Alpha-American
PROGRAMMABLE SIGNS

AlphaNet

Programming Software
for Alpha, Beta-Brite
and AlphaVision Displays

*AlphaNet*J , *AlphaNet* **Plus**J , *AlphaNet* **Plus II**J and *AlphaNet* **Plus for Windows**J are four software programs used to compose and transmit messages to **Beta-Brite**7, **Alpha**J and **AlphaVision**J LED Displays. The first three are DOS programs. The fourth, *AlphaNet* **Plus for Windows**, is a Windows**J** program.

Each of these four software programs and the use of a computer greatly simplify the task of conveying information about your business, products, services and specials to employees, customers, and visitors. Quickly compose your message and insert assorted display modes, multiple text sizes and fonts, pre-programmed animations (on most models), user-designed graphics (on selected models), multiple colors (on multi-color models), time of day and temperature (on outdoor models) to achieve maximum impact and attention.

AlphaNet is for users who require a message editor with pull-down menus that simplify the creation and transmission of attractive messages. *AlphaNet* **Plus** adds features such as multiple message transmissions to one or more displays at the same time, recognition of different display addresses, automatic message start and stop times, communication with remote displays via modem, and has a Dots Editor for creating graphics. *AlphaNet* **Plus II** adds specialized tools for creating original animations; imports and edits PrintMaster, Print Shop and PCX files; and has on-screen previewing of messages and animations. *AlphaNet* **Plus for Windows** provides all of the above features, except graphic image editing, and it offers either a textual or graphical user interface in Microsoft Windows**J** .

AlphaNet Features:

!   *AlphaNet* has a user-friendly and easy-to-use **Message Editor** for creating and modifying simple or elaborate eye-catching, attention-getting messages.

!   It features pull-down menus, function keys, shortcut keys, on-line help text, diagnostics and mouse support to facilitate message editing and transmission.

!   A pull-down menu simplifies typing the international letters and symbols: á, à, ä, Ä, å, Å, æ, Æ, ç, Ç, é, É, ê, ë, è, í, î, ï , ì , ó, ô, ö, ò, ú, û, ü, ù, ÿ, ñ, Ñ,), (, $, 4, , , -, / and others.

!   *AlphaNet* provides access to most of the features built into the Alpha, Beta-Brite, Power View and AlphaVision LED displays -- multiple message display modes, serif and san serif character fonts, various character heights and widths, line positioning, pre-programmed animations (depending on model), time of day display, color selection, message speed and hold time.

!   25 different message display modes and special effects may be used in messages to capture the attention of the viewer:

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    "   **Roll (Up, Down, Left, Right, In or Out)** - The message moves onto the display from the top, bottom, right, left, middle or ends of the display.

    "   **Wipe (Up, Down, Left, Right, In or Out)** - The message is revealed from the top of the characters down, from the bottom of the characters up, from the left of the display to the right, from the right of the display to the left, from the center of the display to the ends, or from each end to the center.

    "   **Scroll** - On two-line displays, the new line moves up from the bottom of the display and pushes the bottom line to the top line and the top line off the display.

    "   **Rotate** - Messages march from right to left like a stock market ticker display.

    "   **Hold** - Instantly displays a message without special effects until another message on that line replaces it.

    "   **Automode** - Phrases of a messages are displayed in randomly selected colors, entry modes and exit modes.

    "   **Flash** - Specified parts of the message flash on and off several times.

    "   **Twinkle** - Phrases are displayed with an oscillating dot pattern.

    "   **Sparkle** - Words and phrases appear gradually as the dots in the new message replace those in the old message or phrase in that position.

    "   **Snow** - The dots forming the message or phrase appear to fall from the top of the display, building the message like rising snow.

    "   **Roving Dot** - Writes a new message or phrase over the current one with a dot that bounces from side to side and top to bottom.

    "   **Interlock** - Alternating rows of dots move rapidly from each end of the display area to form the centered message or phrase.

    "   **Switch** - Alternating characters move rapidly on and off the display from the top and bottom to form the message or phrase.

    "   **Slide** - Characters appear to slide rapidly across the display, one at a time, from right to left, building the message or phrase from left to right.

    "   **Spray** - The dots of the message or phrase seem to spray across the display from right to left building the message from left to right.

    "   **Starburst** - Stars explode in a random pattern on the display, gradually building the new message.

    "   **Speed** - Messages may run at five speeds, from slow to fast.

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!   Nine pre-programmed graphic animations may be included in your messages[1]:

"   **Cherry Bomb** - The fuse on a cherry bomb burns down to the bomb, and the bomb explodes with a beep.

"   **Don't Drink and Drive** - A car collides with a bubbling cocktail glass, tossing its passenger and displaying the message "Please Don't Drink and Drive."

"   **Fireworks** - Fireworks explode and cascade in a random pattern.

"   **No Smoking** - A burning cigarette is extinguished, flipped with a finger and replaced with the international No Smoking symbol.

"   **Running Animal** - An animal runs across the display from right to left.

"   **Slot Machine** - A slot machine spins with random results.

"   **Turbo Car** - A car appears in the distance and races across the display.

"   **Thank You** - "Thank You" is written in script from left to right.

"   **Welcome** - "Welcome" is written in script from left to right.

!   Messages may be stored, retrieved and deleted easily on hard disk or diskette.

!   *AlphaNet* provides simple, easy and rapid transmission of messages to all displays in a local display network. Individual display addressing is not provided.

!   You may select and specify the Serial COM port to which local displays are attached and through which messages are transmitted to the displays.

!   When a transmission problem is detected, **AlphaNet** displays an error message. The user may request a **Diagnostic Analysis** by pressing <Alt><D>.

!   The manual is well-written and easy to use. Tutorial exercises and Feature Reference Tables are included, as well as instructions for installing the software on hard disk. Various local Alpha network configurations are illustrated. The components of each configuration and the method of attaching the configuration to your computer are described in detail.

!   Installation assistance, software support and training are available by telephone. Limited customer assistance and technical support are provided for one year at no additional charge. Extended support is also available.

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[1]   7000 Series and AlphaVision models do not display these animations. Instead they may be programmed with user-designed animations.

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AlphaNet **Plus Features:** *AlphaNet* **Plus** includes all the **AlphaNet** features described above and adds the following features...

!   **Remote Transmission** -- Messages may be transmitted to individual remote Alpha displays and to networks of Alpha displays via modem at baud rates up to 9600 baud.

