



SignX 1.12
User's Guide

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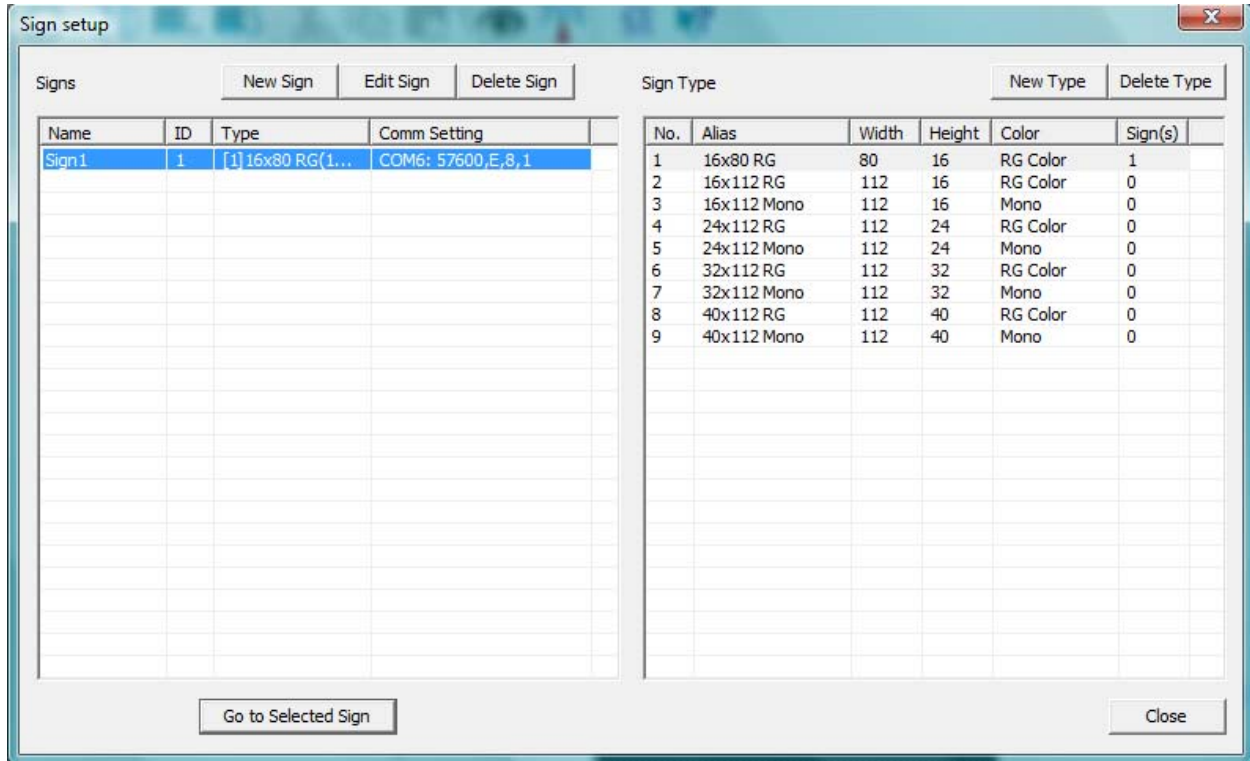
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Sign Setup

*****If you received a netbook with your sign skip this step and continue on page 9*****

You must first set-up the program to match your sign's matrix and communication settings.

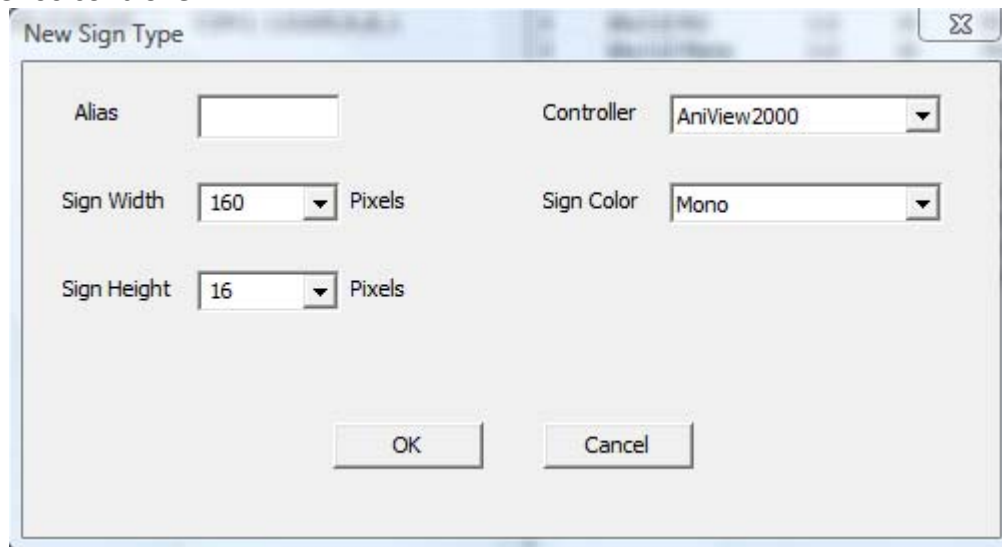


Make sure your sign type appears in the Sign Type list on the right. The sign type is based on the number of pixels your sign has and the colors the sign can display.

