



MULTI-LINE MOVING SIGN

PROGRAM

USER MANUAL

Electronic Displays Inc.

Version 3.13

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1. Introduction

The LED Multi-Line Moving software is developed by our company as a manage software of Multi-Line LED Electronic Message Center. This section will depict the content such as following:

- Software function
- Software feature
- Run environment
- Terms and Definitions

1.1 Software Function

This program will create files containing all appropriate controls and messages necessary to operate the Sign including the following functions:

- ◆ Input/Edit text with standard characters, 67 international characters, date and time.
- ◆ Input/Edit graphics and their controls.
- ◆ Embed control characters' for fonts, color, sounds and display scheduling.
- ◆ Embed controls for message display modes, move speeds, pause time, etc..
- ◆ Input/Edit Windows contents and controls for split screen displays.
- ◆ Modify all sign operation controls and message contents.
- ◆ Upload and Download messages and controls to/from the Sign.
- ◆ Turn on/off moving-sign
- ◆ Timer: eight timer
- ◆ Display moving-sign's information

1.2 Software Feature

- ◆ Interface of the managing software can be in multiple languages
- ◆ Color: single color, double color, base color.
- ◆ Figure operation interface (What You See is What You Get)
- ◆ Appearance size: according as user's need to adjust.
- ◆ Supports picture type: BMP.
- ◆ Control method: asynchronism control
- ◆ Communication method: Serial data port communication, network, modem.
- ◆ Protocol type: simply serial data port communication protocol.

1.3 Running Environment

Following give this software running's requirement:

Minimum PC System Requirements:

OS: WIN9X/2K/XP

Processor: Pentium4, 1GHz and up.

RAM: 128MB and up.

Hard Disk: 100MB hard disk space.

Network: 10M TCP/IP port.

1.4 Terms and Definitions

1.4.1 Text Work Area

The TEXT WORK AREA is a window that opens when either a NEW file or an existing file is selected from the FILE menu.

“New” will create a new file.

“Open” will open an existing file.

All editing of the files is performed inside the **text work area**.

1.4.2 File type

Program data is stored as files. All file names are 8 characters long.

There are three types of files:

- **Text File:** Text files contain all displayed text messages and control characters, for example: move in type, move out type, move speed, pause time, window etc... A graphic may be also inserted in this file type.
- **Graphic File:** Contains the graphics lattice data and graphics control characters like the graphic width, graphic height, graphic file name etc.... The graphic file name space is different and separate from the text file name space.
- **Window File:** This is a special, separate text file type called by WINDOW control characters to display certain text and/or graphics in separate Sub Areas of the sign.

1.4.3 Programming Modes

To edit a file in the text work area, enter into one of the four programming modes:

- **Edit Text File mode:** This mode starts automatically when a new Text Work Area is created. Variety of functions and commands may be performed: input/modify text, input control characters, insert graphic, read messages to/from the Sign.
- **Edit Window mode:** This mode starts automatically upon inserting of a Window control character. The Window's start x- and y-position, width, height, text alignment and text content may be here modified. The program will return to the edit text file mode when the 'Return' command is executed.
- **Edit Window File mode:** This mode starts automatically from the edit window mode when a window file is edited. This mode allows for input of display messages, graphics and some control characters.
- **Edit Graphic mode:** This mode starts automatically when a graphic is edited.

In the edit window mode or edit window file mode, the following commands are un-available:

File menu:

- **New, Open:** Create a New or Open an existing Text Work Area

Insert menu:

- **Window:** Insert a new window control character

Read menu:

- **Text File:** Read (download) text file to PC software from the Sign BIOS
- **Graphic File:** Read (download) graphic file to PC software from the Sign BIOS

Other menu:

- **Switch Text File:** Display another text file in Text Work Area
- **Delete Text File**

To execute these two commands, the 'Return' command must be subsequently called in order to let the program return to the Edit Text File mode.

1.4.4 Control Panel

Basic functions available in the Control Panel dialog bar are as follows:

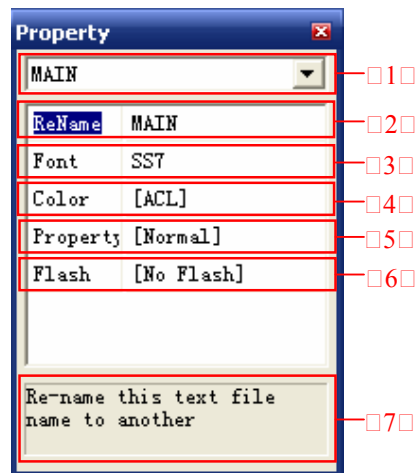






Fig1.1

- **1** **Text file list** box: Select a Text file from the drop list. The file contents will be displayed in the text work area for editing.
- **2** **ReName** button: To rename a text file click this button. Input a new file name in the dialog box and close the box to confirm.
- **3** **Font list** box: Click inside the box. Select current font type from the drop list . To change the font of just a part of text in the TEXT WORK AREA, first highlight that part of text.
- **4** **Color List** box: Click inside the box. Select current text color from the drop list . To change the color of just a part of text in the text work area, first highlight that part of text.
- **5** **Character property list** box: Click inside the box. Select current text style (Normal, Bold, Wide etc.) from the drop list . To change the style of just a part of text in the Text Work Area, first highlight that part of text.

- □6□ **Flash List** box: Click inside the box. Select current text flash or no flash from the drop list . To change the style of just a part of text in the Text Work Area, first highlight that part of text.
- □7□ Display function's information of the current button.

2. Operation

If you want to use a software, you must install the software on computer. This software is needn't setup for running. User only needs insert the CD of the software into your CD disk drive and copy it to your disk. Then double click left key of mouse on the software icon on the desktop to run it.

This section is includes:


- Setting
- Main window introduction
- Menu introduction
- Operation process

2.1 Setting

Copy the control software from CD to your hard disk. Double click mouse left to run this software. Then it will display a figure window as following:



Fig2.1

In above figure, click  button or select menu 'File > New' to create a new document. If user selects this command, it will display a dialog box for set the parameter of Moving-Sign as following fig show.

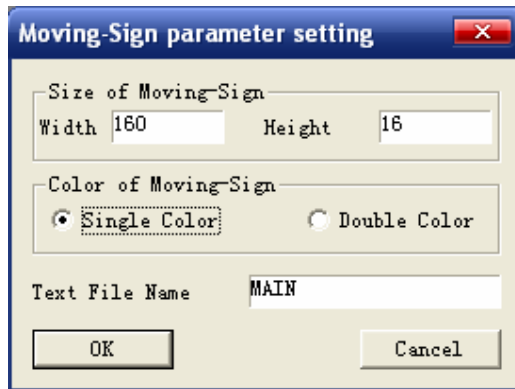


Fig2.2

Parameter meaning:

- **Size:**
Width: the Moving-Sign's width, unit: pixels.
Height: the Moving-Sign's height, unit: pixels.
- **Color:**
Single Color: The Moving-Sign can display red only.
Double Color: The moving sign can display tri-color including Red, Green and Yellow which is composed of Red and Green two basic colors.
- **Text File Name:**
User can add more than one text file, so user must give each area one name to mark it.

After set the parameter, click **OK** button to confirm.

2.2 Main Window Introduction

The software has friendly operation interface. User can operate it very easy. When you run the software and setting the Moving-Sign's parameter, there will a main frame for you to manage the Multi-Lingual moving sign.

Following contents will introduce the main window.

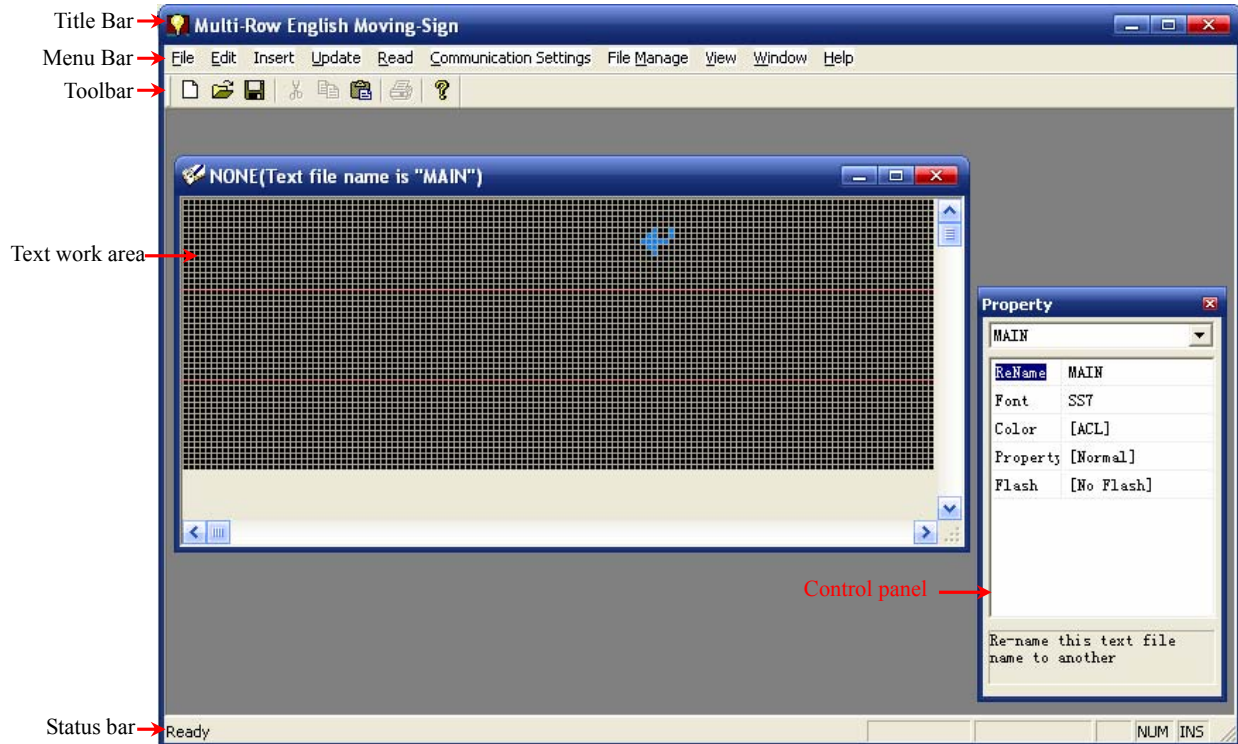


Fig2.3 Main window

The main window includes title bar, menu bar, tool bar, status bar, text work area and control panel. Following we will give a simply introduction of them.

1. Title Bar

Title column is display the current title information.

2. Toll Bar

Tool bar includes many tools for editor message. In next part we will depict it.

3. Menu Bar

Menu bar includes kinds of operation option. There are ten kinds menu: file menu, edit menu, insert menu, update menu, read menu, communication setting menu, file manage menu, view menu, window menu and help menu. Those menus have their submenu too.

4. Status Bar

Status bar is display some subjoin information such as screen number of the cursor, ready and so on.

5. Text work area

Text work area is used for editing file.

6. Control panel

Control panel includes some base function for editing text in text work area. In section [1.4.4 Control Panel](#) has introduce it.

The LED Multi-Line Moving-Sign software has many other windows. In the following contents we will introduce them stepwise.

2.3 Main Menu Introduction

This part described the main menu of this program. It includes following contents:

- File menu
- Edit menu
- Insert menu
- Update menu
- Read menu
- Communication setting menu
- File Manage menu
- View menu
- Window menu
- Help menu

2.3.1 File menu

Click mouse left key on the **File** it would be a submenu as fig2.4 shows.

File includes some submenu: Language, New, Open, Close, Save, Save as, Recent File and Exit.

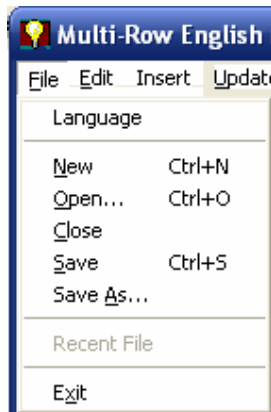


Fig2.4 File menu

2.3.1.1 Language

Select language which user wants to set.

Click mouse left key on **Language**, it would be a dialog box as fig2.5 shows. User can use this submenu to switch the language of the program interface to another one.

Select one language from list box and then press **OK** button; the language of program's interface will be changed to this language. About how to make a native resource, please refers to section [3.4 How to Change language of Program](#).

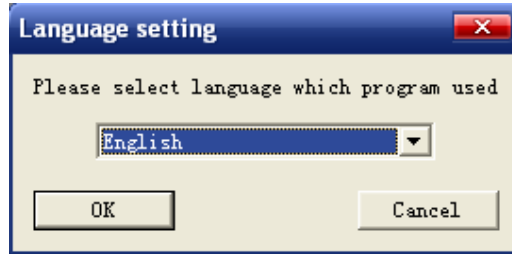


Fig2.5 Language select


2.3.1.2 New

Create a new document.

When execute this menu command, it will display a dialog as fig2.2, set all parameter as section 2.1 described and then press 'OK' button to add a document.

2.3.1.3 Open

Open an existing document.

User can use the menu to open an old file that has saved in the disk. Click mouse left key on **open**, it would be display a dialog box. You can browse the file that has saved in disk and select one to open. Then you can edit it or send it to moving sign. This menu has a shortcut button  in toolbar.

2.3.1.4 Close

Close the active document.

User can use the menu to close the active file. Click mouse left key on **close**, it would be display a dialog box to warning you to save the file in disk. User can select 'Yes' to save or 'No' to not save, or 'cancel' to cancel this operation.

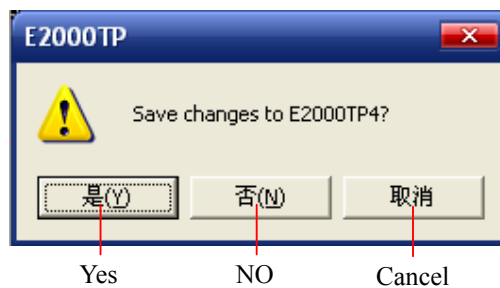



Fig2.6

2.3.1.5 Save

Save the active document.

Click mouse left key on **save** in the file menu. It will save the contents of currently active Text Work Area in the open file. This menu has a shortcut button  in toolbar.

2.3.1.6 Save as

Save the active document with a new name.

Click mouse's left key on **save as** in the file menu. It will save the contents of currently active Text Work Area in a new file.

2.3.1.7 Recent File

Open this document that has opened in recent.

2.3.1.8 Exit

Quit the application and prompts save the document.

Exit this program. If user selects the option, there would be a warning dialog box as fig2.6 shows. User can click 'Yes' or 'No' to select save the changed or don't save or click 'Cancel' to cancel this operation.

2.3.2 Edit menu

Click mouse's left key on the **Edit** it would be a submenu as fig2.9 shows.

This menu includes some submenu: New Area, Select Area, Remove/Rename Area, Cut, Copy, Paste, Select All, Delete.