!   **Individual Display Addressing** -- Each local and remote Alpha display may be given a specific identification code, so that certain messages may sent only to specific displays. Note to Beta-Brite users: The Beta-Brite does not have an identification code; it receives and displays all properly formatted messages that are transmitted through its cable.

!   **Location Cards** list your specific local and remote Alpha displays. If displays are to be accessed by modem, their modem phone number is typed on the Location Card.

!   **Message Transmit Cards** list the filenames of the message files that you want transmitted to the display or to the displays listed on the corresponding Location Card.

!   The **Mark Card** option allows you to "mark" the Message Transmit Cards to be included when the **Transmit Marked Cards** option is invoked.

!   The **TempNet File** option permits you to transmit a message to a display without affecting other messages currently stored and running in the display. This feature was designed to lower phone costs by eliminating the need to retransmit messages that haven't changed when sending new messages via modem to displays in remote locations.

!   Create and modify your own graphic patterns, logos and special symbols with the **Dots Editor** and include these new graphic patterns in your messages.

!   **Automatic Message Scheduling** -- Set specific run times (day and time to start, and day and time to stop) for one or more messages on one or more displays.

!   **Message Verification** and **Error Checking** are options that may be selected to ensure that messages get to the intended Alpha displays. **Fail Cards,** showing the messages and displays that did not receive them correctly, are automatically created when a transmission problem occurs. The Fail Card messages may be easily retransmitted when the error condition is corrected.

!   Message Editor **Password Protection** and **File Locking** options help guard against unauthorized access to the Message Editor and to messages already running on the Alpha displays by the Remote Control Keyboard.

!   If the **Tone Trigger** option is on, displays will beep when they receive a new message.

!   When the **Time Zone Adjustment** option is on, *AlphaNet* **Plus** will request a time zone adjustment at transmission time, so that when the time is displayed in a message, the time will be correct for that time zone.

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! With the **Request Delayed Send** option turned on, when a message is transmitted to a display via modem, *AlphaNet* **Plus** will prompt, "Do you want to delay your transmission?" If a time is entered, *AlphaNet* **Plus** waits until the computer's internal clock matches the time you have entered before it begins the transmission. *AlphaNet* **Plus** must be active at the specified time for the delayed transmission to occur.

! The **Printer Options Menu** allows you to print the following:

   " Messages
   " Location Cards showing all the Alpha displays in a group.
   " Message Transmit Cards showing the messages to be sent to a group.
   " The Transmit Log showing the last 25 transmissions sent.
   " The Phone Book, listing all remote location modem phone numbers.
   " The five Safety Counters files and messages, if the Safety Counters option is enabled.

! The **Keyboard File Size** option allows you to define how much of the storage capacity of a particular Alpha display may be programmed by the Remote Control Keyboard.

! Both **12 hour and 24 hour clock** (military time) formats are included. The time displayed is based on the time stored in your computer. The time settings in your display are updated each time you transmit a message.

! **Counters** (on all EZ Key II models) -- Up to five independent counters in your messages may be set to count up or down from 0 or 99999999 in minutes, hours or days, in any increment, until a specific target number is reached. Upon reaching each desired target number, each counter may be set to display different target messages for up to five target numbers. For example, the message might say "GOOD WORK! 10 DAYS WITHOUT AN ACCIDENT!" and on the next day automatically change to display "A NEW RECORD... 11 DAYS WITHOUT AN ACCIDENT! CONGRATULATIONS!"

AlphaNet **Plus II Features:** *AlphaNet* **Plus II** is designed especially to combine text and graphics and to invoke the advanced features that are available in the Alpha 7000 Series and the AlphaVision series. It includes all the **AlphaNet** and *AlphaNet* **Plus** features described above and adds the following features:

! **Create Your Own Animations** -- The Dots Editor is replaced with a two-screen Graphics Editor and a Quick Flick Animation screen. The Graphics Editor has numerous editing tools, including:

   " Square/Circle
   " Freeze/Thaw
   " Copy/Move
   " Scale/Mirror/Flip
   " Color Swap/Fill
   " Preview with Supersketch and View Frame
   " Go to Cursor Position using X,Y coordinates

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> " Undo
> " Clip art -- PrintMaster, Print Shop and PCX files may be imported, including scanned images. These images may be scaled, edited, colorized or animated for display on certain Alpha LED Display models.
> " The Quick Flick Editor allows you to place multiple graphic images into one or a series of frames to simulate animations, movement or repetition.

! **Message Emulation** -- Two emulation features allows you to preview your messages on the screen of your computer to see how the messages will be broken into the various screens when they are running on the LED display. You may preview part of a message or an entire message.

! **New Fonts and Character Display Options** for Alpha 7000 Series and AlphaVision Models -- *AlphaNet* **Plus II** and *AlphaNet* **Plus for Windows** will program the following character heights: 5 row, 7 row, 10 row, and 15/16 row. A new double high chararacter feature doubles the above character heights to 10 row, 14 row, 20 row and 30/32 row. *AlphaNet* **Plus II** and *AlphaNet* **Plus for Windows** also program individual character flashing and true descender control. Descenders of the letters and characters such as j, g, p, q and y may be displayed either below or even with the main text line.

! **Other New Features** -- The AutoColor command, available on the 7000 Series and on AlphaVision models, selects message colors randomly from the available colors.

AlphaNet **Plus for Windows --** This implementation of **AlphaNet** is the first designed specifically for the Windows™ environment. Once again this latest version of software provides the features described above for the DOS programs, and it adds new features. The manual is available on the Internet at http://www.ams-i.com/Pages/97088081.htm .

● It provides the option of selecting either a textual or a graphical user interface. Modes, character fonts, colors, and other special feature codes may be represented on the Message Editor screen by a symbol instead of text.

● It provides features to support wireless messaging via wireless transmitters and receivers. It also supports transmission of messages to Alpha LED Displays via print servers over a local area network.

● The "Location Card" and "Message Card" metaphors used in the DOS AlphaNet programs have been replaced by the "Site Manager" and the "Message List" features in *AlphaNet* **Plus for Windows**. You may set up multiple sites having the same or different communication device (COM1, COM2, Wireless COM1, LPT1, etc.) and having various combinations of Sign Addresses. Each site has its own message list. This facilitates keeping unique or special lists of messages and message schedules for specific signs or groups of signs.