Common Sign Sizes	Height/Width
LED-40SX	16 x 80
LED-60SX	16 x 80
2 Line 8 Foot	16 x 112
3 Line 8 Foot	24 x 112
4 Line 8 Foot	32 x 112
5 Line 8 Foot	40 x 112
2 Line 6 Foot	16 x 80
3 Line 6 Foot	24 x 80
4 Line 6 Foot	32 x 80
5 Line 6 Foot	40 x 80

If your sign type isn't on the list, click on the New Type button to create a type that matches your sign. Select the Sign Width, Sign Height, Controller, and Sign Color to match your sign. You can also give it an Alias (nick name) so you can easily recognize your sign type (For example: 4 Line 8' RGB).

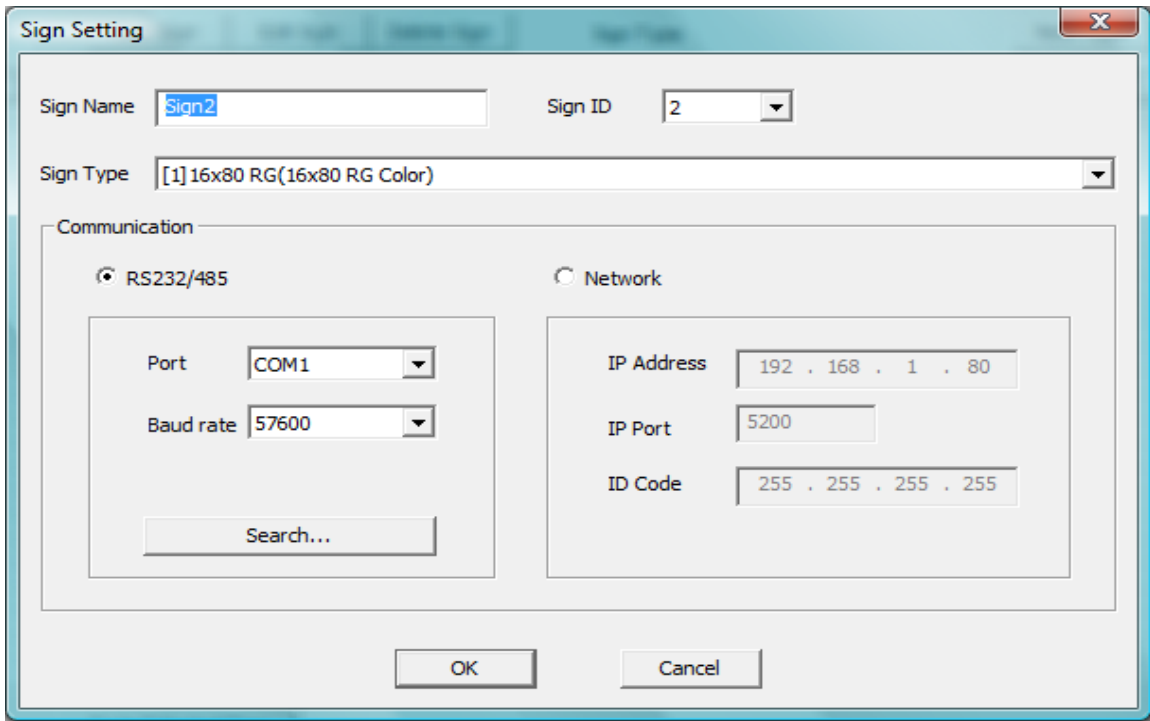
RG (Tri-Color) and Monochrome signs use the Aniview2000 Controller type. RGB Signs use the C-Power5200 controller.



The image shows a 'New Sign Type' dialog box with the following fields and values:

Field	Value
Alias	
Sign Width	160 Pixels
Sign Height	16 Pixels
Controller	AniView2000
Sign Color	Mono

If your sign type appears on the list, or after creating a new type for your sign, click on the New Sign Button and the Sign Setting window will appear.

