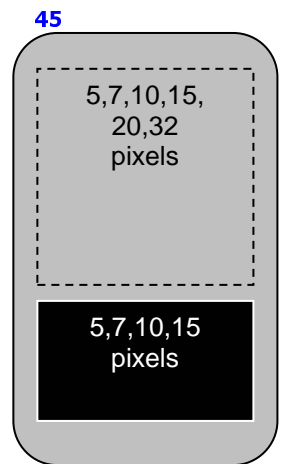
46



48

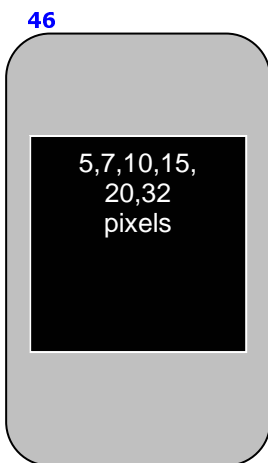


49



47

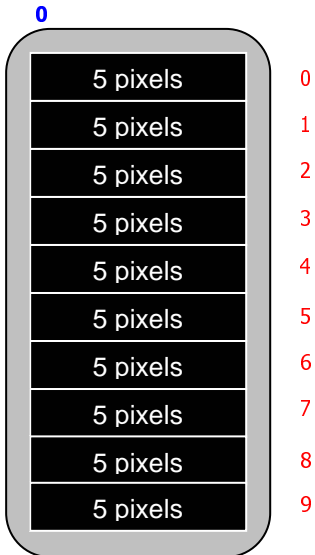
- **1 Line**



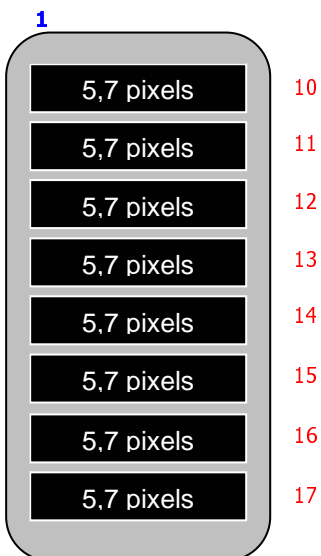
50

18.9- ALPHAELIPSE™ 2500/2600 X64

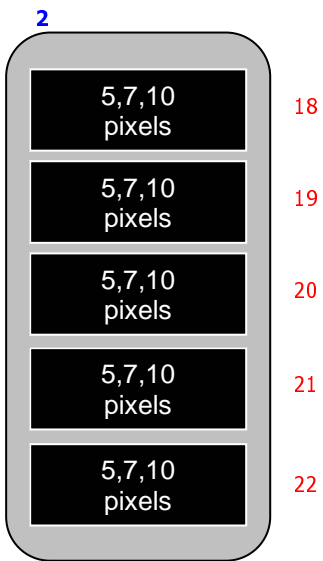
- **10 Lines**



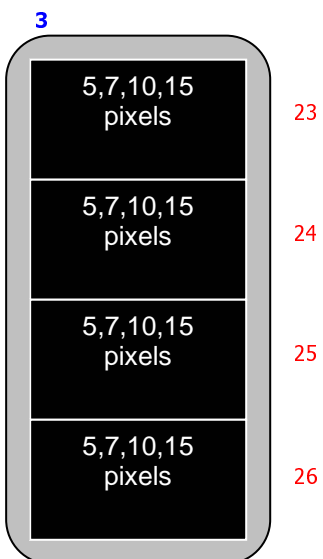
- **8 Lines**



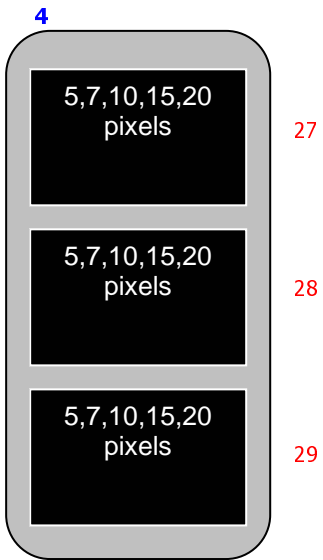
- **5 Lines**