● *AlphaNet* **Plus for Windows** will transmit one or multiple graphical images (i.e., animations) to certain Alpha LED Displays. *AlphaNet* **Plus II** and *AlphaNet* **Plus for Windows** both include a **Quick Flick Editor**, used to assemble graphics into an animation sequence. *AlphaNet* **Plus for**

Windows has no graphical designing features. Graphics design should now be done with one of the many popular graphic design programs available for the personal computer, such as Paint Shop Pro, an inexpensive shareware program. *AlphaNet* **Plus II** can use Print Master, Print Shop and PCX image files that have been scanned and saved on disk. *AlphaNet* **Plus for Windows** also utilizes the standard GIF format. GIF files may be transmitted as graphics and as animations along with messages to certain Alpha LED Displays. We recommends the use of **Paintshop ProÔ**, a popular drawing program for designing graphics. A shareware copy of **Paint Shop Pro** is provided with *AlphaNet* **Plus for Windows**.

BENEFITS OF THE FOUR PROGRAMS

AlphaNet Benefits:

! Dramatically reduce the time it takes to create, modify and send messages; and eliminate the tedious, time consuming use of the Remote Control Keyboard. Using a computerized text editor with pull-down menus and function keys is much faster and easier than pushing buttons one at a time on the Remote Control Keyboard.

! Virtually eliminate "lost" and accidentally erased messages. Stored messages on hard disk or diskette can be conveniently retrieved, transmitted and displayed again instantly.

• Existing messages stored on disk can be easily modified to create new messages. Elaborately designed messages already created and saved on disk or diskette can be used as models for new messages, making it unnecessary to reinvent the design and further reducing the time and effort required to create a new message.

! The same messages can be typed in more than one language, English and Spanish, for example, and then displayed in a convenient, alternating sequence.

! The Cherry Bomb animation includes a beep that is an attention-getting Audible Alert when it is incorporated into a message.

Additional Benefits of *AlphaNet* Plus:

! **Location Cards** and **Message Transmit Cards** facilitate sending messages to all Alpha displays at once, to groups of Alpha displays, or to individual Alpha displays, regardless of whether the units are locally attached or are being programmed via modem.

! **Sequencing Multiple Messages** is much easier, faster and less error prone with *AlphaNet* **Plus** software than with the Remote Control Keyboard. Compare sequencing messages using a Remote Control Keyboard with the same task using *AlphaNet* **Plus**. With the Remote Control Keyboard, you must (1) type multiple messages into multiple buffers. Next you (2) press the <RUN> key, (3) press the <SELECT> key, and (4) type the letters of the message buffers in the desired display sequence. Finally, you (5) press the <RUN> key again to begin displaying the messages in sequence. If you made a mistake along the way, you must go

back to step (2) and retype your sequence in step (4), even if it was correct the first time. With *AlphaNet* **Plus** software, you (1) create each message using the editor and (2) save each message on disk or diskette. Next you (3) list the message filenames on a Message Transmit Card in the desired display order and (4) press the <F3> key to transmit the message files to the desired Alpha displays. The messages load into sequential message buffers and display in the order in which they were transmitted. If you made a mistake, go back to step (3), correct the filename sequence on the screen, if necessary and press the <F3> key again, and no typing is required.

!   With **Message Scheduling**, you can type messages ahead of time, giving each of the messages specific start and stop times. Once these messages have been sent to the appropriate Alpha displays, the messages will turn on and off again at your predetermined times without further human intervention. Daily, recurring messages, such as "Lunch Time Specials" and "Coffee Break Specials" or train and bus schedules, can turn on and turn off at the appropriate times each day. Safety-oriented messages, such as "Lift With Your Legs, Not With Your Back" or "Don't Forget To Wear Your Goggles" can be displayed at different times, instead of at the same time, to achieve maximum effect and variety.

!   The **Dots Editor** feature included in *AlphaNet* **Plus** enables users to design dot images of the company logo, trademark, or graphic images associated with the business or message. These dot images may be stored on disk, where they may be retrieved and included in your messages.

Additional Benefits of *AlphaNet* Plus II and *AlphaNet* Plus for Windows:

!   **On Screen Message Previewing** -- This is an important feature for those who edit messages, but who cannot see the message running on the sign when they are sitting at the computer on which they do their message editing. Composing messages that have a variety of display features is a trial and error process. First, you type your message. Second, you transmit your work to the display. Third, you watch your message play. Fourth, you make any necessary adjustments to the message. Fifth, you transmit the message to the sign again. If you can't see the sign, because it is in another part of the building or at a remote site, then checking your message formats and animations can be either time-consuming or impossible. The emulation feature allows you to preview on your computer screen how your message will play on the Alpha, Beta-Brite or AlphaVision display.

!   **Create Your Own Animations** -- An animation is a sequence of multiple dot images pictures that you have created, played at a specified speed.

Requirements:

!   For the DOS programs, an IBM-compatible computer system with 640K of random access memory, running IBM- or MS-DOS 2.1 or higher and a 1.2 mb or 1.44 mb Diskette Drive is required for *AlphaNet*. *AlphaNet* **Plus,** *AlphaNet* **Plus II** and *AlphaNet* **Plus for Windows** require a hard disk drive and an EGA or VGA Display to use the Dots Editor, Graphics Editor and Quick Flick Editor. *AlphaNet* **Plus for Windows** must be run on an appropriately configured MS Windows-based computer. None of the above computer systems have to be

dedicated to only the AlphaNet application; other programs may be installed on the computer.

!   **Connectivity Options** -- Alpha and AlphaVision LED Displays support many local connectivity options – RS-232, RS-485, wireless communication, and Ethernet TCP/IP protocols. A variety of remote connectivity options are also available using modems, RS-232, RS-485, wireless communication, and Ethernet TCP/IP protocols. Specific configurations and parts lists are described in our *Network Configurations* manual available on the Internet at http://www.ams-i.com/Pages/97088046.htm.   Alpha networks are also described in a document called *Alpha Networks* found at http://www.ams-i.com/Pages/alphanets.htm. The most common connectivity options are RS-232 and RS-485. To use either of these options, the following items are required:

   ♦   **Serial COM Ports** -- The computer must have at least one available Serial Port for communicating to the local Alpha display(s). A mouse is useful, but is not required, except with *AlphaNet* **Plus for Windows**. A Serial Mouse requires an extra serial port. Either a modem or a wireless transmitter and receiver is required to send messages to displays in other buildings. External modems require a serial port. Internal modems do not, but internal modems introduce other considerations (call for more information or ask your computer person). Communication is at 1200, 2400, 4800 or 9600 baud in local mode and in remote (modem) mode.