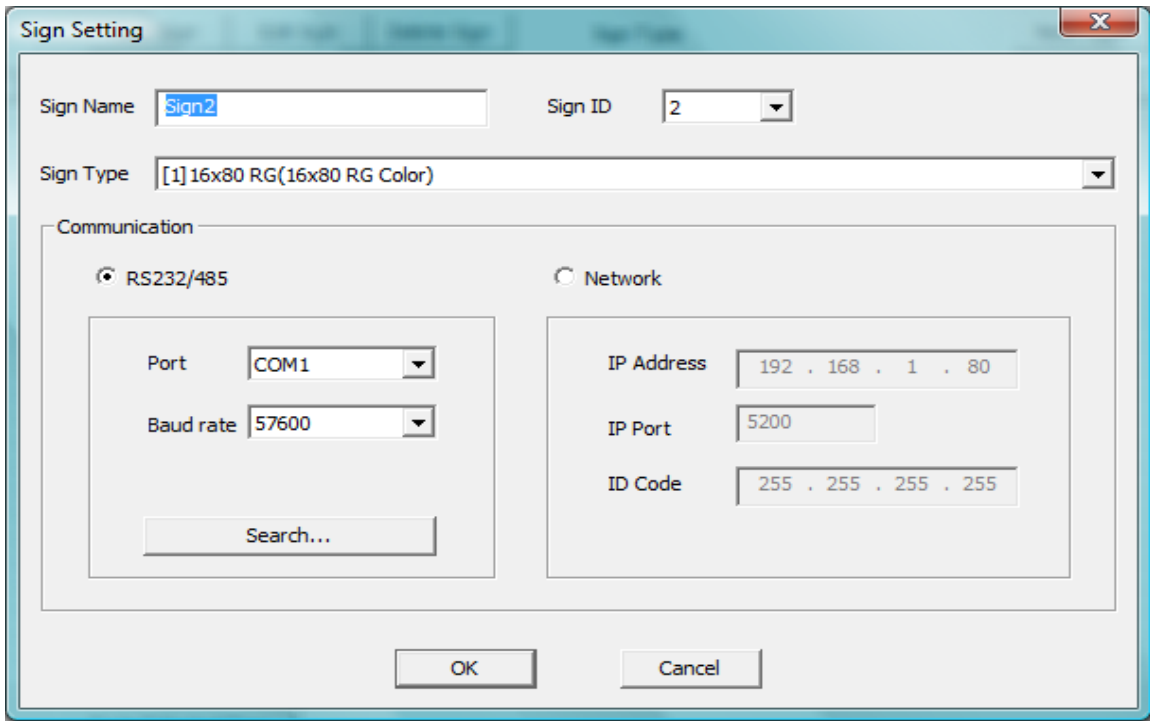


Next, select the Sign Type that matches your sign from the drop down list.

Now you must select the communication type that matches your sign.

- **Monochrome and RG (Tri-color) signs** use the RS232/485 Communication type. You must input the correct communication settings in order to send a message to your sign. Click the Search Button to search for your sign.

**Each sign has its own ID number assigned to it by the factory.
There will be a sticker on the bottom of each sign with the ID number.**



7) Now, select the ID number, Baud Rate, and Com Port number from the previous steps, using the drop down lists. Press OK.

Note: Wired communications typically have a Baud Rate of 57600. RF Modems Baud Rate typically is 9600.

8) After selecting the correct settings for your sign, click OK.

If you have multiple signs, repeat the New Sign Up until all of your signs are shown in the list. If you have multiple sign ID's, the COM and baud settings will be the same, just the ID will be different.

- **RGB Signs** use the Network communication type. By default the network settings are:

