Programming a Message With the Infrared Remote

Glossary:

Sign   The Alpha 7160C Tricolor LED Display being used to display messages.

KB   The black infrared programming keyboard labeled **REMOTE CONTROL**, used to enter messages into the signs.

Note: Remove the batteries before storing the KB, and you'll find that the batteries last longer. The reason for this is that the batteries discharge if the keys on the KB are pressed. This can happen easily if the KB is stored upside down or if the keys press against the storage container or against some other item in the storage container.

Simple Instructions:

Wake Up The Sign -- Aim the KB at the sign and press the **PROGRAM** key. The sign will display **PROG TEXT FILE A.**

*Note: If pressing the **PROGRAM** key does not produce the **PROG TEXT FILE A** message, change the batteries in your KB. Energizer AAA batteries are recommended. If the red light on your KB doesn't flicker when you press a key, then the batteries are dead, or the KB is broken.*

Note: Dropping a KB will often break it. It is fragile. Please handle it carefully.

Compose Your Message -– Press the letter keys (A to Z), the number keys (0 to 9), the punctuation and special character keys (**SHIFT** key with the alphabetic keys), and use the **SPACE** key to put spaces between words. Press the **RETURN** key when you want to separate one phrase from another phrase on the sign.

Use the **DELETE** key to remove a character that you've just typed. Use the **ADV** and **BACK** keys to advance or to move backwards through the message that you've entered. If you want to insert characters in the middle of a message that you've typed, press the **INSERT** key to turn on insert mode. In insert mode, any characters that you type will push the following text to the right, one character at a time.

*Important: Once you have finished inserting characters, it is important to return the cursor to the end of your message. To move the cursor instantly to the end of your message, press **APPEND**.*

Run Your Message -- To run your message, be sure that your cursor is at the end of your message by pressing the **APPEND** key. Then press the **RUN** key two times. This will run only the message you have just composed. To run other messages that are stored in the sign, see "**Running Multiple Messages**."

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Running Multiple Messages -- There are two ways to run the messages that are stored in the sign.

Press the **PROGRAM** key. The sign will display **PROG TEXT FILE A.** Press the **RUN** key once. The sign will display one of three prompts -- **TIM** (for time), **RUN**, or **DEMO** -- in the lower left corner. You may alternate which of these prompts is displayed by pressing the **SELECT** key.

1.   If you select **TIM**, and then press the **RUN** key again, all the messages in the sign will run in order.

2.   If you select **RUN**, you have the choice of running only the message you have just composed, or you may select and run one or more of the messages that you have stored in the sign.

   A.   If you simply press **RUN** a second time, then you will run only the message that you just entered, or only the message in **PROG FILE A**.

   B.   If you want to run <u>multiple</u> messages, then after pressing **RUN** the first time, press the **ADV** key. Each time you press the **ADV** key, the letter of any memory area containing a message will be added to the run list. You can pick and choose which memory areas (messages) you want to run, and you can run any memory area more than once if you wish by typing its letter or special character into the run sequence two or more times. For example, if a time message were stored in memory area A, and you wanted the time message to display after each of the other messages, you could enter the letter **A** after each of the other memory area letters, eg. ABACADAE, etc. After you have finished creating the message list that you want to run, press the **RUN** key again. All the specified messages will run in order.

3.   If you select **DEMO**, only the canned demo built into all 7160C's will run.

<u>**Advanced Instructions**</u>**:**

You can insert different modes, cursor positions, colors, fonts and other features into your message.

There are 25 different modes of operation that you can use to make your messages more interesting. They are Roll Up, Down, Left, Right, In and Out; Wipe Up, Down, Left, Right, In and Out; Hold; Twinkle; Sparkle; Snow; Rotate; Slide; Switch; Interlock; Scroll; Starburst; Flash; and Automode, the default mode which alternates using all the various modes in a random order. The modes are produced by inserting a special character into your message. For example, pressing **SPECIAL** and **2** inserts a code that invokes the Snow mode when the message is run. See the *Quick Reference* in the enclosed manual for a list of the specific key combinations that are required to produce the special character that invokes each mode.

There are four cursor positions -- top, bottom, middle, and fill. They are selected by pressing the **CURSOR** key repeatedly until the desired cursor position is displayed.

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There are 6 color choices. They are invoked by pressing the **COLOR** key and using the **SELECT** key to choose the desired color.

There are 8 Fonts to choose from and characters may be wide or normal width. Fonts and width are invoked by pressing the **FONT** key or the **WIDTH** key and using the **SELECT** key to choose the desired font.

> *Note: When you enter a mode, color, font or width instruction, it affects the message until another instruction in the message overrides the first instruction. Invoking the Automode and Autocolor commands will resume the random presentation of modes and colors.*

For more information on programming the Alpha 7160C, refer to the Alpha Programming Manual.

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