   ♦   **RS-232 or RS-485 Items** – All Alpha and AlphaVision LED Displays may be programmed using either RS-232 or RS-485 connectivity. The BetaBrite Window Display and BetaBrite Director may also be programmed using either RS-232 or RS-485. The smaller BetaBrite models may be programmed via RS-232, but not by RS-485. When using an RS-232 cable, the sign must be located within 50 feet of the computer. When using RS-485 cable, the signs may be up to 10,000 feet from the computer.

!   **Repeater Box** -- If you have more than 32 Alpha displays or more than 10,000 feet of cable on your network, you may find it necessary to use a Repeater Box.

!   **Modems** -- If a remote display network via modem is planned, your computer must have a modem, and a modem is required at each remote location. At your computer the modem can be either an Internal Modem or an External Modem with a Serial Modem Cable. In the remote location, it must be an External Modem permanently set to "Auto Answer." The RS-232 Serial Modem Cable at the remote site is a specially designed cable. The type of cable used depends on (1) the number of Alpha displays at the remote location, (2) the model of the Alpha displays there, and (3) the distance between the modem and the display, if a single Alpha display is installed. You may order the appropriate cable from Alpha-American Programmable Signs, or you may make your own. Schematic cable diagrams and pin-out connections are provided in the *Network Configurations* manual (see reference above)

!   If modems are being used with *AlphaNet* **Plus**, *AlphaNet* **Plus II** or *AlphaNet* **Plus for Windows**, an analog phone line and phone jack must be installed near your computer to connect the modem to program one or more Alpha displays in remote locations.

!   **24-hour electrical wall plugs** should be installed within six feet of each Alpha display. From two to four electrical wall plugs may also required within six feet of your computer. A power

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strip plugged into a live electrical wall plug near your computer will usually satisfy this requirement. The four items that need electricity are (1) your computer, (2) your computer's video display monitor, (3) the External Modem, if one is used, and (4) the RS-232 to RS-485 Converter Box, if an RS-485 network is used.

!   **Installation** of the software in your computer, network components and Alpha displays.

What You Need To Order:

!   One of the AlphaNet software programs -- The programs are provided on 3.5" diskettes. A printed manual is included, and an electronic manual for *AlphaNet* **Plus for Windows** is available on the Internet at http://www.ams-i.com/Pages/97088081.htm .

!   Multiple Alpha displays or multi-line Alpha or AlphaVision displays are sometimes required in order for all employees, visitors or customers to see the necessary information.

!   The appropriate attachment and cable components for your configuration.

Options available from Alpha-American:

!   On-site consultation, training or site location planning and installation are available. We will load the software on your computer system and install and connect the Alpha displays.

!   Extended warranty and technical support.
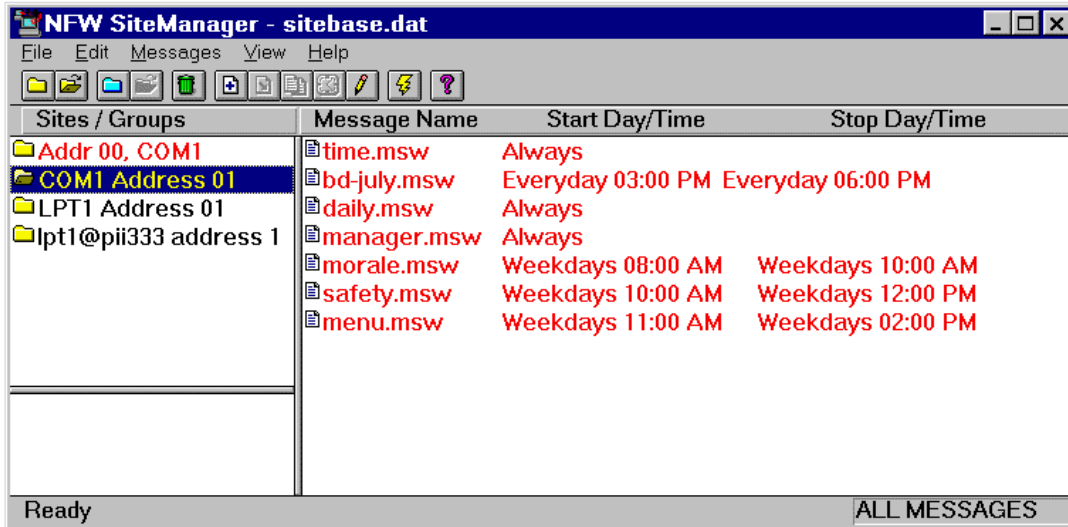
For Additional Information Contact:

J. Michael Sisk
Alpha-American Programmable Signs
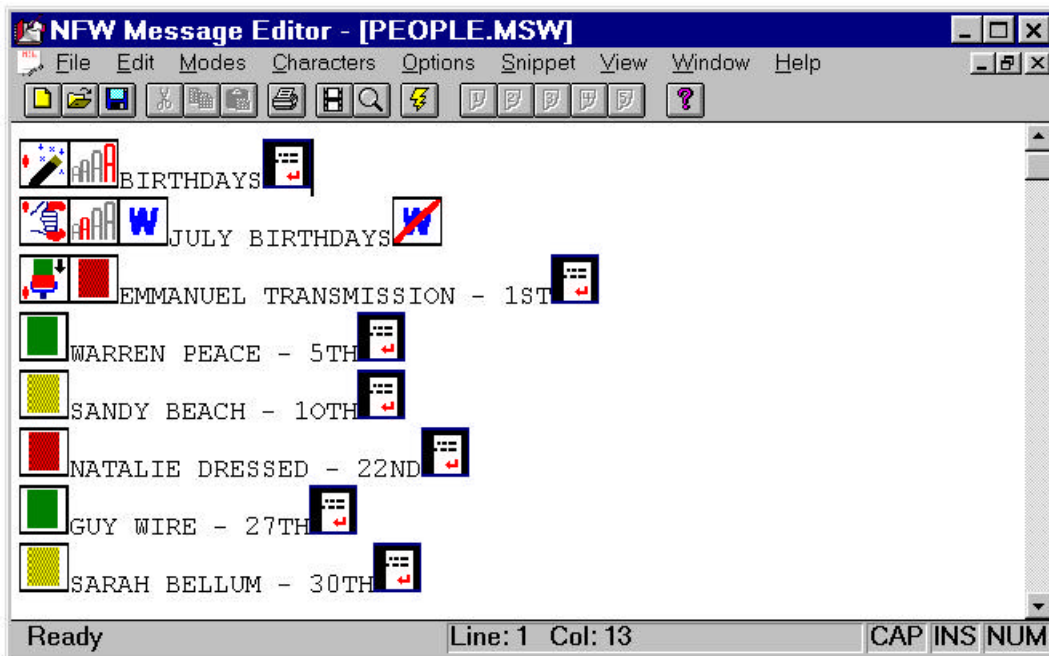3460 Borreson Street
San Diego, California 92117