IP Address: 192.168.1.222

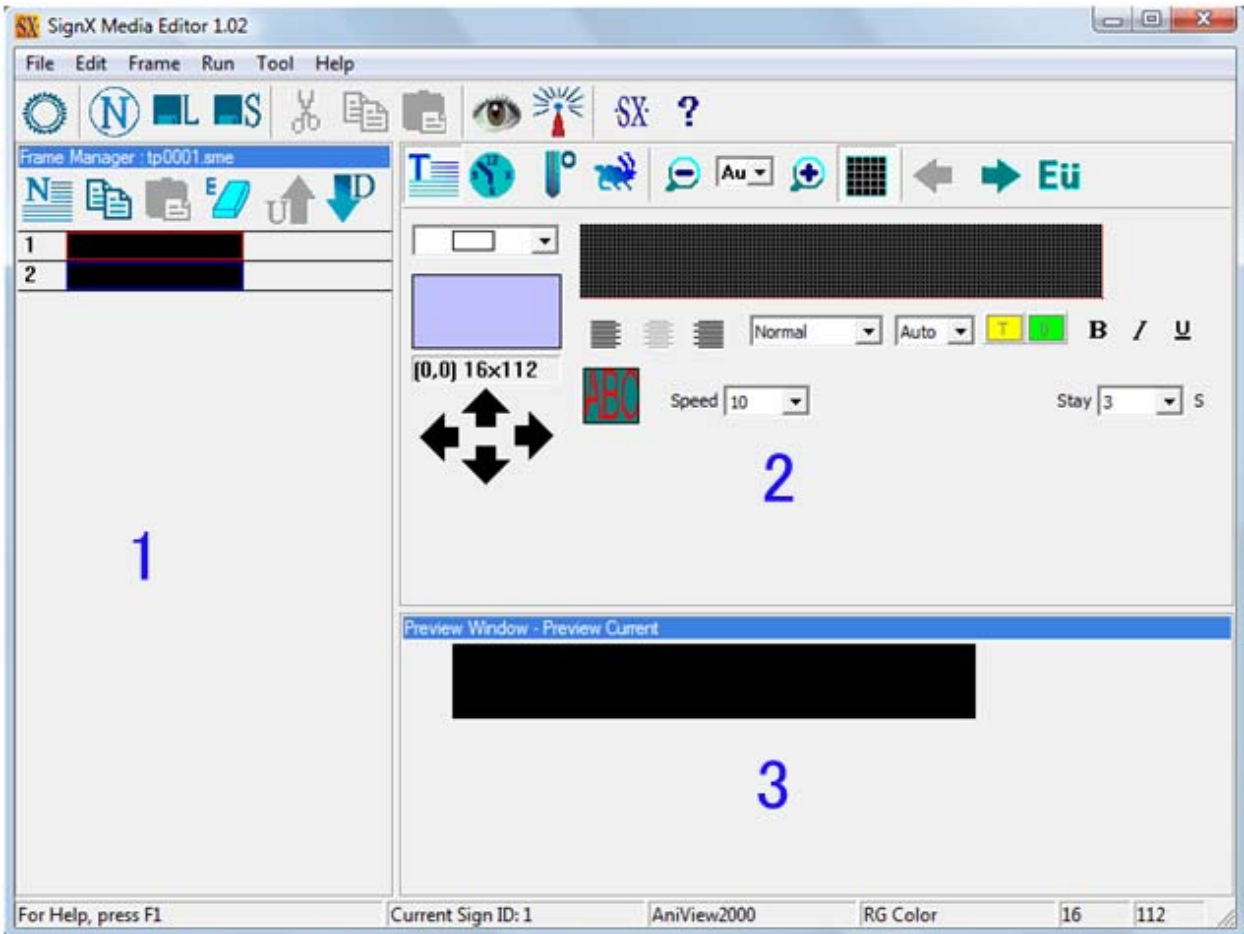
IP Port: 5200

ID Code: 255.255.255.255

You will need to set-up only a single sign even if you have multiple signs. You switch between different signs by switching between different wireless connections. See the **Sending your Message** section near the end of the manual.

Please ensure that your firewall programs are set to allow network access for the SignX program, and that Port 5200 is unblocked.

Main Screen Overview











This is the main screen that you edit your signs program with. The main screen is divided up into three main parts:

- 1) The Frame Manager – The frame manager allows you to add new frames and change the order in which the frames appear. By default, the sign will play the first frame and then play the rest in the order in which they appear in the frame manager.
- 2) The Frame Editor – The frame editor is where you add all of your content to the sign. It allows text editing, time, temperature (on outdoor models) and graphics.
- 3) The Preview Window – The preview window allows you to preview the file you are currently working on. When you press the Preview All button, the preview will appear in the preview window.



All of the buttons you need to program your message easily are available on these screens.





Icon Guide

These buttons are always visible in the main tool-bar section regardless of what edit mode you are currently in.









Button	Name	Function
	Sign Setup	Opens the sign-setup screen to adjust your signs and communication settings.
	New File	Creates a new file.
	Load File	Loads a previously saved file.
	Save File	Saves your currently open file.
	Preview All	Opens the Preview All Window, to view all of your frames in sequence.
	Send Program	Opens the File Send Window to send your file to your sign.
	About	Opens program information, including version.
	Help	Opens the help file.


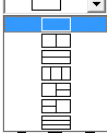
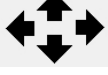

These buttons are in the Frame Manager section.

Button	Name	Function
	New Frame	Adds a new frame. A frame is where you create messages for your sign.
	Copy Frame	Copies the currently selected frame.

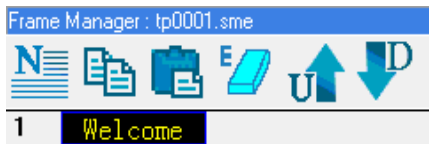
	Paste Frame	Pastes the previously copied frame into the currently selected frame.
	Erase Frame	Erases the currently selected frame completely from your program.
	Frame Down	Moves the currently selected frame down.
	Frame Up	Moves the currently selected frame up.

In the Frame Editor Window, the following buttons always are available.

Button	Name	Function
	Text Mode	Switches the editor to Text Mode.
	Time Mode	Switches the editor to Time Mode.
	Temperature Mode	Switches the editor to Temperature Mode.
	Graphic Mode	Switches the editor to Graphic Mode. Allows use of static images or animations.
	Zoom Out	Zooms the editor space out, making it appear smaller.
	Zoom In	Zooms the editor space in, making it appear larger.
	Grid View	Removes the grid view, which denotes the pixels on the sign.
	Previous Frame	Goes to the previous frame in the program.

	Next Frame	Goes to the next frame in the program.
	Layouts	When you click on the Layouts button, a drop down menu will appear with the various layouts available with your sign.
	Layout Adjust	If you're using a layout that has multiple sections, you can adjust the borders by clicking the corresponding arrow.
	European Characters	Allows you to insert non-standard characters into your message.

Frame Manager



The frame manager allows you to create new frames for your program and to change the order that each frame appears in. A preview of the beginning of each frame will appear in the frame manager. When the data is sent to the sign, your frames will play in the order they appear in the frame manager.



When you click the New Button, it will create a new frame that you can use for text, time, temperature, and graphics.