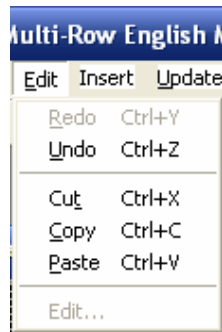


Fig2.7

2.3.2.1 Redo

Redo the previously undone action.

2.3.2.2 Undo

Undo the last action.

2.3.2.3 Cut

Cut the selection and put it on the Clipboard. You can use "Ctrl + X" to do it.

2.3.2.4 Copy

Copy the selection and put it on the Clipboard. You can use "Ctrl + C" to do it.

2.3.2.5 Paste

Insert the contents of Clipboard. You can use "Ctrl + V" to do it.

2.3.2.6 Edit

Edit window control char or graphic.

2.3.3 Insert Menu

Click mouse's left key on the **Insert** it would be a submenu as fig2.8 shows.

This menu includes: Graphic, Window, Date & Time, Move Method, Row Space, Speed, Pause Time, Beep, Temperature, Include Text File, Normal/Special European Characters, and Counter.

In following content, we will introduce these commands one by one.

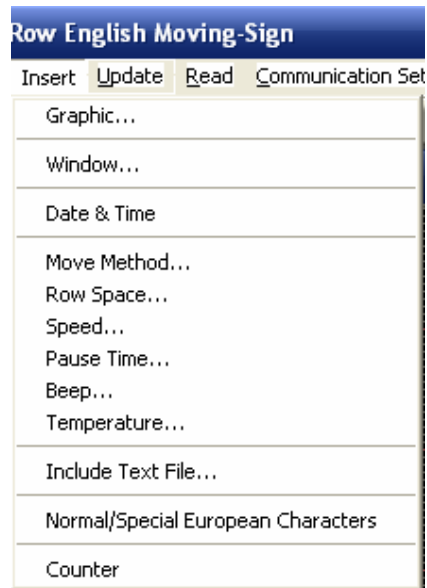


Fig2.8 Insert menu

2.3.3.1 Graphic

Insert an old graphic or make a new graphic and insert it.

If user want insert a graphic into the current active text work area, please click mouse's left-key on 'Graphic...' under insert menu. When select this command there will spring a dialog box as fig2.9 shows. User can select "Insert old graphic" or "Insert new graphic" by click mouse's left-key on the single choose button of them.

means this command is selected.

In following fig, it selects "Insert old graphic".

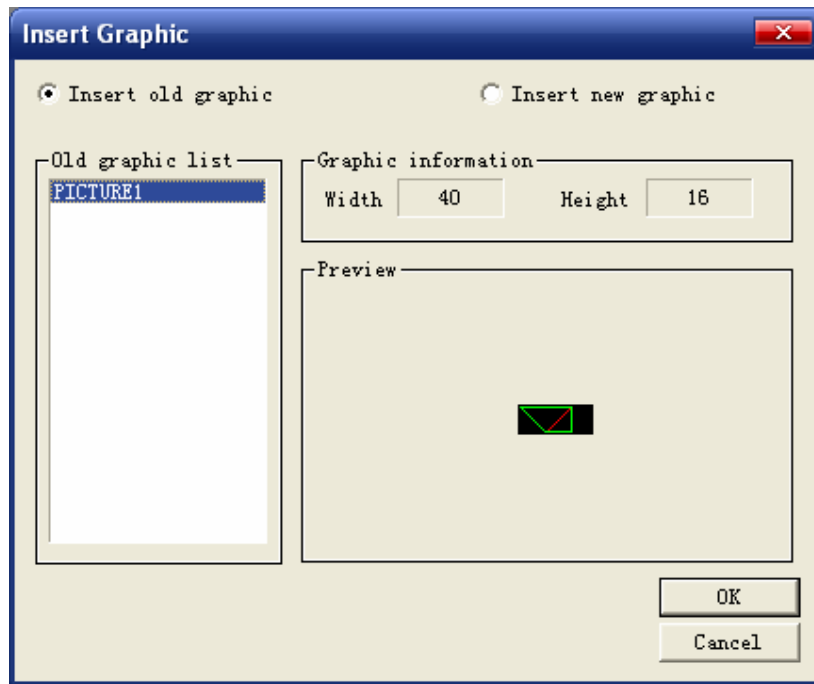


Fig2.9 Insert Graphic

● **Insert old graphic**

If there have old graphic in the old graphic list, user can select a graphic that you want to insert into the text work area. The operate process is as following:

1. Click mouse's left-key on "Insert old graphic" or in front of "Insert old graphic" to select it.
2. Select a graphic from "Old graphic list" window.
3. Click mouse's left-key on 'OK' button to confirm.

After the three steps, the selected graphic will be inserted into current active text work area.

Note:

Graphic information includes graphic's size (width and height). The unit is pixel or dot.

Preview window is display the graphic's thumbnail.

● **Insert new graphic**

User can create a new graphic into the current active text work.

Operate process:

1. Click mouse's left-key on "Insert new graphic" or in front of "Insert

new graphic” to select it.

2. Click mouse’s left-key on ‘OK’ button to confirm. Then there will spring a dialog box as following fig.

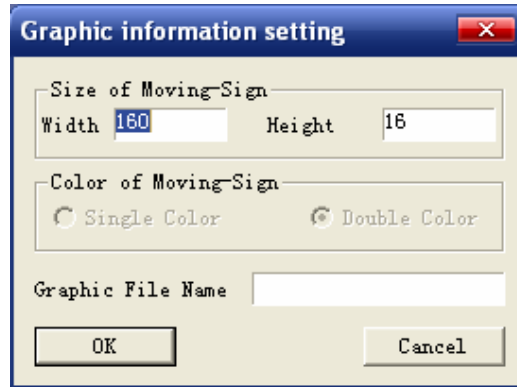


Fig2.10

3. Setting the graphic’s information such as graphic’s width and height, graphic file name in above fig dialog box.
4. Click mouse’s left-key on ‘OK’ button to confirm. Then it will display a window as following fig.

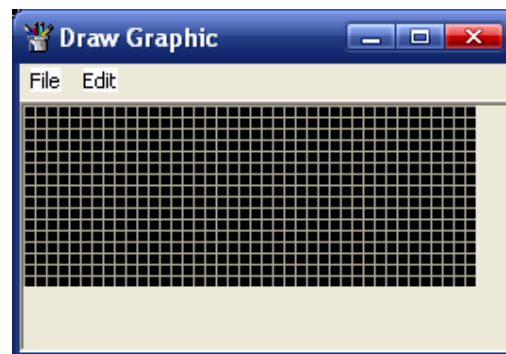


Fig2.11

5. In draw graphic window (fig2.11 show) drawing your graphic. After click ‘Save and Return’ command under edit menu of draw graphic window.

After the five steps, a new graphic has inserted into the current active text work area. Following content depict how drawing graphic in the draw graphic window.

- **Drawing graphic**

In edit graphic mode, the main window will add a draw toolbar as following fig shows and the control panel will be changed to the graphic control panel.

Draw toolbar:

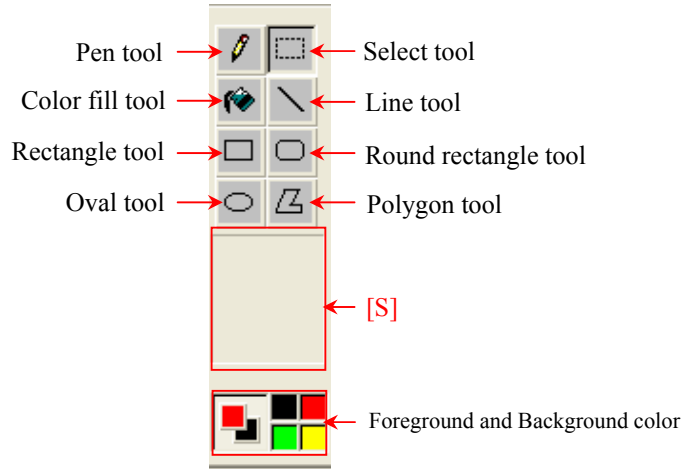


Fig2.12

- a) Available Drawing Tools:
Pen, Select, Color fill, Line, Rectangle, Round rectangle, Oval, and Polygon.
- b) [S]
When select the Shapes tool such as Line, Rectangle, Round rectangle, Oval, and Polygon, the area will display the shapes' attribute for user select.
If select tool line, it will display line width for selecting as fig2.13a shows. Blue color means it is selected.

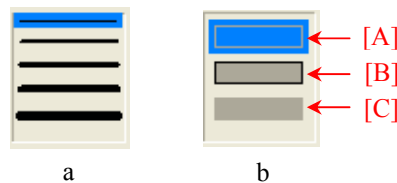


Fig2.13

If select tool: Rectangle, Round rectangle, Oval, and Polygon. It will display fill attribute as fig2.13b shows. Blue color means it is selected.

- [A] No fill color
- [B] Have fill color
- [C] No frame

- c) Foreground color and Background color
Click mouse's left-key on color button for foreground and the right-key on color button for background.

Drawing in work area:

The draw graphic work area is as fig2.11 shows.

To make a drawing graphic follow the order as below:

- Select a drawing tool or a shape
- Select foreground color
- Select background color
- Drag the mouse pressing the left button
- Click on **Save and Return** under edit menu of draw graphic window to save the graphic and return to text work area.

Note:

1. To import a graphics file (in *.bmp format) into the graphic work area, select **Import graphic** under the File menu.
2. To export the graphics file (in *.bmp format) from the graphic work area, select **Export graphic** under the File menu of draw graphic window or mouse's right-key menu.
3. To delete a dot (pixel) in the graphic work area, first click on the select tool in the draw toolbar, select the area to be deleted and then click on the **Delete** under the Edit menu of draw graphic window or mouse's right-key menu.
4. To copy a dot (pixel) in the graphic work area, first click on the select tool in the draw toolbar, select the area to be deleted and then click on the **Copy** under the Edit menu of draw graphic window or mouse's right-key menu.
5. To cut a dot (pixel) in the graphic work area, first click on the select tool in the draw toolbar, select the area to be deleted and then click on the **Cut** under the Edit menu of draw graphic window or mouse's right-key menu.
6. To insert the content on clipboard into the graphic work area, click on the **Paste** under the Edit menu of draw graphic window or mouse's right-key menu.
7. To undo the last action of drawing, please click on **Undo** under the Edit menu of draw graphic window or mouse's right-key menu.
8. To redo the previously undone action of drawing, please click on **Redo** under the Edit menu of draw graphic window or mouse's right-key menu.

● **Graphic control panel**

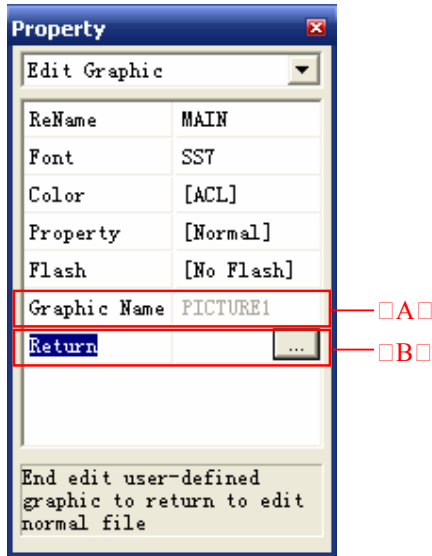


Fig2.14

- **A** Currently edited graphic file name.
- **B** To exit the Graphics Editor clicks this button and return to text work area to edit normal file.

When this command is executed, the program will exit the **Edit Graphic mode** and automatically enter the **Edit Text mode**.

The previously edited graphic will be automatically inserted into the text work area.

● **Edit current graphic in text work area**

User can edit the graphic that has inserted in current text area. When the cursor is at the graphic’s location, the control panel will be changed to fig2.15. User only clicks on ‘Edit’ command in the control panel. It will into the Edit Graphic mode to edit the graphic. Then you can edit the graphic.

Note:

User can click mouse’s right when the cursor is at the graphic’s location. There will display a right-key menu. Click on ‘Edit Graphic’ command under the right-key menu as fig2.16 shows, it will into the Edit Graphic mode too.

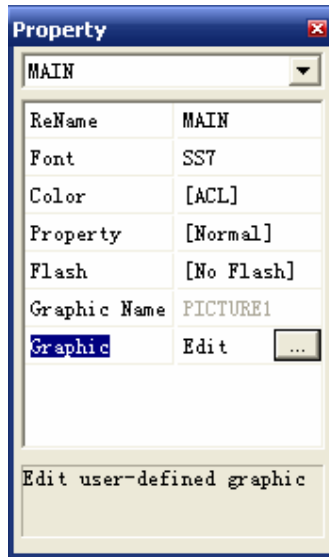


Fig2.15

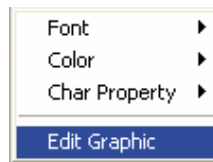


Fig2.16

2.3.3.2 Window

Insert window control character into the text work area.

Window Control character allows assigning a separate area on the Moving-Sign that may contain separate text or graphic.

The window control character attribute include: Start x-position, Start y-position, width, height, and Align.

- **Enter to Edit Window mode**

Click mouse's left-key on 'Window' command under insert menu to execute it. If it be executed, the program will enter to Edit Window mode. In following dialog box select the number of window and split type, then click 'Ok' button to confirm.

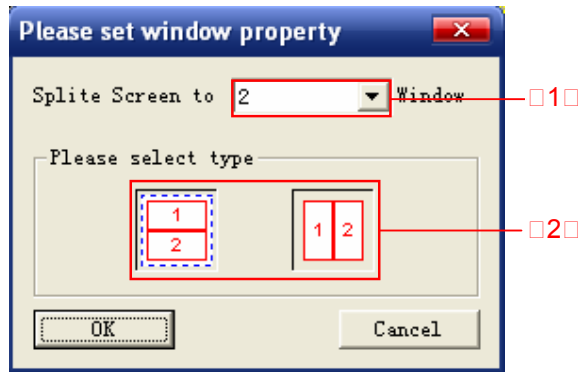


Fig2.17

- 1 Select number of areas (windows) on the Sign. Maximum value is 4.

Notes: To split the Sign into more than 4 areas, select here “User-defined”.

Please refer to section [3.2 Split the Sign into more than four Areas.](#)

- 2 Select the arrangement type of “sub-windows”.

Notes: the digit in each sub-area is the area’s display sequence order.

● **Size of “sub-windows”**

When user click ‘OK’ button to confirm in above dialog box, it will display a dialog box to setting size of the “sub-windows” and other attributes.

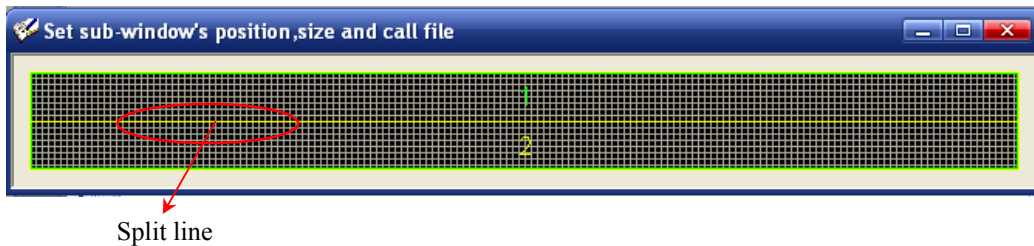


Fig2.18

Over mouse on split line when the mouse’s shape changed to ‘’, press mouse’s left-key and dragging the split line to alter the sub-window’s size.