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Sample Screens from AlphaNet Plus for Windows

The following *AlphaNet™ for Windows* screens are provided to illustrate how various tasks are accomplished. The **Site Manager** screen lists various **Sites** and **Groups** that you've set up, along with lists of **Messages** for each Site and Group.
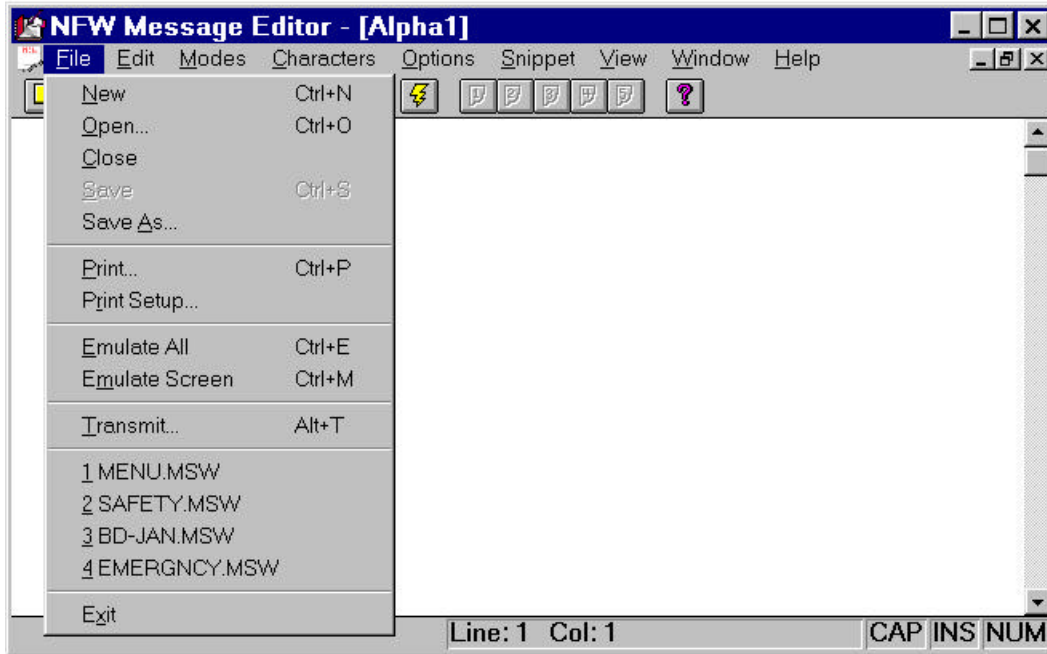

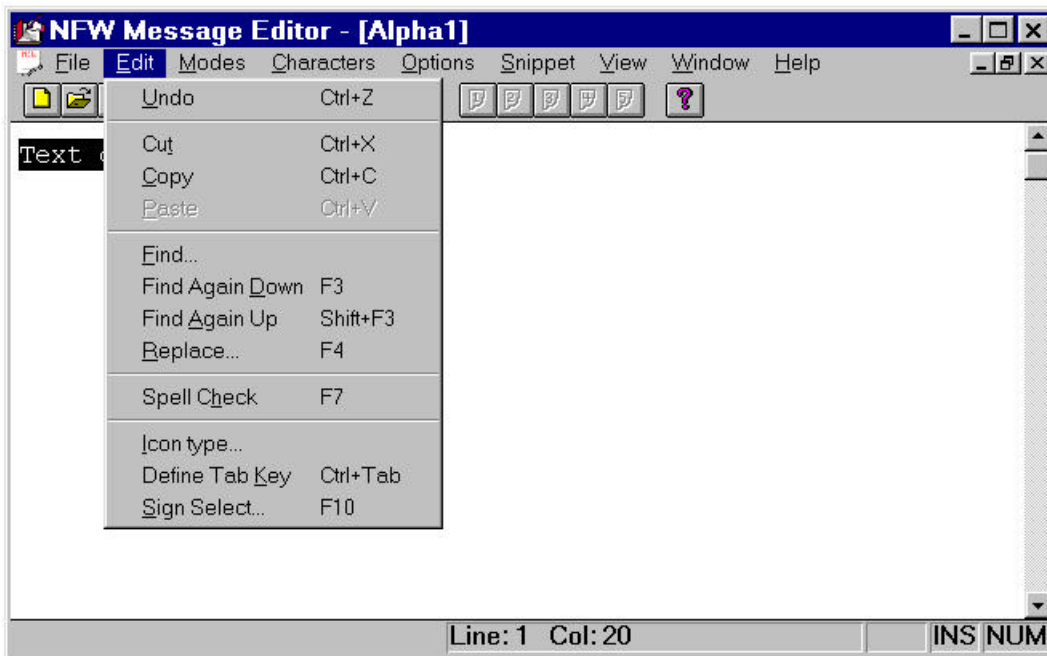All messages are typed using the **Message Editor**. Here is an example of a message.