You can use the Up and Down Buttons to move the frame's play position up and down.

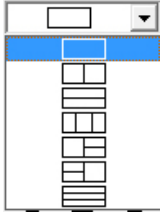


If you decide that you don't want to use a frame anymore, you can click the Erase Button to delete the frame.



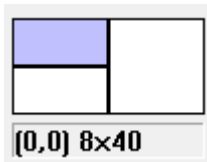
If you want to copy a frame to use it again, you can hit the copy button. Now, select an unused frame then press the paste button.

Layouts

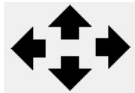


default.

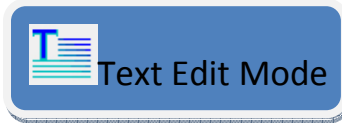
Layouts divide a Frame up into multiple parts. There are six distinct layouts available. You can choose a different layout if you want to have multiple types of content on your sign at the same time (for example text and a graphic). Each section of the layout can also be programmed with different effects when in Text Mode. Click on the layout button to choose a different layout other than the



The section chart will allow you to manage your frame's layout. You can click the corresponding box to pick the section you want to make changes to. The currently selected section will appear blue. The numbers below the section chart will give the dimensions in pixels of each section.




You can use the arrow keys to adjust the layout's borders to change each section's dimensions.



Text Edit Mode allows you to put text on your sign.

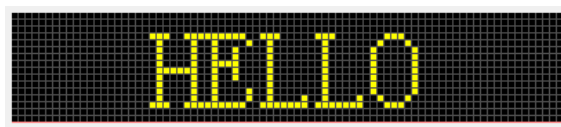
When Text Edit Mode is selected the font selection will be available.

You can select:

- 1) Font type – There are 4 types of fonts available. Use Font 4 for font sizes above size 32.
- 2) Text size – The font size is the font’s height in pixels. Auto automatically selects the size to fit your sign’s height. If you are want to use multiple lines, you can change from “Auto” to another character height, such as 8.
- 3) Color. The colors are divided into two parts – the actual text color, and the background color. The T is the color of the actual text. The B is the color of the background. Two small square buttons are shown side-by-side. The left one is yellow with a black 'T' inside. The right one is black with a white 'B' inside.
- 4) You can also specify whether the text aligns to the left, right, or center of the screen automatically. By default the text centers automatically.



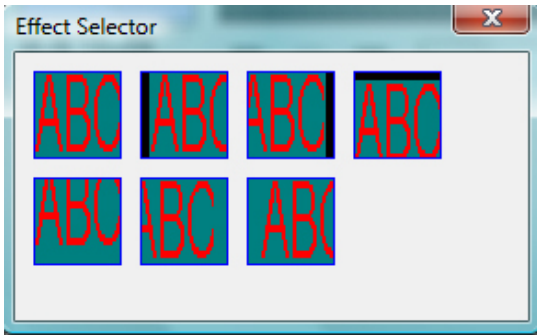
Your text can be entered by simply clicking on the black section you want to type in, and then start typing. Your text will appear with the font, size, and color you selected.



Note: You can change the text appearance without retyping the text by highlighting the text and making the changes.



The Effect Button is available in text edit mode. You can choose the different effects to move your text onto the screen with.



Each effect has an animation that demonstrates how your text will appear on the sign.

The first effect makes the message appear instantly. The other three effects on the top row will move in, and then pause. The bottom three effects will scroll across the sign without stopping.

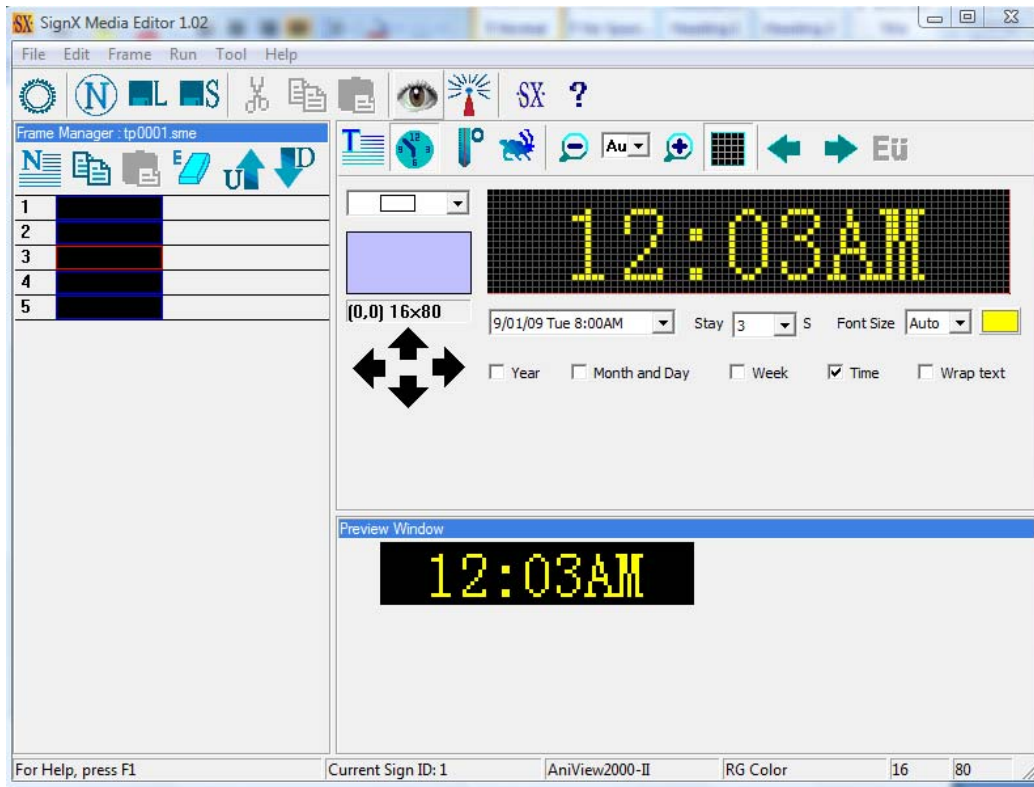
After choosing the effect for your sign, you can choose how fast the text moves by setting the speed and how long it will pause before moving to the next part of your message by setting the Stay setting.