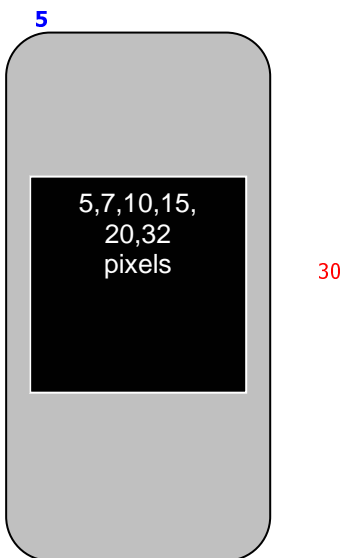
- **4 Lines**



- **3 Lines**

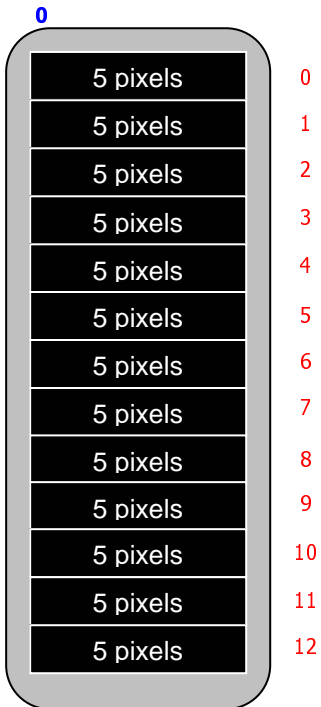


- **1 Line**

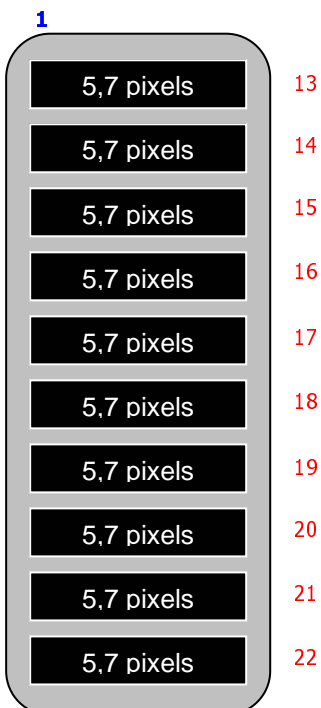


18.10- ALPHA Eclipse™ 2500/2600 X80

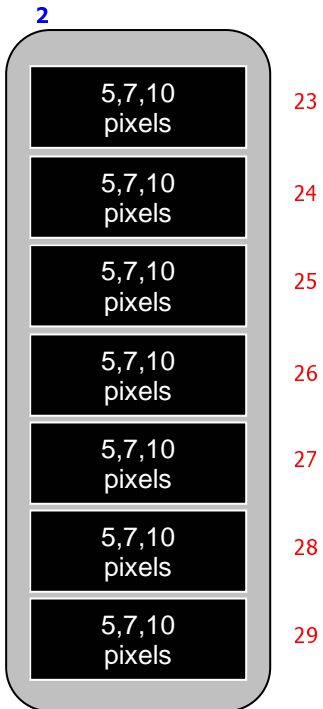
- 13 Lines



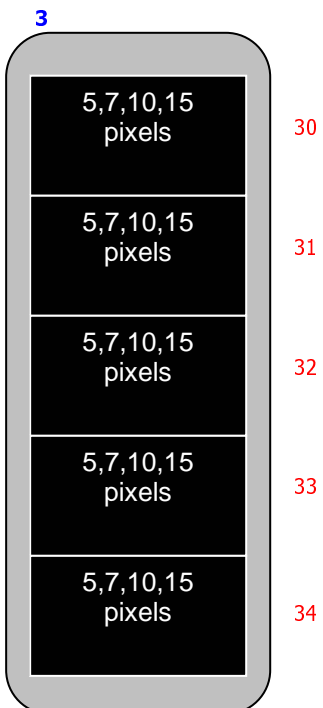
- 10 Lines



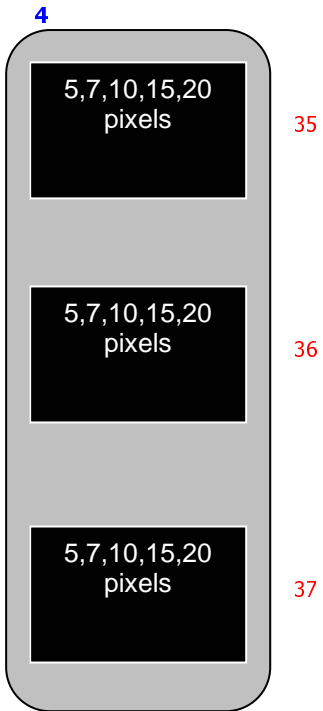
- **7 Lines**



- **5 Lines**



- **3 Lines**



- **2 Lines**