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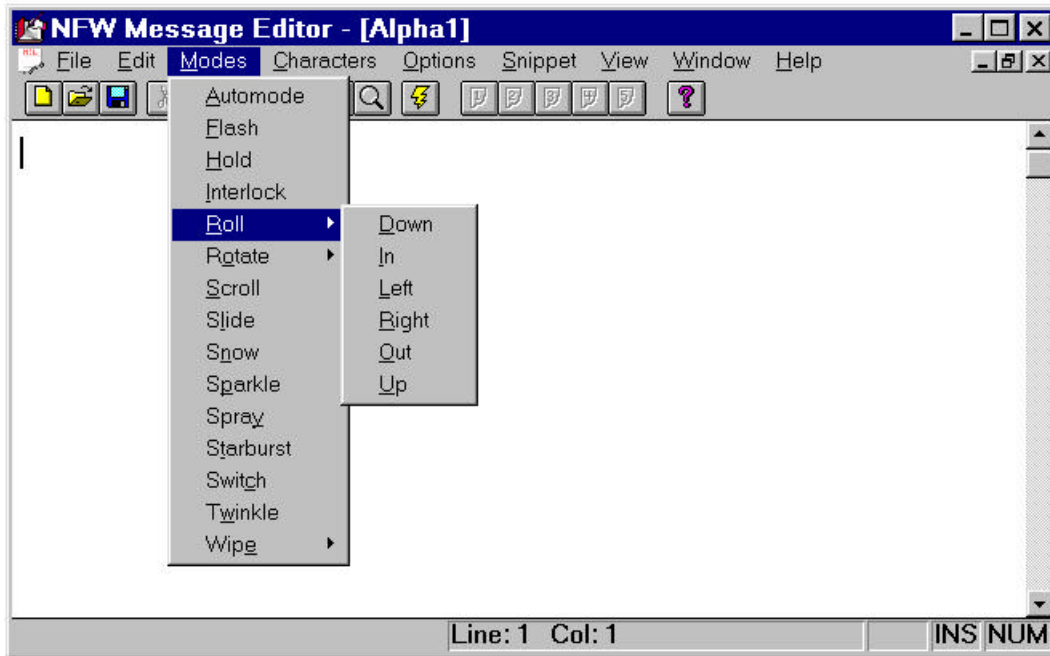Sign features, such as Emulate and Transmit are incorporated into the familiar **File** pull-down menus.

```
NFW Message Editor - [Alpha1]
File  Edit  Modes  Characters  Options  Snippet  View  Window  Help

   New              Ctrl+N
   Open...           Ctrl+O
   Close
   Save             Ctrl+S
   Save As...

   Print...          Ctrl+P
   Print Setup...

   Emulate All       Ctrl+E
   Emulate Screen    Ctrl+M

   Transmit...        Alt+T

   1 MENU.MSW
   2 SAFETY.MSW
   3 BD-JAN.MSW
   4 EMERGNCY.MSW

   Exit

                           Line: 1   Col: 1            CAP INS NUM
```

Sign features, such as Icon type and Sign Select are incorporated into the familiar **Edit** pull-down menu.

```
NFW Message Editor - [Alpha1]
File  Edit  Modes  Characters  Options  Snippet  View  Window  Help

       Undo            Ctrl+Z

Text   Cut             Ctrl+X
       Copy            Ctrl+C
       Paste           Ctrl+V

       Find...
       Find Again Down  F3
       Find Again Up    Shift+F3
       Replace...       F4

       Spell Check      F7

       Icon type...
       Define Tab Key   Ctrl+Tab
       Sign Select...   F10

                           Line: 1   Col: 20              INS NUM
```
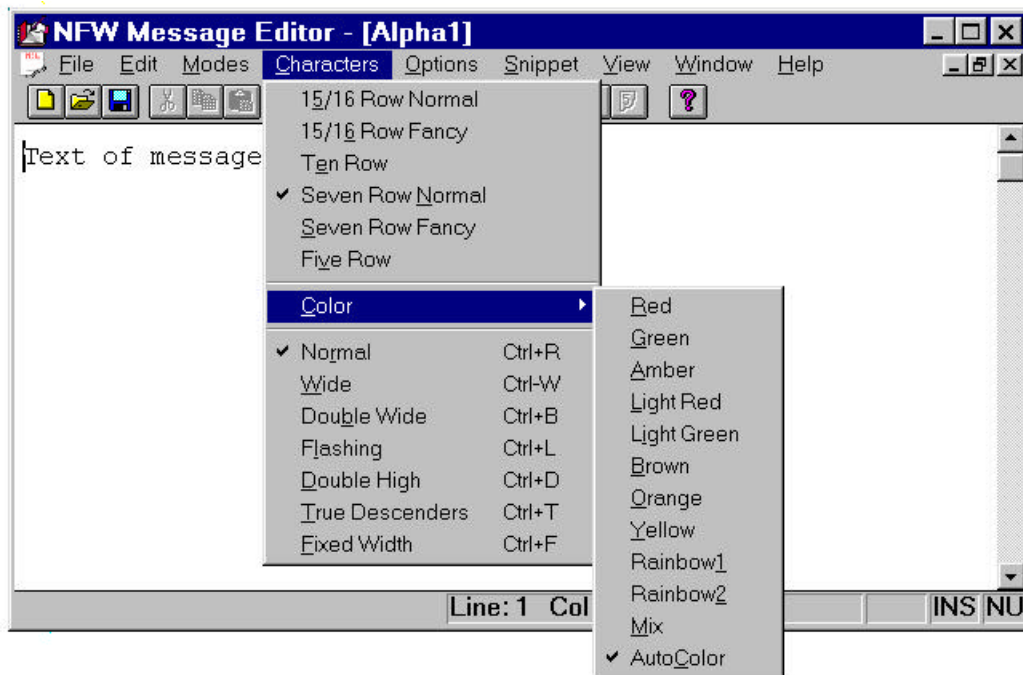
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8/24/00