Stay S

Speed



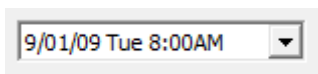
Time mode is used to insert the time into your sign.



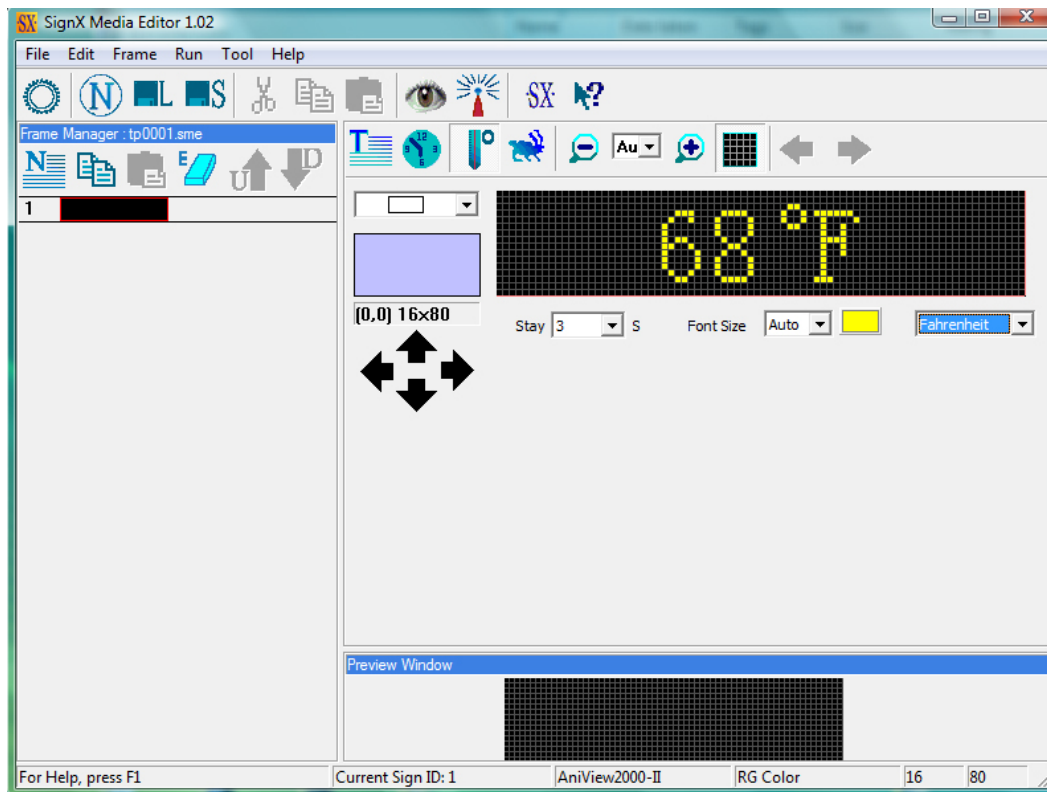
The last row displays the different time and date options that the sign can display. Click on the check box for the items you want the sign to display in currently selected frame.

The Wrap Text button will move the time onto a line separate from the date. You should adjust the font size from Auto to a smaller size so there will be space for the time to appear in.

You also can select how long you want the time to appear before moving to the next frame by choosing the time (in seconds) in the Stay button. The color of the text, and the text size can also be selected by clicking the appropriate buttons.



The Format Option will allow you to select the date format that you want the sign to use in this frame by selecting one of the options available in the drop-down menu.



Temperature mode only works on outdoor signs. If you have a frame with temperature on an indoor sign, the temperature displayed will not be correct, since indoor signs have no temperature sensor.

When temperature mode is selected, you can choose the format you want the temperature to appear as (Fahrenheit or Celsius).