● Window Control panel

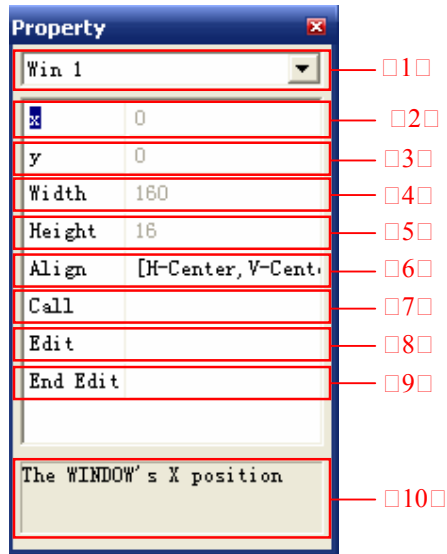


Fig2.19

- 1 Sub-window list box. From the drop list select a sub-window for editing.
- 2 The window's start x-position. This value can't be changed here.
- 3 The window's start y-position. This value can't be changed here.
- 4 The window's width. This value can't be changed here.
- 5 The window's height. This value can't be changed here.

Note: Above attributes can't be changed in here. Please refer to fig2.18 for instructions how to alter the above attributes.

- 6 Set the window's align: Horizontal: left, right, center. Vertical: top, bottom, center.
- 7 Set the text file which will run in this window.

A "Window File" must be created before it can be edited. Click this command, it will display a button. Then click the button to execute it. A dialog box will be display as following fig.

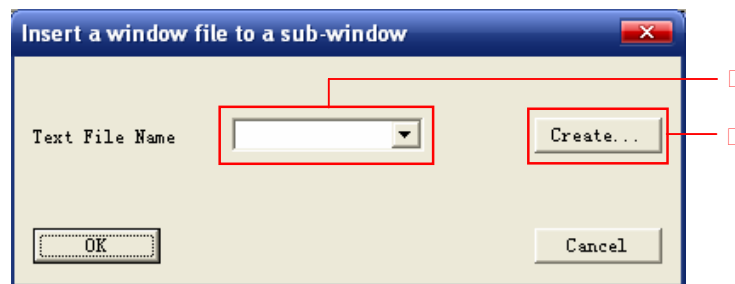


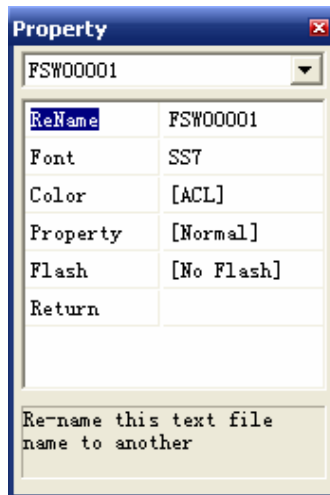
Fig2.20

- Select a Window File name from the pull down list.
- To create a new window file click this button. A dialog as in fig2.21 will prompt for input of the file name. Program will return to edit window mode automatically.



Fig2.21

- □8□ Edit the text file which will run in this window.
Click this command to edit the window file content. The program will enter into the edit window file mode with the text work area of size and alignment as set in the previous steps and the following control panel will be displayed:



Click 'Return' com Fig2.22 1. Click the button to finish editing of the window file. The program will return to the edit window mode.

- □9□ Close the window file's edit and return to the normal file's edit.

Click 'End Edit' command, it will display a button. Click the button to end the window's setting. The program will return to the edit text file mode.

- 10 Display function's information of the current button.

2.3.3.3 Date & Time

Insert date or time.

Click mouse's left-key on 'Date & Time' command under insert menu to execute this command. It will display a dialog box as following fig.

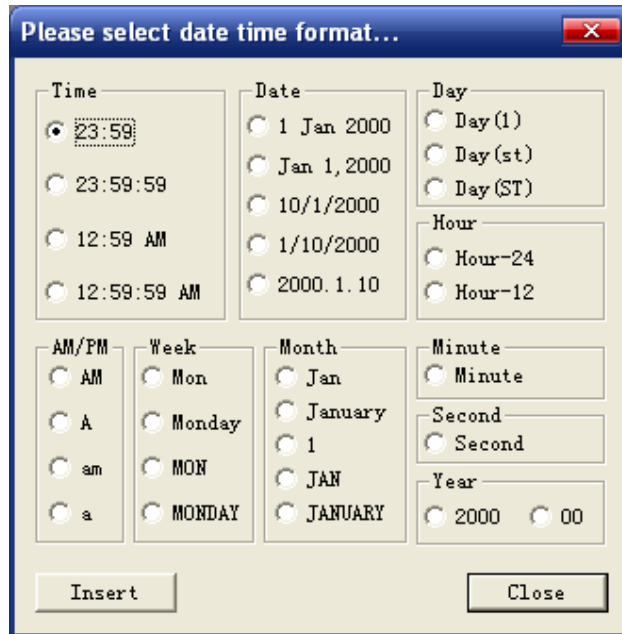



Fig2.23

Select the date and/or time format and click 'Insert' button to insert the date and time into the text work area.

2.3.3.4 Move Method

Insert move in/out method control character to control the message's move in/out method on the Moving-Sign.

Click mouse's left-key on 'Move Method' command under insert menu to execute it. There will display a dialog box as fig2.24.

Select the desired move method from the drop list box and click 'OK' button to confirm. The move method character  will be inserted into the text work area.

The control panel will display as fig2.25.

User can change move in method in 1, and change move out method in 2.

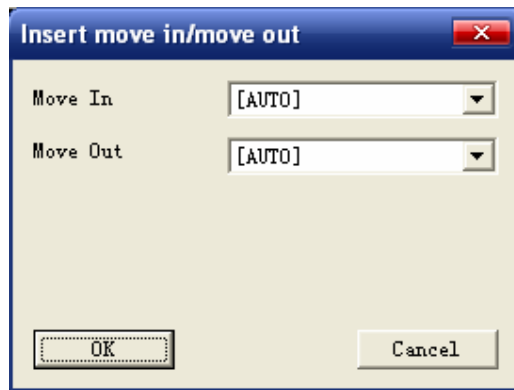


Fig2.24

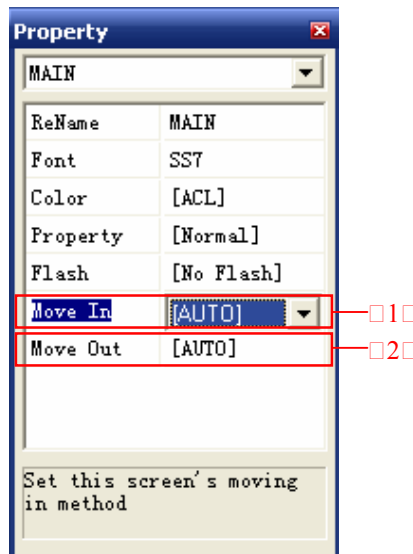


Fig2.25

Note:

If a Move Method control character is inserted in the middle of a message, the program will move the message following the Move Method control character to a new screen.

In other words, the Move Method control character must be the first character of the screen.

The **Move In** control character before a screen is for controlling the **move in** method for this screen. While the **Move Out** control character before the second screen is for controlling the **move out** method for the first screen. So, there is NO

move out method for the first screen. If the first screen has a **move out** method set,

the program will discard this **move out** method.

The screen's **move out** method can also be set as "[NONE]". It means that the screen does not have a **move out** method, so the first screen's **move out** method is the same as the second screen's **move in** method.

Note, That the **move in** method cannot be set as "[NONE]".

2.3.3.5 Row Space

Insert space between of rows.

Adjust the row space (row pitch) between of rows use this command. The value range is from '0' to the sign's height less '1'. And the default row space is '0'. When the row space value is set as '0', the program will pack as many rows on the sign as possible.

Click mouse's left-key on 'Row Space' command under insert menu to execute the command. A dialog box will be display as following fig.

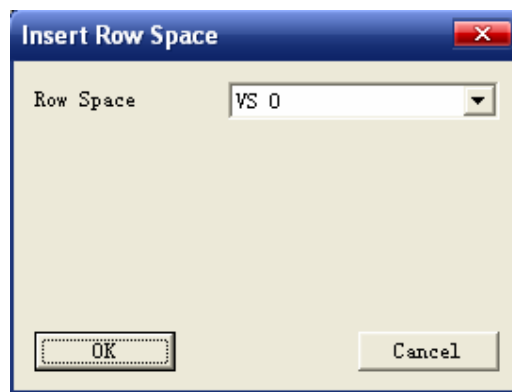




Fig2.26

Select the row space value from the drop list box in above fig. Then click 'OK' button to confirm. A row space control character  will be inserted into the Text work Area. And the control panel will changed as fig2.27.

User can change the row space (row pitch) in drop list  of control panel.

2.3.3.6 Speed

Insert the speed control character to control the message's move speed on the sign.

There are eight available speeds such as [speed 1], [speed2],..., [speed8].

The [speed1] is the fastest, the [speed 8] is the slowest.

The default speed is [speed 5].

Click mouse's left-key on 'Speed' command under insert menu to execute the command. A dialog box will be displayed as fig2.28.

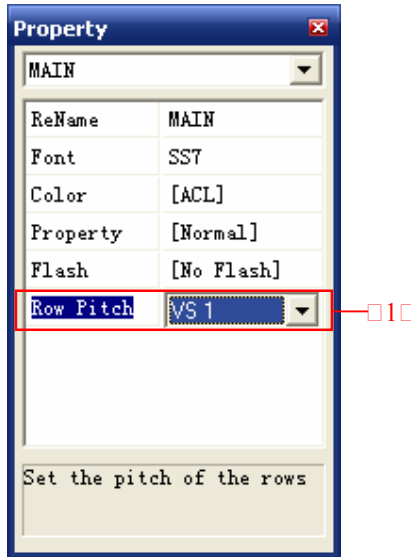


Fig2.27

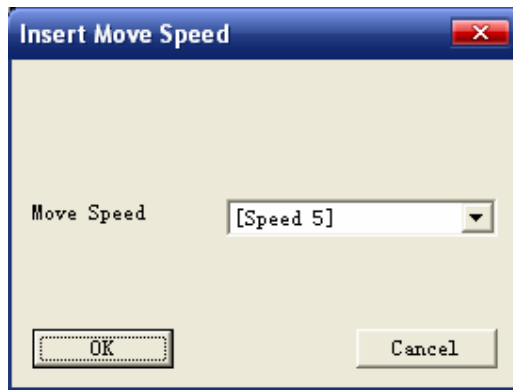


Fig2.28

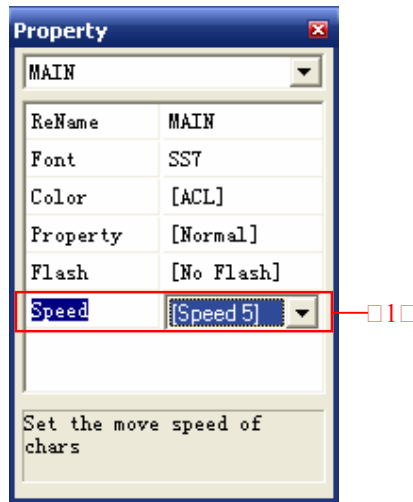





Fig2.29

Select the move speed in the drop list box of the insert move speed dialog box as fig2.28. Then click 'OK' button to confirm. A speed control character  will be inserted into the Text Work Area. And the control panel is changed as fig2.29 shows.

User can change the move speed in the drop list   of the control panel.

2.3.3.7 Pause Time

Insert the pause time control character to control the message's pause time on the Moving-Sign.

There are 8 available periods: 0, 1, 2, 3, 5, 10, 30 and 60 seconds.

The default pause is 5 seconds.

Click mouse's left-key on 'Pause Time' command under insert menu to execute the command. A dialog box will be displayed as fig2.30.

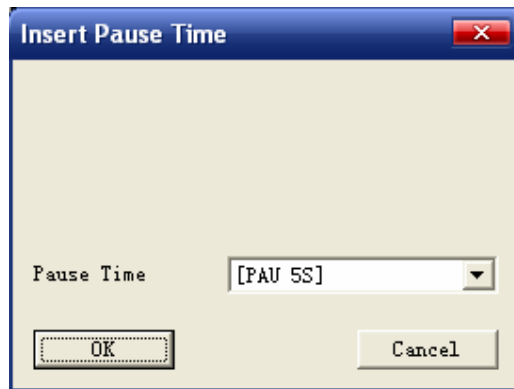



Fig2.30

Select the pause time from the drop list box in above dialog box. Then click ‘OK’ button to confirm. A speed control character  will be inserted into the Text Work Area. And the control panel is changed as fig2.31 shows.

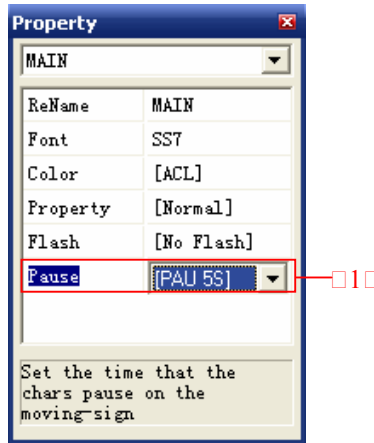



Fig2.31

User can change the pause time in the drop list  of the control panel.

2.3.3.8 Beep

This control character sets the beep sound during display.

When program runs to this control character, the Moving-Sign will beep.

There are 3 available sounds: Beep 1, Beep 2 and Beep 3.

The default beep is beep 1.

Click mouse’s left-key on ‘Beep’ command under insert menu to execute the command. A dialog box will be displayed as fig2.32.

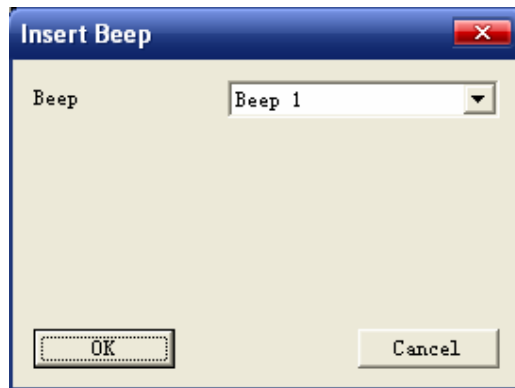




Fig2.32

Select the pause time from the drop list box in above dialog box. Then click ‘OK’ button to confirm. A speed control character  will be inserted into the Text Work Area. And the control panel is changed as fig2.33 shows.

User can change the beep in the drop list  of the control panel.