AlphaNet for Windows uses a **Modes** pull-down menu to simplify inserting entry and exit modes into your messages.
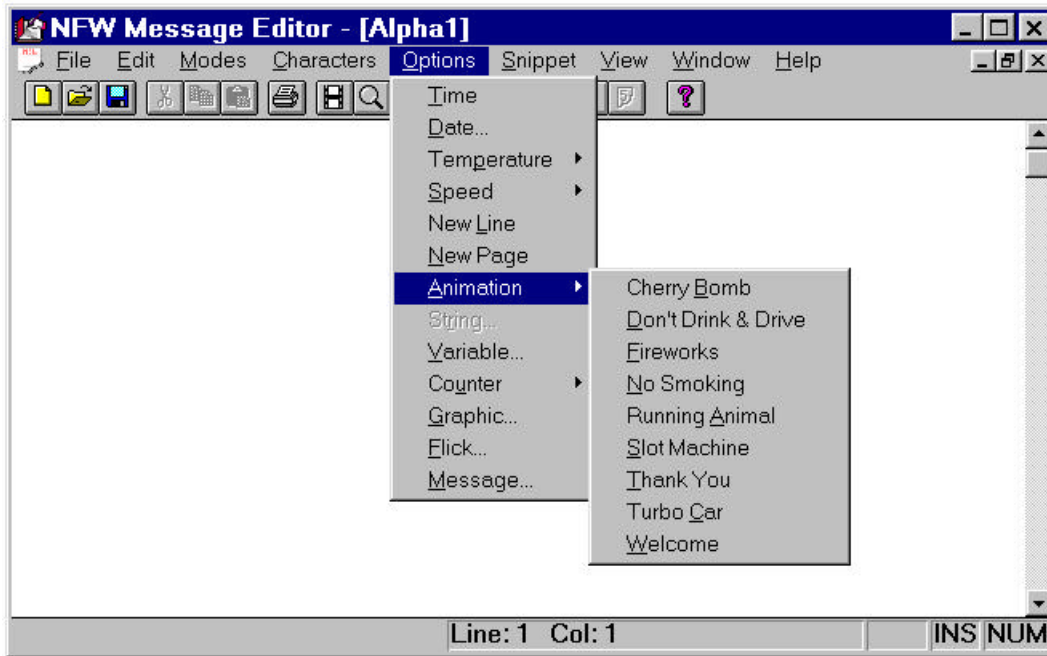

A **Characters** pull-down menu simplifies inserting font, width, color, and flashing codes into your messages.
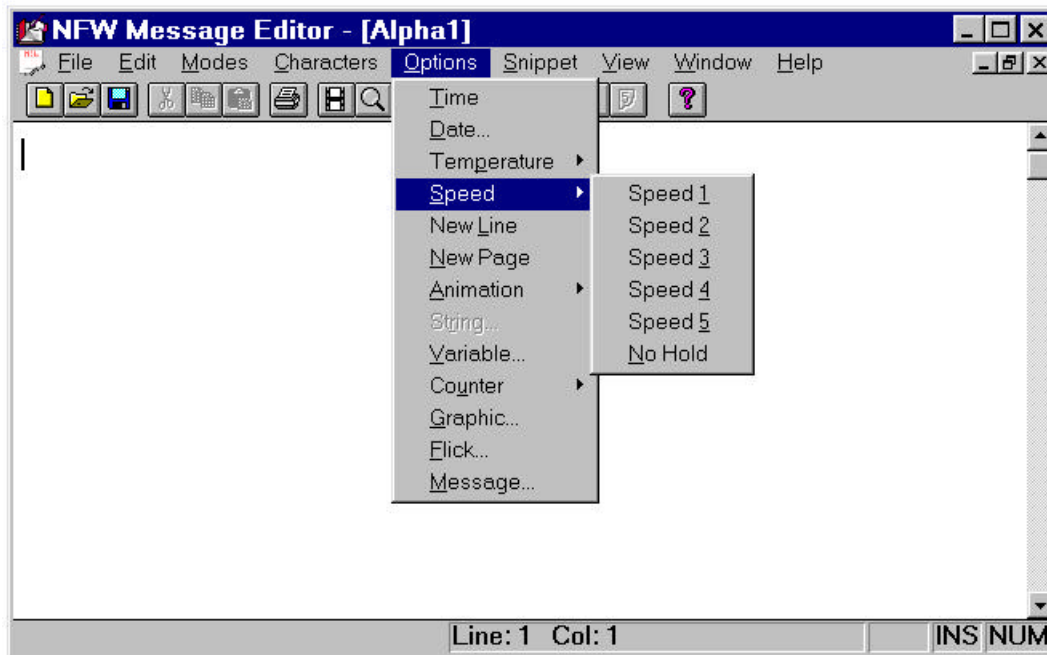

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The **Options** pull-down menu is used to insert various other codes, such as Time, Date, Speed, New Line, and Animations, into your messages.
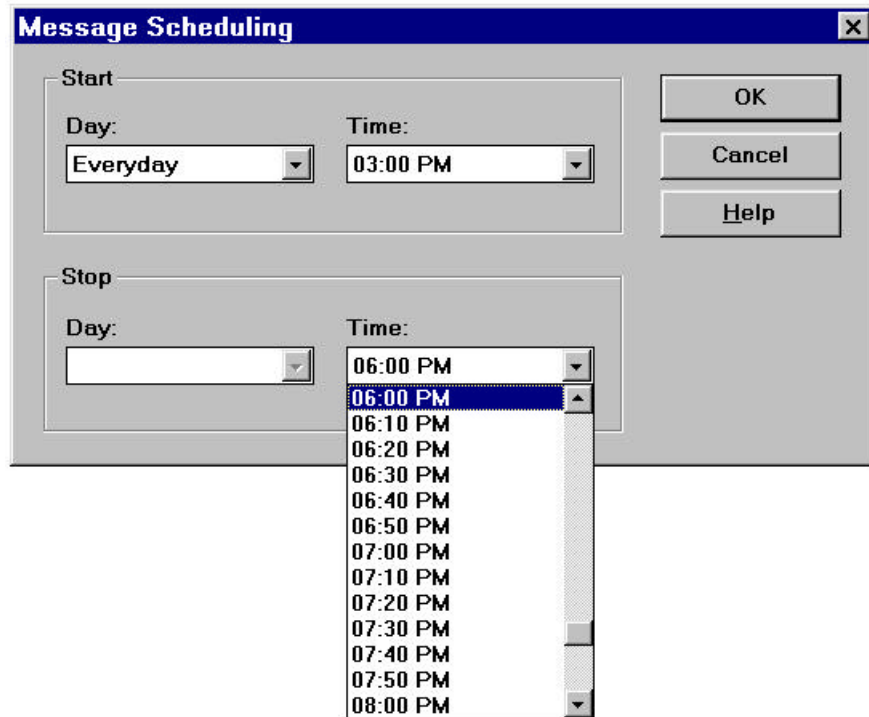