You also can select how long you want the temperature to appear before moving to the next frame by choosing the time (in seconds) in the Stay button. The color of the text, and the text size can also be selected by changing the Font Size and the color button.



When you click the button to switch to Graphic Mode the Open screen will appear. Browse through the various folders to find the graphic you want to use.

The folder will open to the C:\Program Files\SignX Media Editor\SignX Graphics\ folder by default. If you have your own graphics that you want to use on the sign, it is recommended that you save your files in that same folder.

Click to highlight the graphic and click Open. The selected graphic will be inserted in the frame.

The SignX software currently supports bmp, jpg, and gif, and tif formats. You can create your own graphics with a third party program or download them from third party sources.

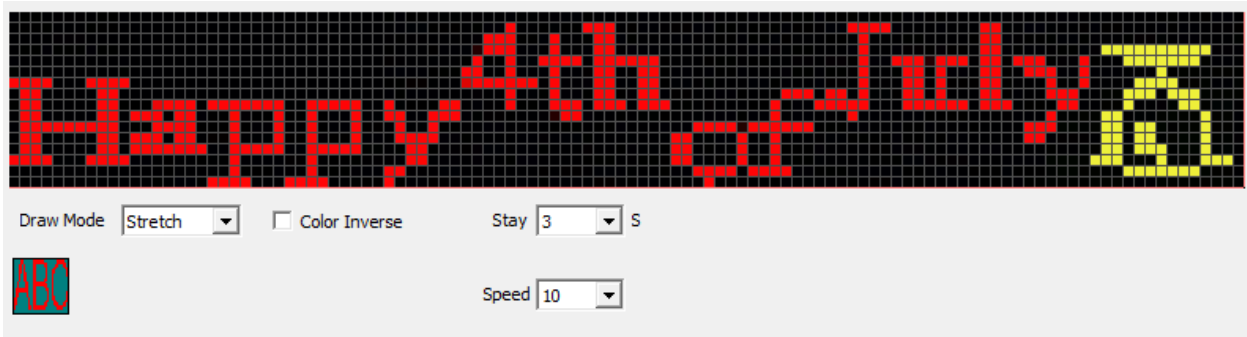
When a static graphic is selected, the Stay button will be available to select how long the graphic will appear before moving to the next frame. You can select how you want the graphic to display by clicking the Draw Mode menu. You can select from Stretch, Center, Tile, Left corner or Zoom in.

Stretch will resize the graphic to have the graphic fill the available space.

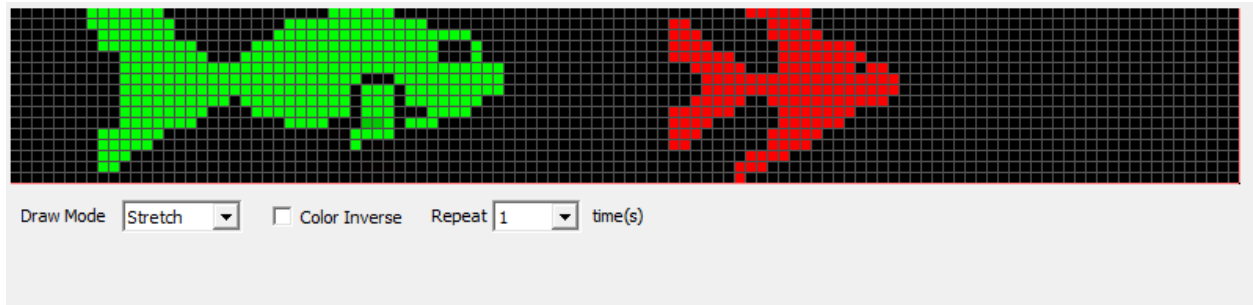
Center will center the graphic and will not change the graphic's dimensions.

Tile will not change the dimensions and will fill up the screen with multiple copies of the graphic.

Left corner will put the graphic in the top left corner of the screen. It will not change the dimensions of the graphic.



When an Animation is selected, the sign will play the animation and then will play the next frame. You will also have the option to set the animation to repeat multiple times by selecting the Repeat drop down menu.



You can select how you want the graphic to display by clicking the Draw Mode menu. You can select from Stretch, Center, Tile, Left corner or Zoom in.

Stretch will resize the graphic to have the graphic fill the available space.

Center will center the graphic and will not change the graphic's dimensions.

Tile will not change the dimensions and will fill up the screen with multiple copies of the graphic.

Left corner will put the graphic in the top left corner of the screen. It will not change the dimensions of the graphic.

Note about creating or adding graphics:

There are many third party programs available to edit pictures and graphics. A few that are commonly used are:

Adobe Photoshop

Adobe Illustrator

Corel Draw

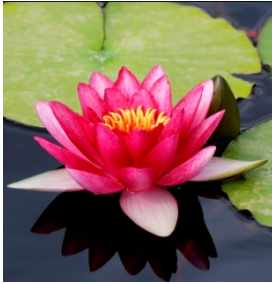
Microsoft Office Photo Manager

All of these programs can be used to edit and crop graphics to be used on your sign.