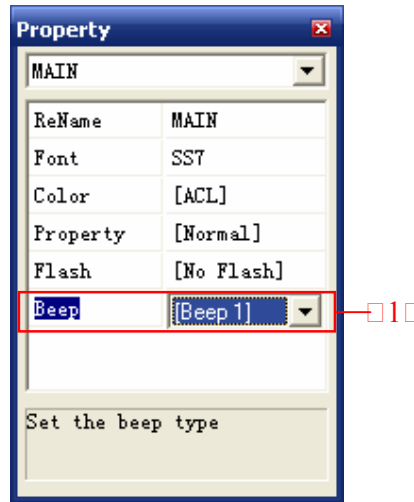


Fig2.33

2.3.3.9 Temperature

Insert Celsius system or Fahrenheit or Absolute temperature into text work area.

There are three available temperature modes: Celsius, Fahrenheit, Absolute temperature.

The default beep is Celsius.

Click mouse’s left-key on ‘Temperature’ command under insert menu to execute the command. A dialog box will be displayed as fig2.34.

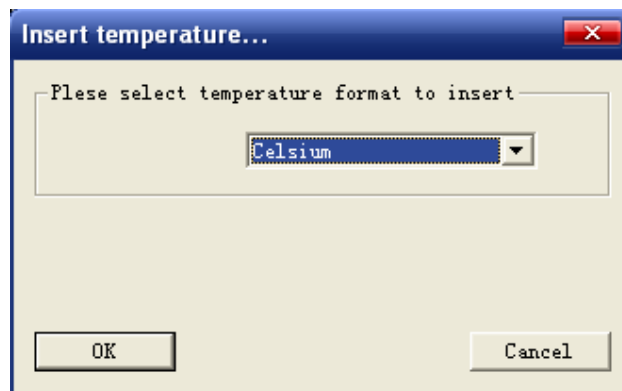


Fig2.34

Select Celsius, Fahrenheit or Absolute Temperature and then select ‘OK’ button to insert corresponding temperature modes. The ‘25□’, ‘72□’ or ‘298K’ string will be inserted into text work area. And the control panel will changed to following fig.

User can change the temperature mode in the drop list□1□of the control panel.

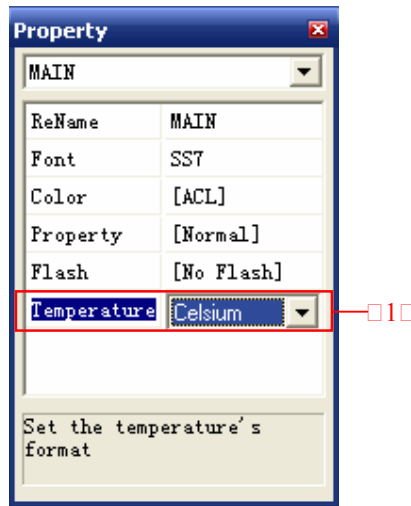


Fig2.35

Note:

Because program can't get the temperature when insert temperature control character, so the number '25□', '72□' or '298K' is optional. Actually, it could be -10□ or another value. If want to display temperature, user must order the temperature sensor separately when order Signs.

2.3.3.10 Include Text File

Insert one text file to another text file.

When a similar message is to be displayed in several text files, the shared message may be saved in a separate text file, and “Included” for display in other files.

A separate text file must be created first (See section [2.3.7.3 Add Text File](#)).

Hypothesis, we have created a separate text file (SUB-FILE). Now, we insert the SUB-FILE to the MAIN text file. First, click mouse's left-key on 'Include Text File' command under insert menu to execute this command. A dialog box will be displayed as following fig.

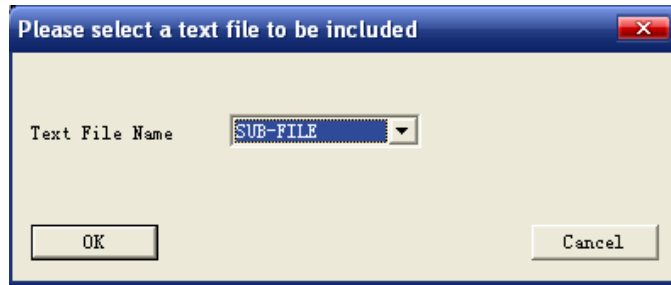


Fig2.36

Select your desired inserted text file (this is SUB-FILE), then click 'OK' button to confirm. A include text file control character **[I:SUB-FILE]** will be inserted into text work area. And the control panel is changed as fig2.33 shows.

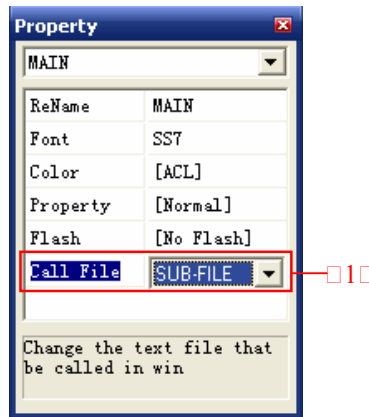


Fig2.37

User can change the “include text file” in the drop list **□1□** of the control panel.

2.3.3.11 Normal/Special European Character

Insert normal or special European character into text work area.

Click mouse's left-key on 'Special European Character' command under insert menu to execute this command. A dialog box will be displayed as following fig. User can select to insert special characters or normal characters by click on "Special characters" option or click on "Normal special characters" option. Then select the desired European character by click it in the window, then click 'Insert' button to insert the character into text work area.

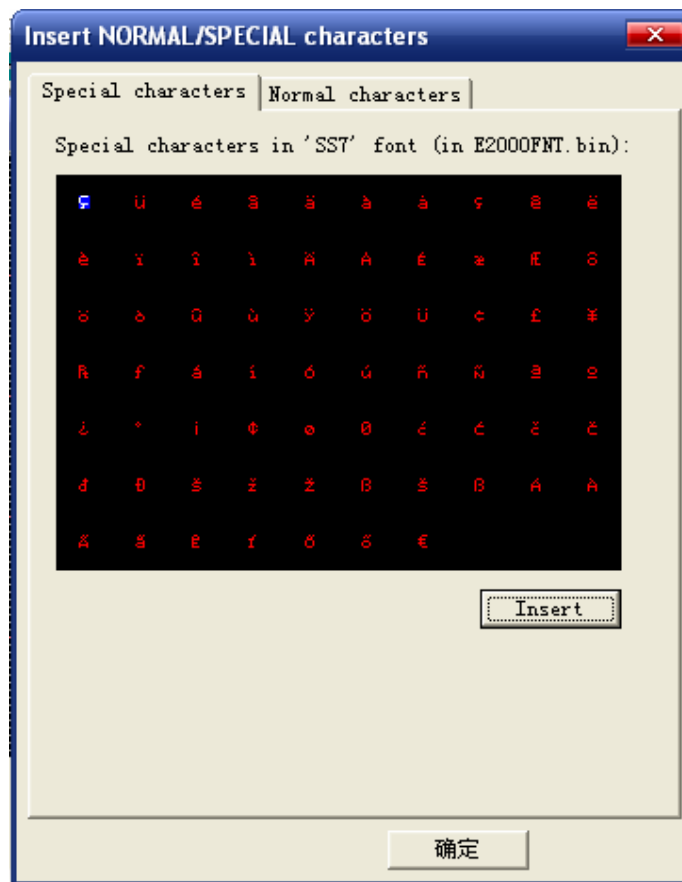


Fig2.38

2.3.3.12 Counter

Insert counter character.

The counter character includes In-counter and De-counter. You can In-Counter from one starting time or De-Counter to one ending time with days, hours, minutes or seconds.

OPREATION

Click mouse's left-key on 'Counter' command under insert menu to execute this command. A dialog box will be displayed as fig2.39.

Select the type of counter (In-counter or De-Counter) and the unit of counter from the first list box control, such as days, hours, minutes or seconds, and then set the starting date and time (for In-Counter) or the end date and time (for De-counter) from the Date and Time, at last press 'OK' button to insert it to Text Work Area. The max value of counter is 65535, a larger number will be displayed as '-----'. 0 will be

displayed when the time passed (for De-Counter) or the time has not reached (for IN-Counter).

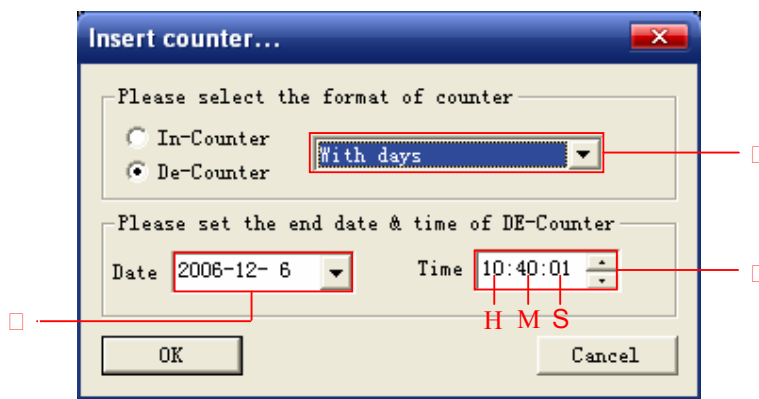


Fig2.39

Remark:

1. Date select:

Click the drop list box '□' to select the date, it will display a dialog box as following fig. Use ◀ button to select previous month and use ▶ button to select next month. Then click on your desired date to select date.







Fig2.40

2. Time select:

Click 'H' in list box '□' to adjust the hour. Press ▲ button to increase it,

press  button to reduce it.

Click 'M' in list box '□' to adjust the minute. Press  button to increase it, press  button to reduce it.

Click 'S' in list box '□' to adjust the second. Press  button to increase it, press  button to reduce it.

When insert the counter into text work area, the control panel will be changed to following fig.

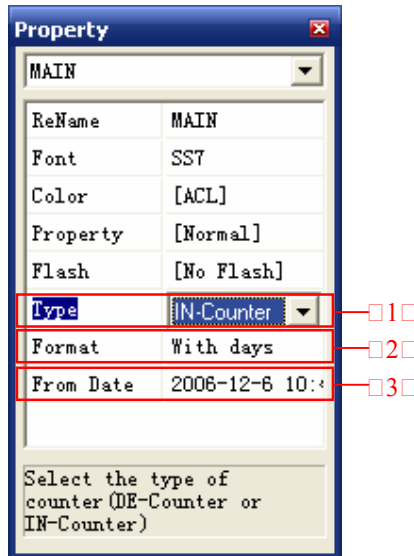





Fig2.41

-  Select the type of counter (IN-Counter or DE-Counter).
-  Set the format of IN-Counter.
-  Set the start date time of IN-Counter.

2.3.4 Update Menu

Click mouse's left key on the **Update** it would be a submenu as fig2.42 shows.

The menu includes some submenu: Change Address, Change Baud Rate, All(Text Files, Graphic Files and Schedules), Text File, Graphic File, Schedule, Adjust Time, Test Display Board, Turn the Sign OFF, Turn the Sign ON, Setting for Auto ON/OFF, Clear the Sign, and Set Default File.

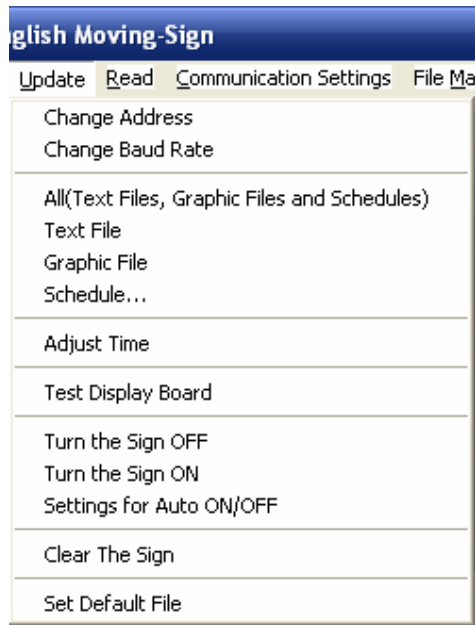


Fig2.42 Update menu

2.3.4.1 Change Address

Change the Sign's address from one to another.

A sign has a feature which allows a unique number or "serial address"(this called "address" for short) to be assigned to the sign. This address permits you to send messages to an individual sign on a network.

Click mouse's left-key on 'Change Address' command to execute the command. A dialog box will be displayed as fig2.43.

Input the old sign's address in the first text box of the dialog box, and input a new sign's address in the second text box of the dialog box. Then click 'Setting' button to confirm the address change.



Fig2.43

2.3.4.2 Change Baud Rate

Change the baud rate of communication between the control PC and the Moving-Sign.

Click mouse's left-key on 'Change Baud Rate' command to execute the command. A dialog box will be displayed as fig2.44.

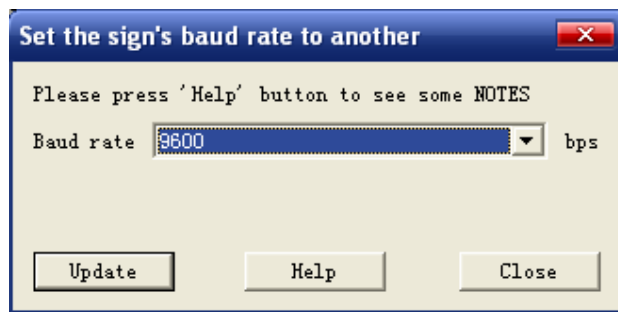


Fig2.44

Select one baud rate that you want to set. Then click 'Update' button to confirm change the Sign's baud rate.

When user click 'Help' button on above dialog box, it will display another dialog box for you some notes as following:

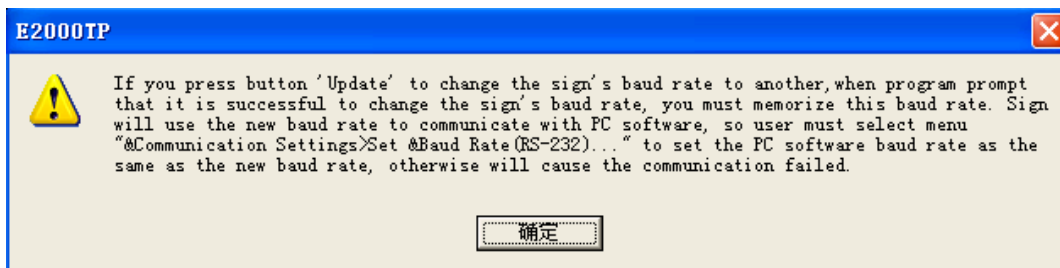


Fig2.45

2.3.4.3 All (Text Files, Graphic Files and Schedules)

Send all text files, Graphic files and schedules to the Moving-Sign.

2.3.4.4 Text File

Send text file to Moving-Sign.