Here is an example of the **Options** menu with the **Speed** pull-down menu.
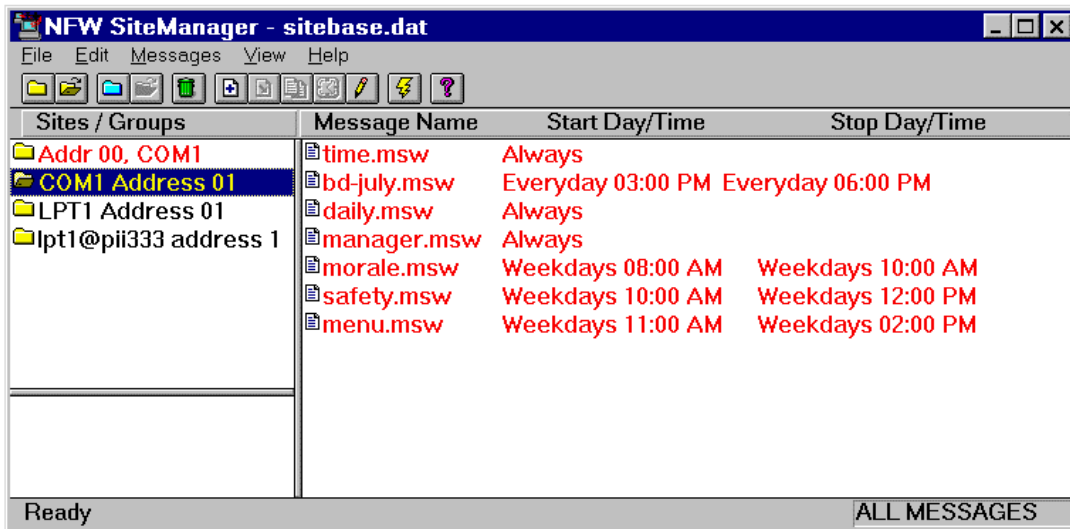

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The Message Scheduling feature is used to tag a message with a Start and Stop Day and Time. Here we see the Stop Time being selected.
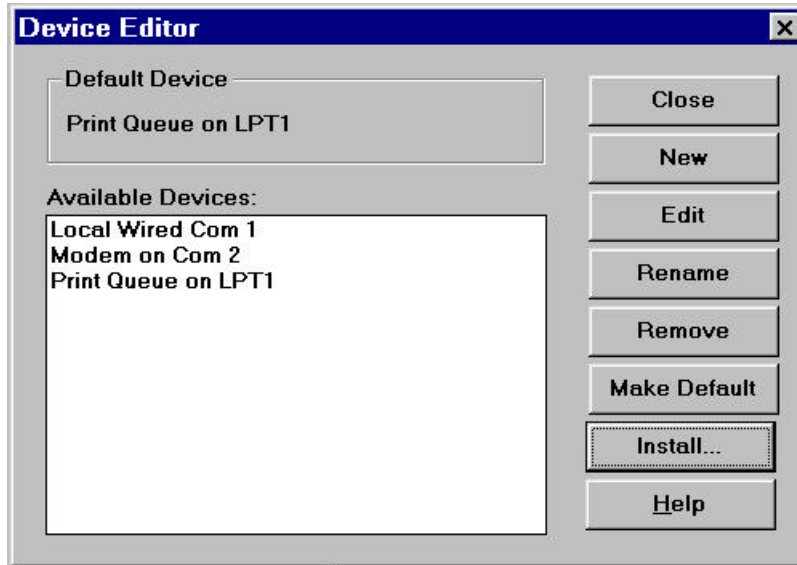

Once a message has been scheduled, the schedule is displayed with the message.

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8/24/00

AlphaNet for Windows communicates via Serial Port to signs that are attached by RS-232 or RS-485 cable or by modem. The use of wireless transmitters and receivers is also supported. *AlphaNet for Windows* will also communicate via a redirected LPT port over a local area network using one or more Print Servers.

Device Editor

Default Device

Print Queue on LPT1

Available Devices:
Local Wired Com 1
Modem on Com 2
Print Queue on LPT1

Close
New
Edit
Rename
Remove
Make Default
Install...
Help

Here is a partial view of the list of available devices that can be selected.

Install Device

Select the device or devices to install:
Local Wired Com 1
Local Wired Com 2
Local Wired Com 3
Local Wired Com 4
Local Wireless Com 1
Local Wireless Com 2
Local Wireless Com 3
Local Wireless Com 4
Modem on Com 1

OK
Cancel
Help

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Software

AlphaNet (DOS)	$99.00
AlphaNet Plus (DOS)	$149.00
AlphaNet Plus II (DOS)	$199.00
AlphaNet Plus for Windows	$249.00
Print Pak (Windows)	$50.00

CHOOSING BETWEEN RS-232 SERIAL CABLE AND RS-485 COMPONENTS: *For a network with only one sign, less than 100 feet from the computer, you may use the RS-232 Serial Cable items listed below. If you have more than one sign, or if you must transmit more than 100 feet, you must use the RS-485 Components listed below.*

RS-232 Serial Cable   (You <u>must</u> pick one **Type** and one **Length**)

Type:	**9-pin** to RJ11-06 RS-232 Modular Serial Adapter	$14.00
	25-pin to RJ11-06 RS-232 Modular Serial Adapter	$14.00
Length:	**25'** RS-232 RJ11-06 Modular Serial Cable	$14.00
	50' RS-232 RJ11-06 Modular Serial Cable	$18.00
	75' RS-232 RJ11-06 Modular Serial Cable	$22.00
	100' RS-232 RJ11-06 Modular Serial Cable	$26.00

RS-485 Components

- **9-pin** or **25-pin** 8' Serial **"A" Cable** (PC to Converter Box) $20.00
- 8' Serial **"B" Cable** (Remote Modem to Converter Box) $20.00
- RS-232 to RS-485 **Converter Box** with Power Supply $89.00
- 8' RS-485 Modular Cable (one per sign) $10.00
- Modular Network RJ11-04 Surface Mount Adapter (one per sign) $5.00
- RS-485 Network Cable (Belden #8761 per foot) .... $.30
- RS-485 Network Cable (100 foot length) $45.00
- RS-485 Network Cable (1,000 foot spool) $300.00

Miscellaneous Items

- Connect Remote Modem to One Sign - Modular Adapter & Cable $28.00
- Wireless Transmitter $995.00
- Wireless Receiver 299.00
- External Modem (ask for current price)
- Repeater Box with Power Supply $275.00
- News & Sports Broadcast Service (ask for Broadcast brochure)
- Message Loader (Infrared or Cable) $179.00
- On-site assistance (per day, plus airfare, local transportation) $500.00
- Programmer's Protocol Manual $89.00
- Replacement Power Supply for Beta-Brite $46.00
- Replacement Infrared Keyboard $50.00
- Replacement Cable Keyboard $65.00

Communicating at the Speed of Light!

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