Use this command to transmit(download) the text files from PC to Moving-Sign. Click mouse's left-key on 'Text File' command under update menu to execute it. A dialog box will be displayed as following:

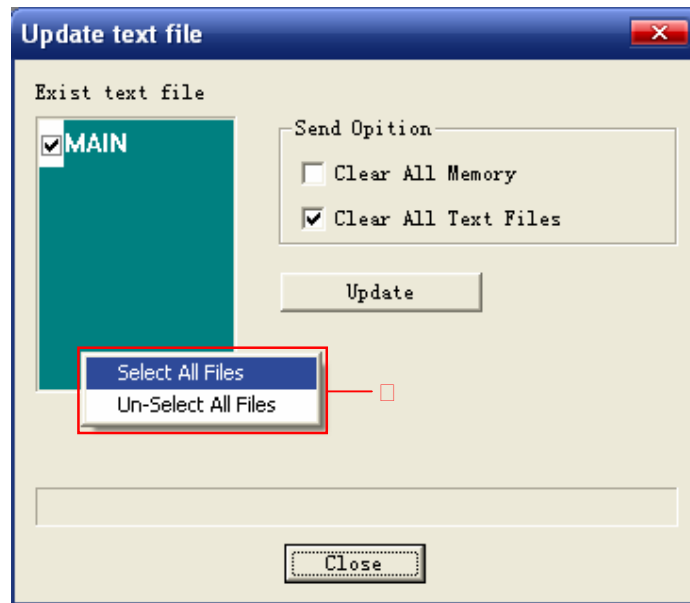


Fig2.46

➤ **Exist (available) text file:**

List all available text files for sending (uploading) to the Sign.

In order to “Select All Files” or “Un-Select All Files”, click the mouse’s right-key on the window area (green area in above fig). A selection box will spring.

➤ **Send Option:**

✓ **Clear All Memory** - Tick this check box will clear all of the memory contents in the Sign, include graphic files, text files and schedule tasks, when transmitting new message to sign.

✓ **Clear All Text Files** - Tick this check box will clear all of the Text Files in the Sign memory when transmitting new message to sign.

➤ **Update** - Click this button to transmit (download) the selection of text files to the Sign.

2.3.4.5 Graphic File

Send graphic file to Moving-Sign.

Use this command to transmit(download) the graphic files from PC to Moving-Sign. Click mouse's left-key on 'Text File' command under update menu to execute it. A dialog box will be displayed as following:

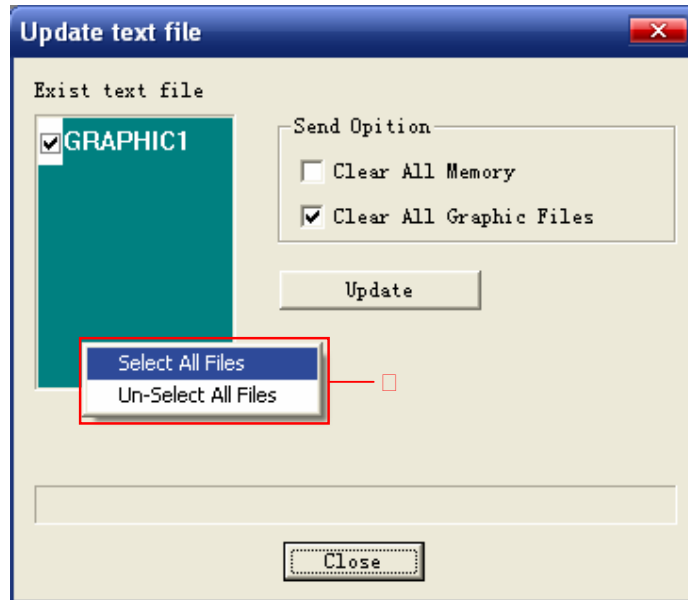


Fig2.47

➤ **Exist (available) text file:**

List all available text files for sending (uploading) to the Sign.

In order to “Select All Files” or “Un-Select All Files”, click the mouse’s right-key on the window area (green area in above fig). A selection box will spring.

➤ **Send Option:**

✓ **Clear All Memory** - Tick this check box will clear all of the memory contents in the Sign, include graphic files, text files and schedule tasks, when transmitting new message to sign.

✓ **Clear All Text Files** - Tick this check box will clear all of the Graphic Files in the Sign memory when transmitting new message to sign.

➤ **Update** - Click this button to transmit (download) the selection of graphic files to the Sign.

2.3.4.6 Schedule

Let user set the running start and end date & time of one text file.

Click mouse's left-key on 'Schedule' command under update menu to execute it. A dialog box will be displayed as following fig (this has click 'Add New Task' to create a task).

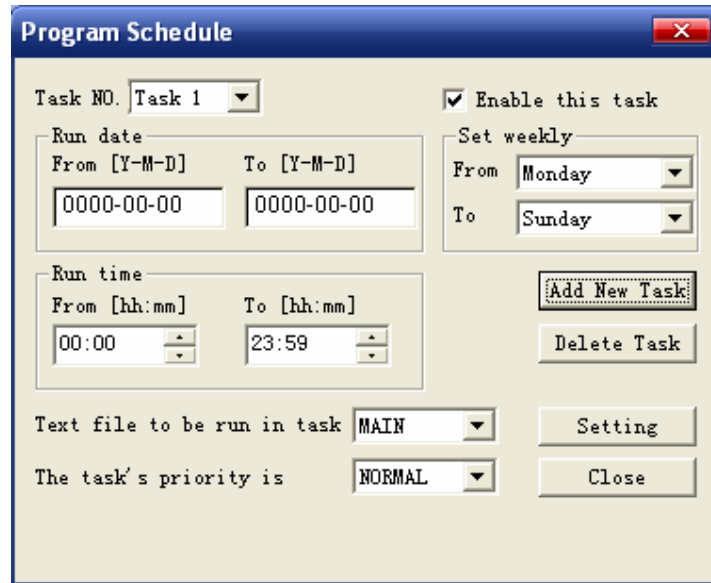


Fig2.48

- **Task NO.** - Specifies the order number of the current task. If the program has no tasks, this window will say: "No Task".
- **Enable this task** - Upon checking this check box, the specified task will be in effect.
- **Run date:**
 - ✓ **From [Y-M-D]** - The start date for the task. If the year, month or day is set to 0, the task will start each year, month and day respectively.
 - ✓ **To [Y-M-D]** - The end date of the task. If the year, month or day is set to 0, the task will end each year, month and day respectively.
- **Run time:**
 - ✓ **From [hh:mm]** - The start time of the task.
 - ✓ **To [hh:mm]** - The end time of the task.
- **Set weekly** - Week days for running of the task. The default setting is from

Monday to Sunday.

- **Text file to be run in task** - Select the text file to be run in this task.
- **The task's priority is** - Set the task priority level as NORMAL, LOW or HIGH.
- **Add New Task** - Click this button to add a new task in the task list.
- **Delete Task** - Click this button to delete a task from the task list.
- **Setting** - Click this button to send (upload) all tasks to the Sign.
- **Close** - Click this button to end this procedure.

The following example will show how to implement the following functions:

File A run from 8.30 AM till 12.00 AM

File B run from 12.00 AM till 18.00 PM

File C run from 18.00 PM till 8.30 AM

Operation process:

- 1) Run program 'E2000TP.exe'.
- 2) Select menu **File>New**, typed 160 in 'Width', 16 in 'Height' and 'FILEA' in 'Text File Name', then click 'OK' button.
- 3) Typed 'file A from 8:30 AM till 12:00 AM' in FILEA
- 4) Select menu **File Manage>Add Text File...** to add text file 'FILEB'. Types 'FILEB' in 'Text File Name', then click 'OK' button.
- 5) Typed 'file B from 12:00 AM till 18:00 PM' in FILEB.
- 6) Select menu **File Manage>Add Text File...** to add text file 'FILEC'. Types 'FILEC' in 'Text File Name', then click 'OK' button.
- 7) Typed 'file C from 18:00 PM till 8:30 AM' in FILEC.
- 8) Select menu **Update>Program Schedule...** Click button 'Add New Task' to add the first schedule. Type '8:30' in 'From [hh:mm]', '12:00' in 'To [hh:mm]'. In 'Text file to be run in task' list box, select FILEA.
- 9) Click button 'Add New Task' to add the second schedule. Type '12:00' in 'From [hh:mm]', '18:00' in 'To [hh:mm]'. In 'Text file to be run in task' list box, select FILEB.
- 10) Click button 'Add New Task' to add the third schedule. Type '18:00' in 'From [hh:mm]', '8:30' in 'To [hh:mm]'. In 'Text file to be run in task' list box, select FILEC.

- 11) Select menu **File>Save** to save all files and schedules to hard disk.
- 12) Select menu **Update>All** to send all text files and schedules to Moving-Sign.

Now you can test whether the schedule is run correctly:

- 1) Change your PC's time to 9:00 AM, and select menu **Update>Adjust Time** to make the Sign's time same with PC's, now the sign will run FILEA.
- 2) Change your PC's time to 13:00 PM, and select menu **Update>Adjust Time** to make the Sign's time same with PC's, now the sign will run FILEB.
- 3) Change your PC's time to 19:00 PM, and select menu **Update>Adjust Time** to make the Sign's time same with PC's, now the sign will run FILEC.

2.3.4.7 Adjust Time

Adjust the Moving-Sign's time with computer time.

Click mouse's left-key on 'Adjust Time' command under update menu to execute it.

2.3.4.8 Test Display Board

Test the display board whether there are some dots bad.

This command will call a dialog, which will allow send a request to the Sign to display a sequence of full screens in three colors: red, green and yellow. Each color will remain on screen for 5 sec, and the sequence it will loop back infinitely until the *close* button is clicked.

2.3.4.9 Turn the Sign OFF

Close the Moving-Sign.

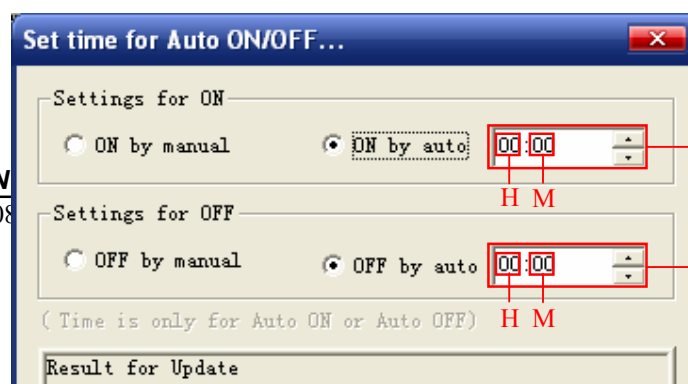
2.3.4.10 Turn the Sign ON

Open the Moving-Sign.

2.3.4.11 Settings for Auto ON/OFF

Set the time for auto turn on/off the Moving-Sign.

Click mouse's left-key on 'Setting for Auto ON/OFF' command under the update menu to execute the command. A dialog box will be displayed as following fig.



Tick the 'ON by auto' check box to enable auto turn ON sign, and set the turn ON time in list box .

Tick the 'OFF by auto' check box to enable auto OFF sign, and set the OFF time in list box .

If want to disable the auto ON/OFF function, tick the "ON/OFF by manual" check box.

Press "Update" button to transmit the settings to sign.

Remark:

Set time:

Click 'H' in list box or to adjust the hour. Press button to increase it, press button to reduce it.

Click 'M' in list box or to adjust the minute. Press button to increase it, press button to reduce it.

NOTE: The In-counter function may be not exists in old BIOS software version.

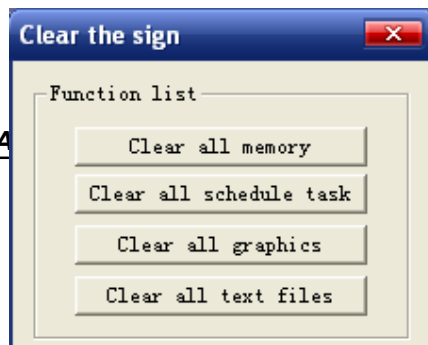
2.3.4.12 Clear The Sign

Clear all tasks or all files or all memory.

This command will transmit a command to clear a part or all of the memory contents in the Sign when it is executed.

Click mouse's left-key on 'Clear the Sign' command under update menu to execute it. There will be display a dialog box as fig2.50.

User can select the desired function from the function list in the dialog box, and click it to execute the function.



2.3.4.13 Set Default File

Set file that the Moving-Sign is to be run.

Click mouse's left-key on 'Set Default File' command under update menu to execute it. A dialog box will be displayed as following fig.

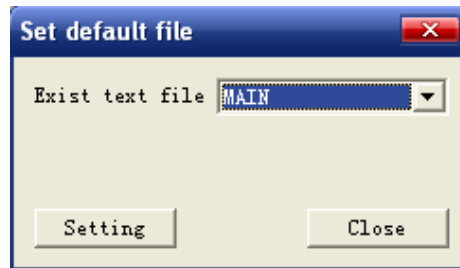


Fig2.51

Select a exist file from the drop list box in above dialog box. Then click 'Setting' button to confirm. It will transmit this command to the Moving-Sign.

2.3.5 Read Menu

Click mouse's left-key on the **Read**, it would be a submenu as fig2.52 shows.

The menu includes some submenu: Memory Info, Text File, Graphic File, Schedule Task, Default File, Auto ON/OFF Settings, Sign BIOS Information, Product S/N, and Config Word.

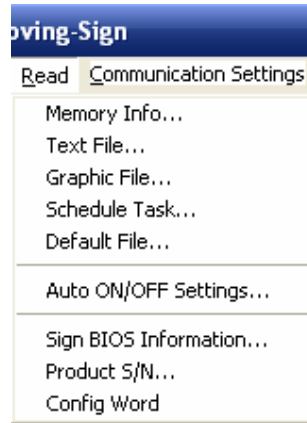


Fig2.52

2.3.5.1 Memory Info

Read the memory information from Moving-Sign to PC.

Click mouse's left-key on 'Memory Info' command under read menu to execute the command. It will transmit a command to sign and display a dialog box for you some memory information as following.

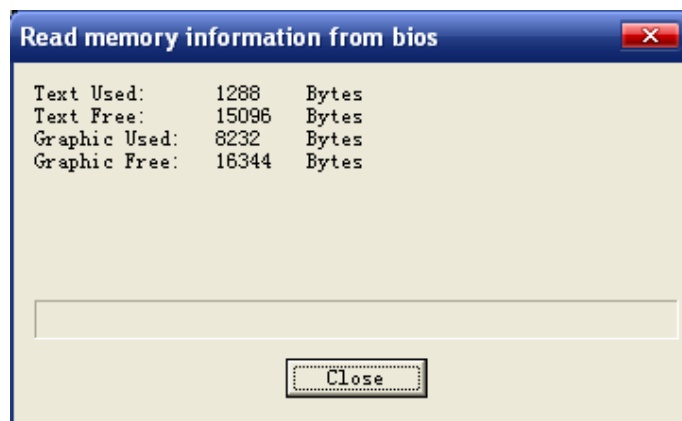


Fig2.53

2.3.5.2 Text File

Read a text file directory and text file from bios.

Click mouse's left-key on 'Text file' command under read menu to execute the command. A dialog box will be displayed for you select communication port and sign's address. Then click 'OK' button to confirm and another dialog box will be displayed as following fig.

Click 'Read directory' button to display the exit text file in bios. Then select the desired file in "Exit text file in BIOS" window and click 'Read File' button to read it.

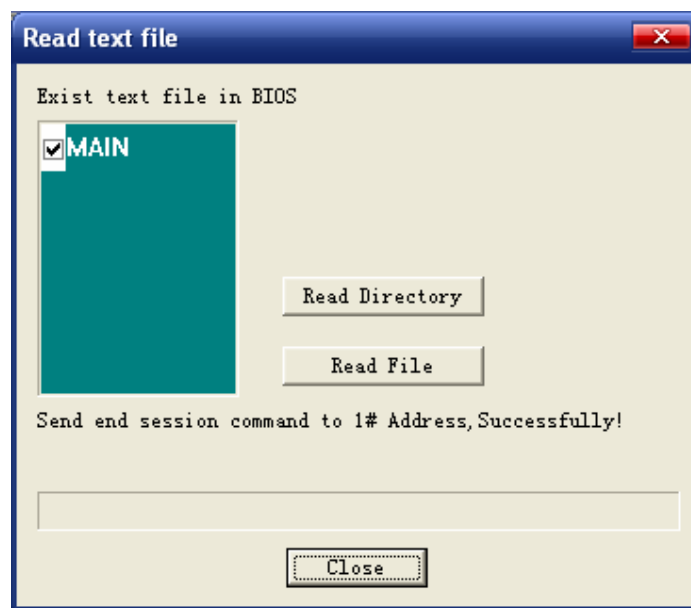


Fig2.54

Note:

When 'Close' button is clicked to close this dialog, and at this time, if have some text files been uploaded with the same file name in software, the program will ask if to overwrite the existing text file in software. Select 'Yes' button to overwrite or 'No' button to discard the upload file.

2.3.5.3 Graphic File

Read a graphic file directory and graphic file from bios.

Click mouse's left-key on 'Graphic file' command under read menu to execute the command. A dialog box will be displayed for you select communication port and sign's address. Then click 'OK' button to confirm and another dialog box will be displayed as following fig.

Click 'Read directory' button to display the exit graphic file in bios. Then select the desired file in "Exit Graphic file in BIOS" window and click 'Read File' button to read it.

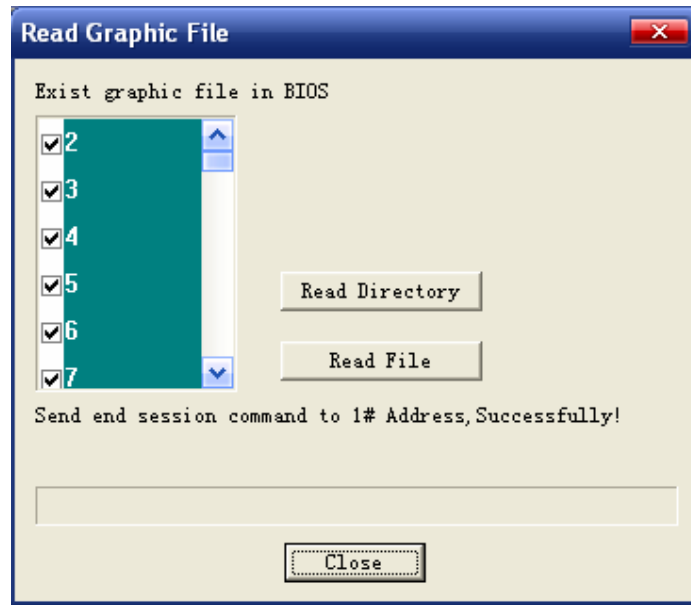


Fig2.55

Note:

When 'Close' button is clicked to close this dialog, and at this time, if have some graphic files been uploaded with the same file name in software, the program will ask if to overwrite the existing graphic file in software. Select 'Yes' button to overwrite or 'No' button to discard the upload file.

2.3.5.4 Schedule Task

Read schedule from bios.

Click mouse's left-key on 'Graphic file' command under read menu to execute the command. A dialog box will be displayed for you select communication port and sign's address. Then click 'OK' button to confirm and another dialog box will be displayed as following fig. It shows the schedule task of Moving-Sign.

Note:

When 'Close' button is clicked to close this dialog, and at this time, if have some schedule tasks been uploaded with the same schedule task name in software, the program will ask if to overwrite the existing schedule task in software. Select 'Yes' button to overwrite or 'No' button to discard the upload file.

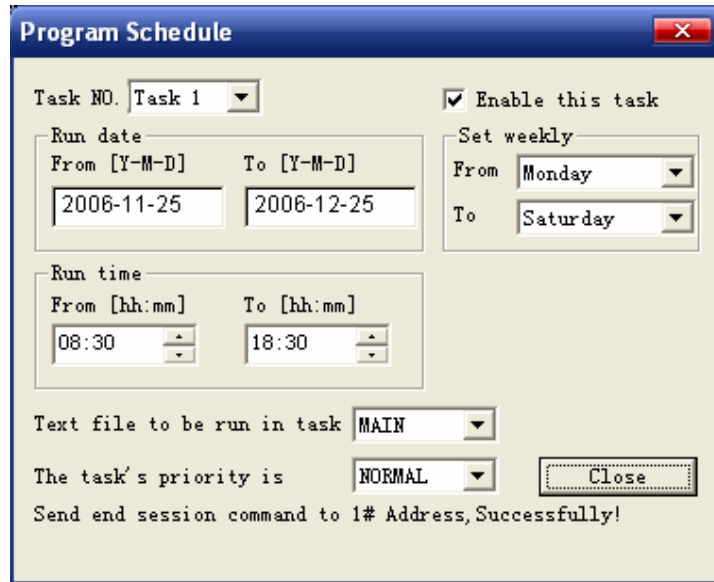


Fig2.56

2.3.5.5 Default File

Read the default running file from Moving-Sign.

Click mouse's left-key on 'Default File' command under read menu to execute it. A dialog box will be displayed for you select communication port and sign's address. Then click 'OK' button to confirm. It will transmit a command to Moving-Sign. Lastly, there will displays a dialog box for the default file information as following fig.

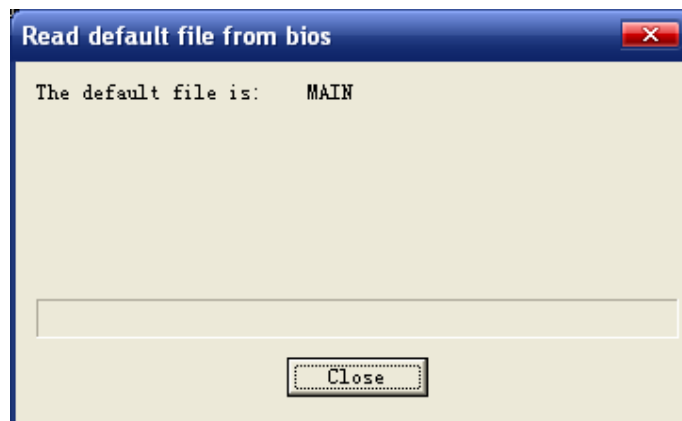


Fig2.57

2.3.5.6 Auto ON/OFF Settings

Read the settings auto ON/OFF from Moving-Sign.

Click mouse’s left-key on ‘Auto ON/OFF Setting’ command under read menu to execute it. A dialog box will be displayed for you select communication port and sign’s address. Then click ‘OK’ button to confirm. It will transmit a command to Moving-Sign. Lastly, there will displays a dialog box for the auto ON/OFF information as following fig.

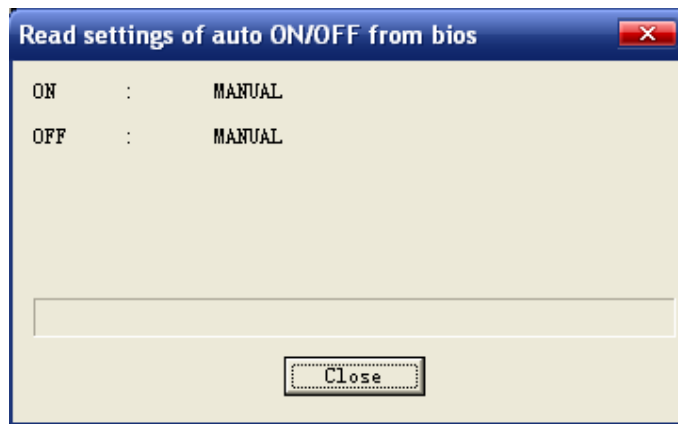


Fig2.58

Note:

1. If don’t set auto turn ON/OFF the sign, it will display “MANUAL” in above dialog box.
2. This function may be not exists in old BIOS software version.

2.3.5.7 Sign BIOS Information

Read bios information of Sign such as Sign Model, BIOS version, BIOS release date, protocol version, Hardware version and so on.

Click mouse’s left-key on ‘Sign BIOS Information’ command under read menu to execute it. A dialog box will be displayed for you select communication port and sign’s address. Then click ‘OK’ button to confirm. It will transmit a command to Moving-Sign. Lastly, there will displays a dialog box for the sign bios information as following fig.

Note:

This function may be not exists in old BIOS software version.

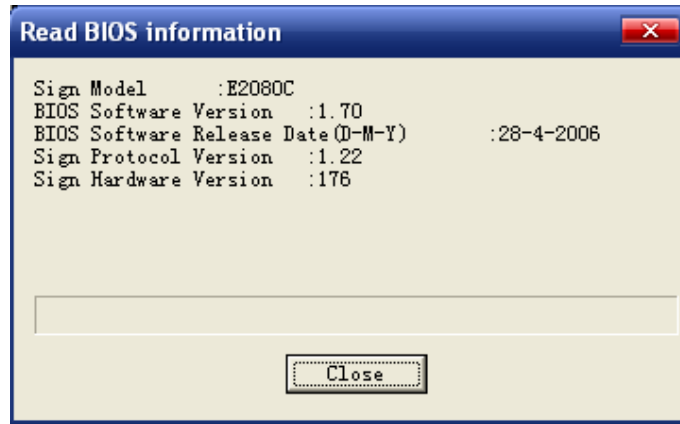


Fig2.59

2.3.5.8 Product S/N

Read the product S/N from Moving-Sign.

Product S/N is helpful for product's maintenance.

Click mouse's left-key on 'Product S/N' command under read menu to execute it. A dialog box will be displayed for you select communication port and sign's address. Then click 'OK' button to confirm. It will transmit a command to Moving-Sign. Lastly, there will displays a dialog box for the product S/N information as following fig.

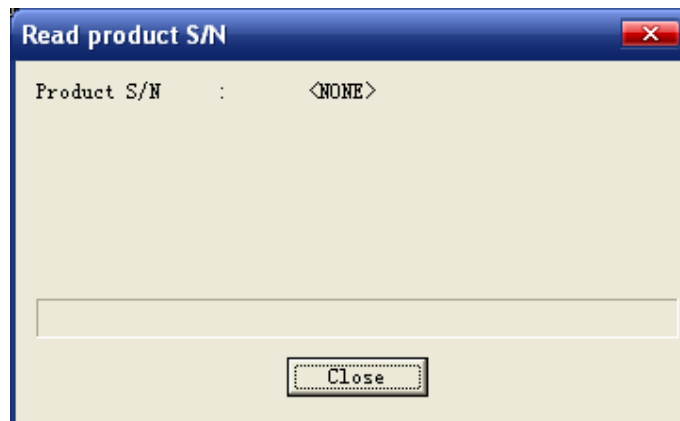


Fig2.60

Note:

1. If the sign doesn't have "Product S/N", it will display "NONE" in above dialog box.

- 2. This function may be not exists in old BIOS software version.

2.3.5.9 Config Word

Read the Moving-Sign’s config information.

Click mouse’s left-key on ‘Config Word’ command under read menu to execute it. A dialog box will be displayed for you select communication port and sign’s address. Then click ‘OK’ button to confirm. It will transmit a command to Moving-Sign. Lastly, there will displays a dialog box for the config information as following fig.

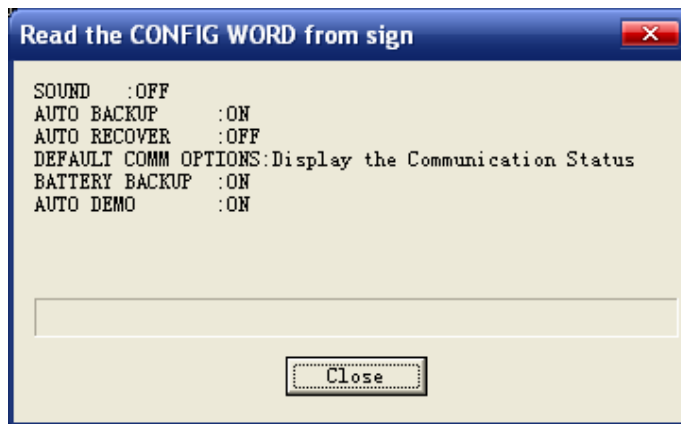


Fig2.61

Note:

This function may be not exists in old BIOS software version.

2.3.6 Communication Settings Menu

Click mouse's left key on the **Communication Settings**, it would be a submenu as fig2.62 shows.

This menu includes some submenu: Communication Mode Settings, Set Comport & Addr.(RS232), Set Baud Rate(RS232), Select Modem, Dial by Modem, Hang Up Modem Connection, and Hang Up TCP/IP Connection.



Fig2.62

2.3.6.1 Communication Modem Settings

Select communication mode (RS232 or TCP/IP) and edit server IP address.

The TCP/IP allows you to connect one or more signs to a Local Area Network (LAN) using Ethernet Adapters.

Before user can transmit messages to Signs by Local Area Network (LAN), user must configure Ethernet Adapter correctly. Please refer to NetJetSetting manual to learn about how to configure Ethernet Adapter.

Click mouse's left-key on 'Communication Modem Settings' command under read menu to execute it. A dialog box will be displayed as fig2.63.

User can select the communication mode by click the radio button of 'RS232' or 'TCP/IP'. Following content will introduces how to select RS232 mode or TCP/IP mode.

➤ **RS232 mode**

Click 232 in "Communication Mode" window, then click 'Close' button.

➤ **TCP/IP mode**

1. Click TCP/IP in "Communication Mode" window.

2. Set the IP address. Click **Add Group...** button, it will display a dialog box to set the IP address as fig2.64. In dialog box input the group name and IP address, then click 'OK' button to confirm. Then the group's name and IP address ("Name<=>IP address") will be displayed in "IP address settings" window.

Group name: Purpose of *Group Name* is just easy remembering the IP address.

IP Address: Specify the 4-node Internet Protocol address for the Ethernet Adapter connected to Sign to which you will talk. Ask your network administrator if you don't know this address.

User must remark each node of IP address must less 255.

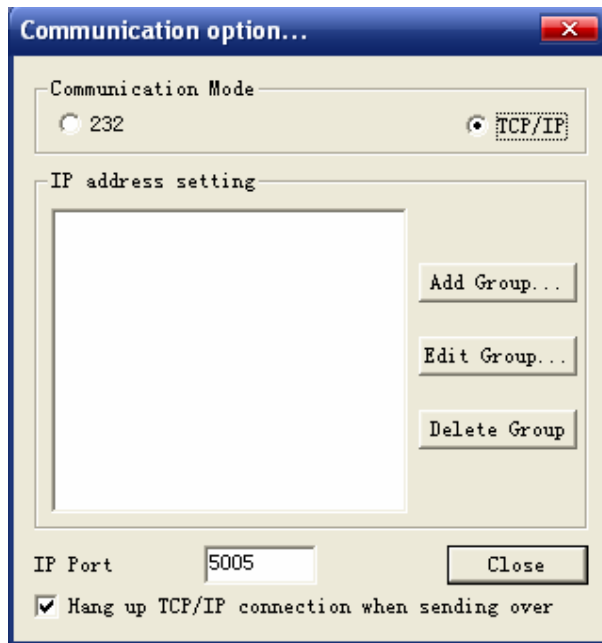


Fig2.63

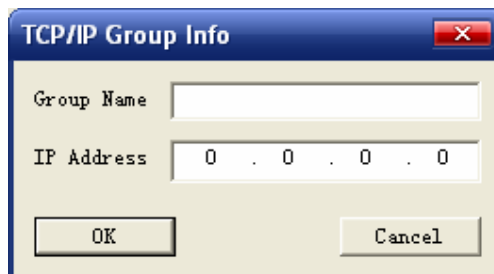


Fig2.64

If you want to change or delete the IP setting, select the group name and IP address (Group1=>192.168.1.252) in “IP address settings” window then click ‘Edit Group’ button or ‘Delete Group’ button.

3. Input the IP port of device. This value must be same with Ethernet Adapter’s setting. The default setting is 5005. Please refer to NetJetSetting manual to learn about how to set IP port for Ethernet Adapter.

4. Click ‘close’ button to exit.

When transmit messages to Moving-Sign, program will call the remote Ethernet Adapter, and set up the connection automatically.

Note: If “Hang up TCP/IP connection when sending over” is checked, it will hang up the connection automatically when messages are transmitted over.

2.3.6.2 Set Com Port & Addr.(RS-232)

Set the COM port and the address of Moving-Sign that will receive message.

Click mouse’s left-key on ‘Set Comport & Addr.(RS-232)’ command under communication settings menu to execute it.

If the Moving-Sign connects to PC by RS232 port into a network (checked the 232 in fig2.63), it will display a dialog box as following.

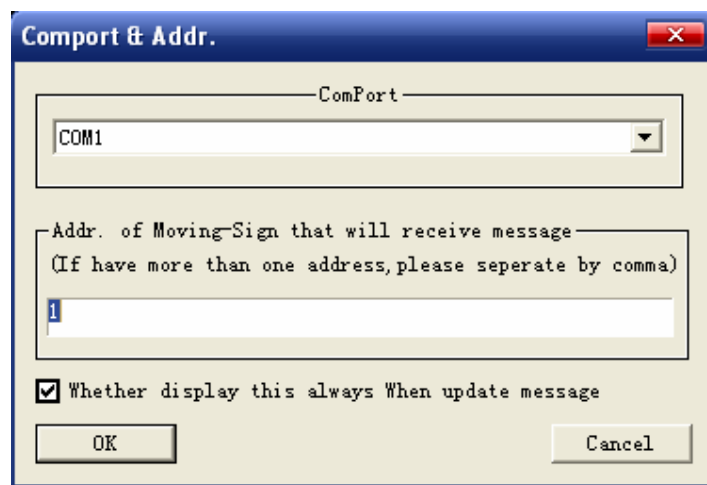


Fig2.65

Select the communication port that connects to cable on PC from the drop list box in above dialog box. One end of cable is connecting this communication port on PC; another end of cable is connecting Signs. This cable transmits messages to each signs.

Lastly, click ‘OK’ button to confirm.

If connect one or more signs to a Local Area Network (LAN) using Ethernet Adapters (checked the *TCP-IP* in fig2.63), it will display a dialog box as below:

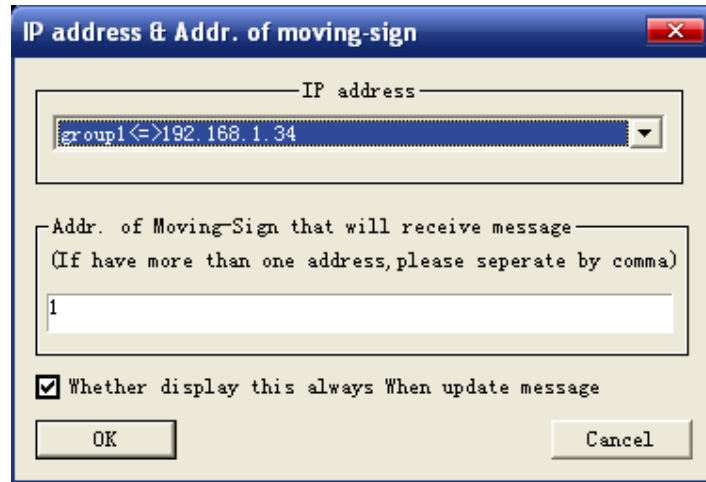


Fig2.66

Select the IP address assigned to Ethernet Adapters, which is connected with Signs you will talk to. To finish setting up a Local Area Network (LAN) connection, you have to set up a group at first. How to set up a group, please refer to section [2.3.6.1 communication modem settings](#).

Note:

1. To set multiple Sign ID Addresses for communication, use a comma to separate the IDs and a dash to set a range of IDs. For example, “1,3,6,8” will select IDs: 1, 3, 6 and 8. Similarly: “3-50” will select all Signs with ID Addresses between 3 and 50 for communication. A combination of these formats may also be used, for instance: “1,3,6,8, 10-50”.
2. Address 0 should be used with care because sending a message to a sign with address 0 can also send the message to all the signs on a given Device. For example, if a sign with an address of 1 were also connected to Local Area Network (LAN), then whenever a message was sent to sign 0, sign 1 would also receive it. In other words, the address 0 is a “broadcast” address.

2.3.6.3 Set Baud Rate(RS-232)

Set baud rate of communication.

Click mouse's left-key on 'Set Baud Rate(RS-232)' command under communication settings menu to execute it. A dialog box will be displayed as following.

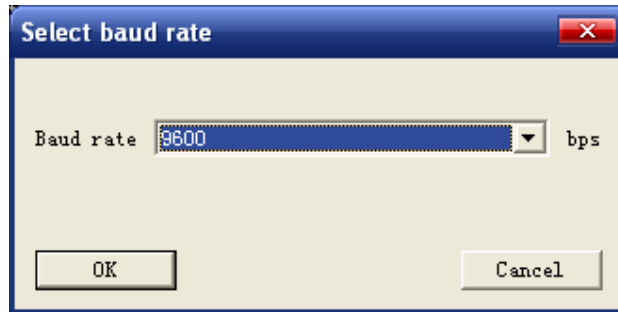


Fig2.67

Select the baud rate from the drop list box in above dialog box. Then click 'OK' button to confirm. The default baud rate is 9600bps.

Note:

If changed the default baud rate setting, you must change the Signs' baud rate setting by Remote Control. In other words, the baud rate setting in PC software must be same with Signs' baud rate setting, otherwise, it will cause communication failed.

2.3.6.4 Select Modem

Check the modem and select modem used by program.

Modem (or "remote") connection - Typically, this method is used when these signs you wish to communicated are not in the building (or city, etc.). In this type of connection, a modem is attached to your PC and another modem is attached to one or more signs at the other location. At times, which you specify, messages are transmitted to the signs when the PC modem "call" the signs' modem.

Click mouse's left-key on 'Select Modem' command under communication settings menu to execute it. A dialog box will be displayed as fig2.68.

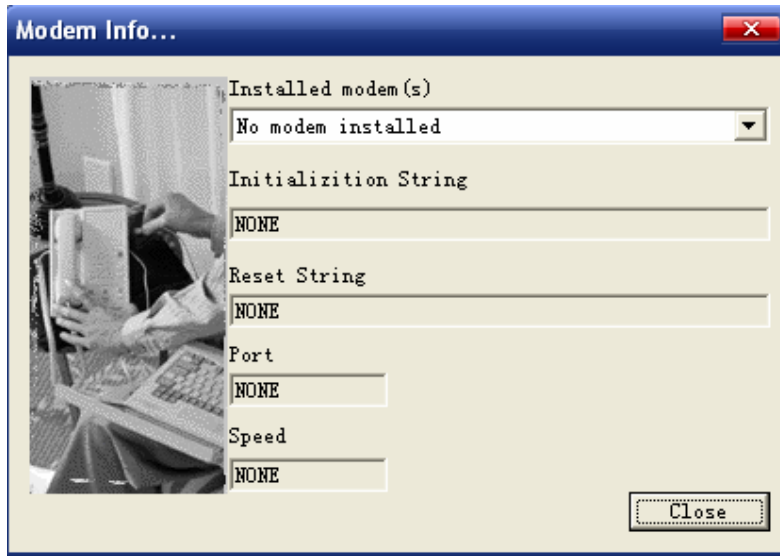


Fig2.68

Installed modem(s) - list all modems installed in PC. If PC has installed more than one modem, user must select one modem as the default modem which to be used to transmit messages to Sign. In above fig, there isn't any modem.

2.3.6.5 Dial by Modem

Dialing-up by modem to constitute connected with remote Moving-Sign.

If use modem to transmit messages to Sign, user must connect PC to Sign at first. Execute this menu command by click mouse's left-key on 'Dial by Modem' to connect. When execute this menu command, it will display a dialog box as follows:

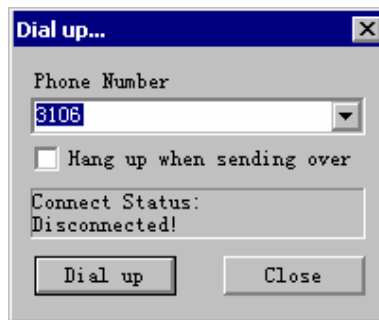


Fig2.69

First, enter phone number that PC modem should dial in "Phone Number" box.

Second, click 'Dial up' button to connect PC to Sign.

If "Connect Status" window display "Connect successfully", it mean PC has connected to Sign, now user can transmit messages to remote Sign by modem.

If "Hang up when sending over" is checked, it will hang up the connection

automatically when messages are transmitted over.

2.3.6.6 Hang Up Modem Connection

Hang up the modem connection between control PC and Moving-Sign.

Click mouse's left-key on 'Hang Up Modem Connection' command under communication settings menu to execute it.

2.3.6.7 Hang Up TCP/IP Connection

Hang up the TCP/IP connection between control PC and Moving-Sign.

Click mouse's left-key on 'Hang Up TCP/IP Connection' command under communication settings menu to execute it.

2.3.7 File Manage

Click mouse's left key on the **File Manage**, it would be a submenu as fig2.70 shows.

This menu includes some submenu: Graphic File, Window File, Add Text File, Switch Text File, and Remove Text File.

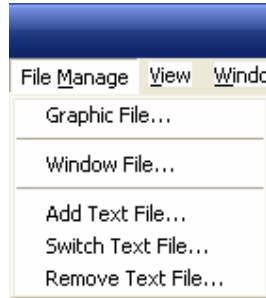


Fig2.70

2.3.7.1 Graphic File

Delete (Remove) or rename or edit the old graphic file.

Click mouse's left-key on 'Graphic File' command under file manage menu to execute it. There will display a dialog box as following.

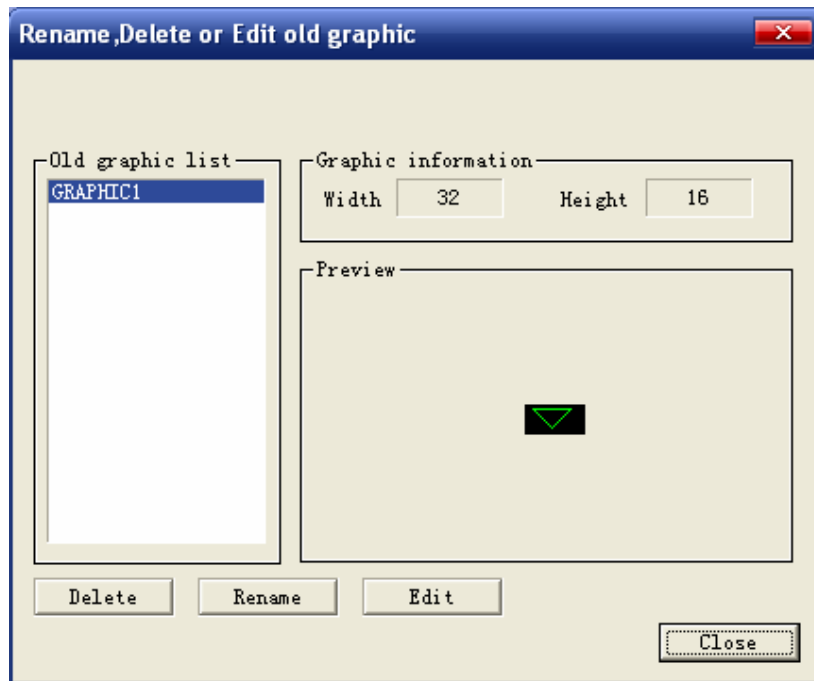


Fig2.71

Select a graphic file in “Old graphic file list” box, then click ‘Delete’ button to delete or remove the selected graphic file; or click ‘Rename’ button to change the selected graphic file’s name; or click ‘Edit’ button to edit the selected graphic file. Click ‘Close’ button to exit.

2.3.7.2 Window File

Rename or delete or create a new window file.

Click mouse’s left-key on ‘Window File’ command under file manage menu to execute it. There will display a dialog box as following.

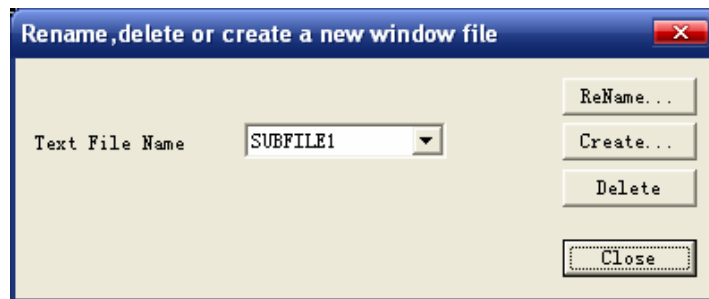


Fig2.72

Select a window file from the drop list box in above dialog box. Then click ‘ReName’ button to change the selected window file’s name; click ‘Create’ button to create a new window file; click ‘Delete’ button to delete the selected window file. Click ‘Close’ button to exit.

2.3.7.3 Add Text File

Insert text file control character.

Click mouse’s left-key on ‘Add Text File’ command under file manage menu to execute it. There will display a dialog box as following.



Fig2.73

Input the text file name and click 'OK' button to add a new text file.

2.3.7.4 Switch Text File

Switch text file from one to another.

If there are many existing text file, and you want open the other text file in "Text Work Area", user can execute this function by this command.

Click mouse's left-key on 'Switch Text File' command under file manage menu to execute it. There will display a dialog box as following.

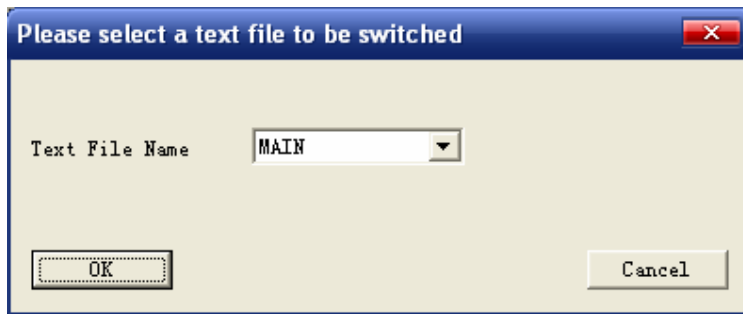


Fig2.74

Select the desired file from the list box in above dialog, and click 'OK' button to confirm. Then the selected text file will into the "Text Work Area".

2.3.7.5 Remove Text File

Delete some exist text file.

Click mouse's left-key on 'Remove Text File' command under file manage menu to execute it. There will display a dialog box as following.

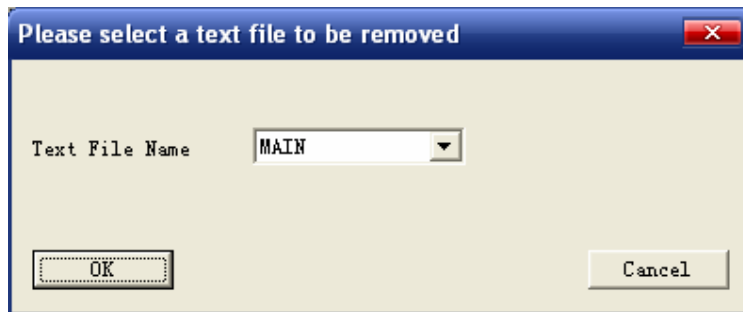


Fig2.75

Select the desired file from the list box in above dialog, and click 'OK' button to confirm. Then there will display a dialog box to ask you want to delete the selected text file. Click 'Yes' button to delete or 'NO' button to cancel.

2.3.8 View menu

Click mouse's left key on the **View**, it would be a submenu as fig2.76 shows.

This menu includes some submenu: Toolbar, Status Bar, Control Bar, Draw Tool Bar, and Preview.

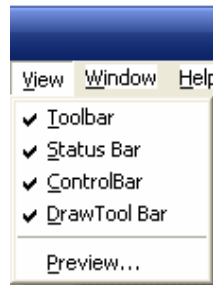


Fig2.76

2.3.8.1 Toolbar

Show or hide the toolbar.

Click the command to show or hide the toolbar under view file. If there is '✓', it show toolbar.

2.3.8.2 Status Bar

Show or hide the status bar.

Click the command to show or hide the status bar under view file. If there is '✓', it show status bar.

2.3.8.3 Control Bar

Show or hide the control bar.

Click the command to show or hide the control bar under view file. If there is '✓', it show control bar.

2.3.8.4 Draw Tool Bar

Show or hide the draw tool bar.

This command only in "Edit graphic mode" can use.

Click the command to show or hide the draw tool bar under view file. If there is '✓', it show draw tool bar.

2.3.8.5 Preview

Simulate the display in sign.

When finished the message editing, user can execute this command to see what is looked in sign. Program will simulate the display in sign as follow:



Fig2.77

2.3.9 Window menu

Click mouse's left-key on the **Window**, it would be a submenu as fig2.78 shows. This menu includes some command: Cascade and Tile.

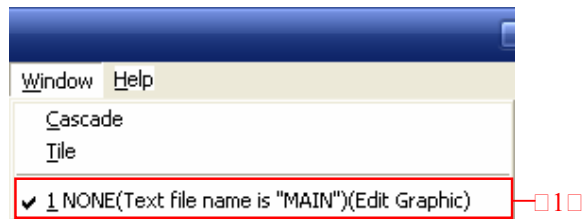


Fig2.78

- **Cascade**
Arrange windows so they overlap.
- **Tile**
Arrange windows as non-overlapping tiles.
- **☐1☐**
Activate this window.

2.3.10 Help menu

Click mouse's left-key on the **Help**, it would be a submenu as fig2.79 shows.



Fig2.79

Click 'About E2000TP' command it will display the program information, version number, and copyright as following fig.



Fig2.80

2.4 Operation Process

In front content, user knows this program familiar. In this part, we will introduce the general operation process.

How to create message and communication with Moving-Sign? It must accord as diversified requirements to set. But following content will give you some help.

Following fig is the flow chart of general operation process.

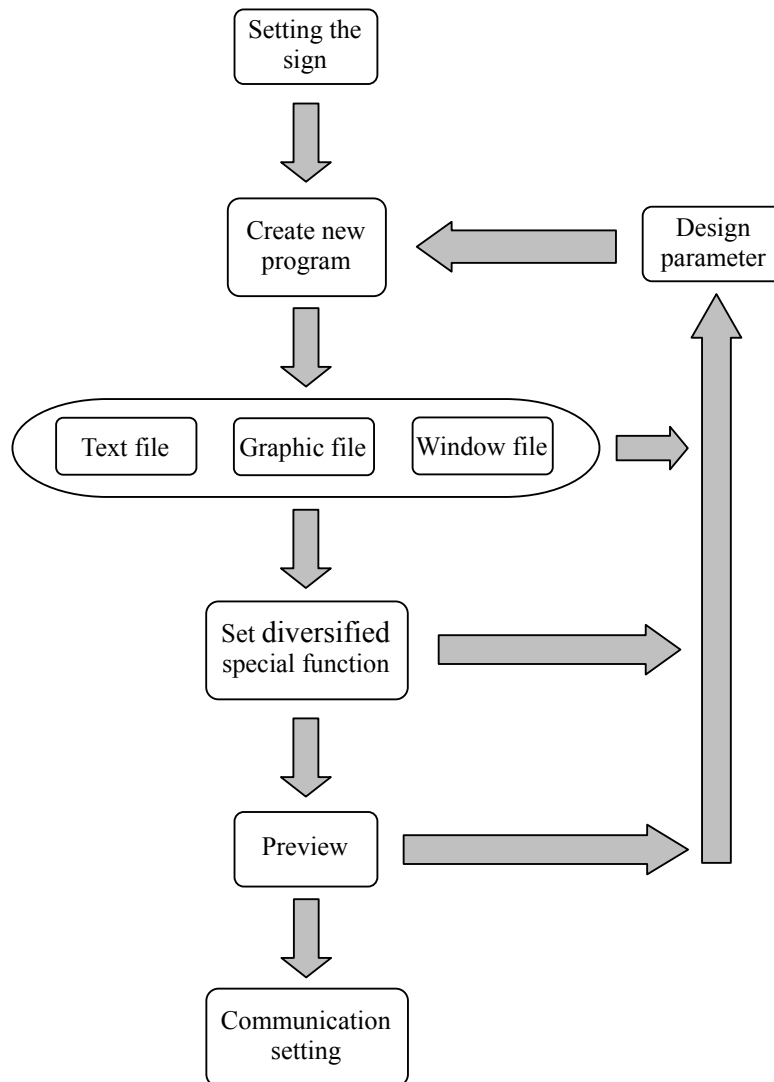


Fig2.81 General flow chart

3. Appendix

3.1 New Page Control Character

New Page control character will force the page end.

Press “Ctrl + Enter” to input a New Page control char.

3.2 Split the Sign into more than four Areas

To split the Sign into more than four areas, select “User-defined” in fig2.17. Click ‘OK’ button, it will display a window as shown below:

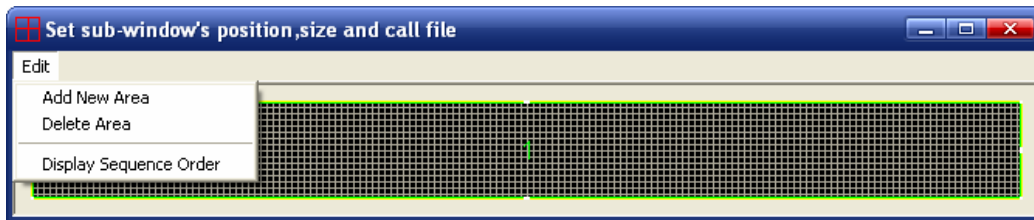


Fig3.1

- **Edit\Add New Area** - Add a new area in this window.
- **Edit\Delete Area** - Delete the selected area from this window.
- **Edit\Display Sequence Order** - Set each area’s display sequence order .Use left-mouse to click each area to set it. When set all areas or press “Esc” key, it will end setting. The number in the middle of each area is its display sequence order.

3.3 Switch communication mode

User can update/read messages to/from Signs by RS232, Modem or Local Area Network (LAN). User how to change the connection mode between PC with Sign:

- **By Modem**
 - ✧ First, install Modem into the PC with E2000TP.exe and then insert phone line into Modem.
 - ✧ Second, connected Sign to another outer Modem with phone line.
 - ✧ Third, select menu “**Communication Settings>Select Modem...**” to select one modem as the default modems which to be used to transmit

messages to Sign.

- ✧ Fourth, select menu “**Communication Settings > Dial by Modem**”, then type the phone number to be ‘called’ and click ‘Dial up’ button to call the remote Sign. It is mean that the connection has been set up between PC with Sign when program say ‘Connected successfully’.
- ✧ Fifth, select menu “**Update**” or “**Read**” to send or read messages to/from Signs.
- ✧ At last, select menu “**Communication Settings > Hang up Modem Connection**” to disconnect the contact between PC with Signs.
- **By direct cable connection (RS232)**
 - ✧ First, using serial cable to connect Signs into a network. The one side is connected to PC with E2000TP.exe, another side connected to Signs.
 - ✧ Second, select menu “**Communication Settings > Communication Mode Settings**”, it will display a dialog, select 232 in “**Send Mode**” in this dialog, then click ‘OK’ button.
 - ✧ Third, select menu “**Communication Settings > Set COM port & add. (RS-232)...**”, it will display a dialog box, select the serial port that connected to the cable and type the address of Signs to be talked to in this dialog box, then click ‘OK’ button.
 - ✧ At last, select menu *update/read* to send/read messages to/from Signs.
- **By Local Area Network (LAN)**
 - ✧ First, user must ensure the PC with E2000TP.exe can access the other PCs in Local Area Network (LAN).
 - ✧ Second, connect Ethernet Adapter to Signs correctly. User should order the Ethernet Adapter separately when order Signs.
 - ✧ Third, setting Ethernet Adapter correctly. Please refer to NetJetSetting manual to learn about how to connect Ether Adapter to Signs and how to set Ethernet Adapter.
 - ✧ Fourth, select menu “**Communication Settings > Communication Mode Settings**”, it will display a dialog, select ‘TCP/IP’ in “**Send Mode**” in this dialog box and add the IP address for Ethernet Adapter to which want to talk into program in ‘IP address setting’, then click ‘OK’ button.
 - ✧ Fifth, select menu “**Communication Settings > Set COM port & Addr.(RS-232)...**”, it will display a dialog, select the IP address of Ethernet Adapters which connected to Signs and type the address of

Signs to be talked to in this dialog box, then click 'OK' button.

- ✧ Sixth, select menu “**Update**” or “**Read**” to send or read messages to/from Signs.
- ✧ At last, select menu “**Communication Settings > Hang Up TCP/IP Connection**” to disconnect the contact between PC with Signs.

3.4 How to Change the Language of Program

The default language of program is English, but you can translate all resources used by program to your native language, and then select menu “File->Language” to set one language as the default language of program.

All character string which program used are saved in “Multi_eng.ini” file, this file is in the “Language” sub-folder, now will introduce how to translate it:

- First, copy “Multi_eng.ini” to another file name, such as “Multi_French” if you want translates it to French.
- Second, open this file with Notepad.exe. (You can double-click this file in Windows Explore to open it.)
- This file’s content will look like as follows:

```
[Version Set]
Version=1200
```

```
[Setting]
Language=English
```

```
[Dialog String]
IDD204_Title=Moving-Sign option
IDD204_1=OK
IDD204_2=Cancel
IDD204_1159=Please input the width of the Moving-Sign(UNIT:pixel)
IDD204_1004=The number of Moving-Sign inter-connected is 16
IDD204_1005=The number of Moving-Sign inter-connected is 128
IDD204_1160=Send option
IDD204_1158=Color
IDD204_1139=Single Color
IDD204_1140=Double Color
```

```
[Menu String]
IDS_MENU_0=File
IDS_MENU_1=Language
IDS_MENU_2=Clear
```

IDS_MENU_3=Open...(Ctrl+O)

IDS_MENU_4=Save (Ctrl+S)

IDS_MENU_5=Save As...

IDS_MENU_6=Exit

[String Table]

IDS_STRINGTABLE_32797=Send the edit area's message to the Moving Sign

IDS_STRINGTABLE_32798=Let user select a disk file and send it to the Moving Sign

There are five parts:

- The first part (pink characters): It is the version of this resource file. Please don't edit this section. Before software use this resource file, it will check this version at first, if this version isn't the version that software would like to use, software will not use this resource file.
- The second part (red characters): This part is the markings to identify this file. Program will read this value (such as: English), and fill it to the list box when you select menu 'File->Language'. So, if you want translate English to the other language, such as French, you must modify the value of this part to French, now this part will look like:

[Setting]

Language=French

- The third part (green characters): All of these character strings in this part are used by dialog
- The fourth part (yellow characters): These character strings are menu character strings
- The fifth part (blue characters): These character strings are used by program, such as, when program occur some errors, program will display a message box to tell user program occur what errors.

You must translate the second, third, fourth part to the other language, such as French, and then save this file.

At last, you run this program, select menu 'File->Language', it will display a dialog, select the language you want from the list box, such as French, and then press

'OK' button, now program will display with French.

Note:

1. When user translates the third, fourth, fifth part, you only can modify the portion after equal mark, such as when you translate this character string as follow:

IDD204_Title=Moving-Sign option

User only can modify the red characters.

2. User can't edit or delete these characters as follows:

\n, \t, \r, %d, %s

4. Statement

Dear customers:

Thank you for purchasing this product

For optimum performance and safety, please read these instructions carefully.

Before operating or adjusting this product, please read these instructions completely. Please keep this manual for future reference.

Changes

Our provides this manual 'as is' without warranty of any kind, either expressed or implied, including but not limited to the implied warranties or merchantability and fitness for a particular purpose. Our may make improvements and/or changes to the program(s) described in this manual at any time without notice.

This manual could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this manual; these changes are incorporated in new editions of this manual.

Warning

If non-our company's equipment use our company's software, the reliability general not be responsible.

The figure interface in this manual is for guide user while uses the program. Because all figure are cut figure, so it can't display the content of interface legible. If user wants to read the legible content of interface, please according as your individuality defined to read the legible interface's content.

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