The RG/Tri Color signs only support the use of Red, Green, Yellow, and Black. Gradients (shaded colors) are not supported. Monochrome signs support only the use of Yellow. RGB Full Color Signs support all colors.

Before adding graphics to your sign, check the size of the graphic and make sure the graphic has the same aspect ratio as your sign.

Example: Your sign is 112 pixels wide, and 32 pixels high. The aspect ratio of the sign is 3.5.



After you click the insert picture button, you will see the browse window. You can get the sign's dimension information by right clicking on the file's icon and then left clicking the Properties option. Next, click the "Details" tab.

In this example file, the Dimensions are 768x797. The aspect ratio is about 0.96 If you insert the graphic without any changes, one of three things will happen:

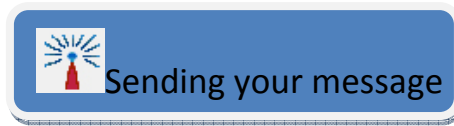
Image ID	
Dimensions	768 x 797
Width	768 pixels
Height	797 pixels

- 1) If the draw mode is set to Stretch, the image will be badly distorted on the sign.
- 2) If the draw mode is set to Zoom, part of the sign will be left blank.
- 3) The other draw modes will not shrink the picture down, so only the upper left corner of the image will be displayed on the sign.

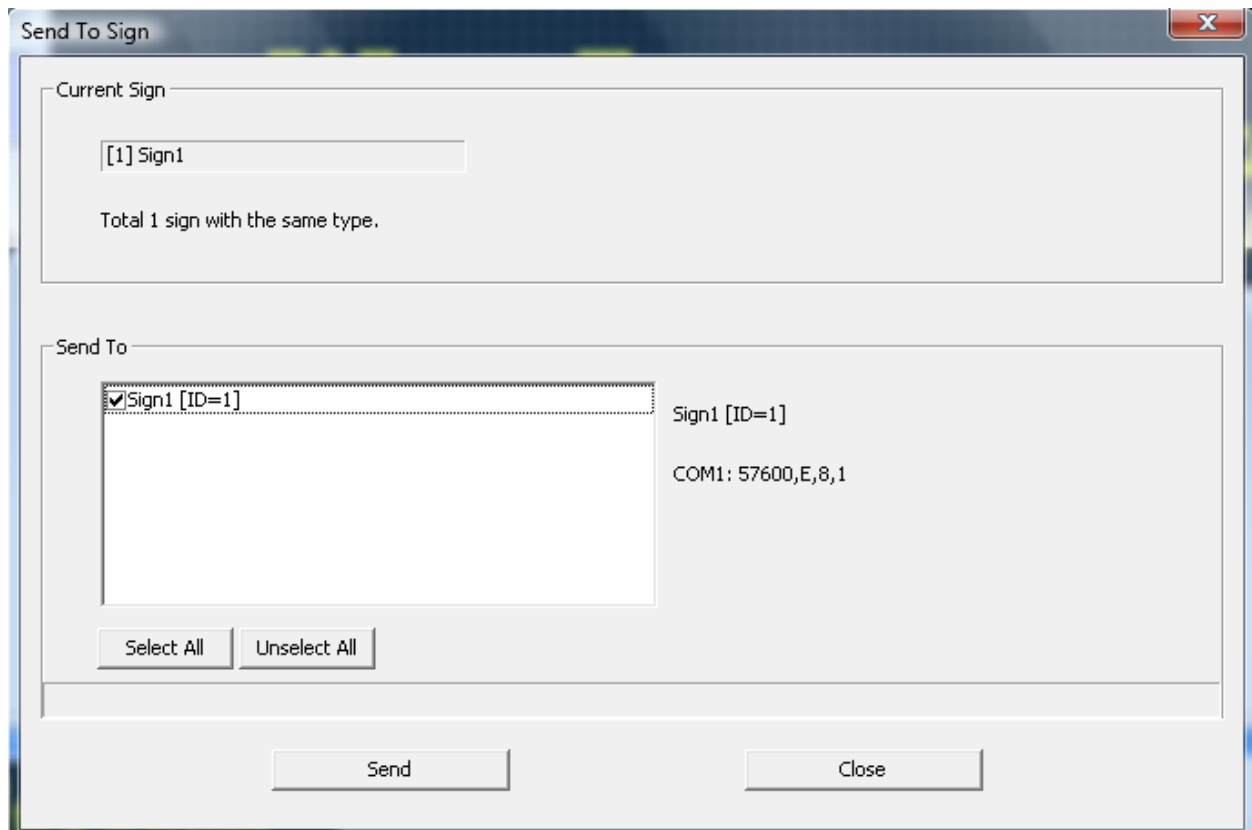
You should use an editing program to crop (cut) the image down so it will fill the sign completely without distorting the picture.



This is the same image cropped down to the same aspect ratio as the sign. The new dimension is 768x220 pixels, which is close to the same aspect ratio as the sign. With the image cut down like this, the image will use the entire screen, and will not be stretched out of proportion.



When you select the Send Button, the sending screen will appear.



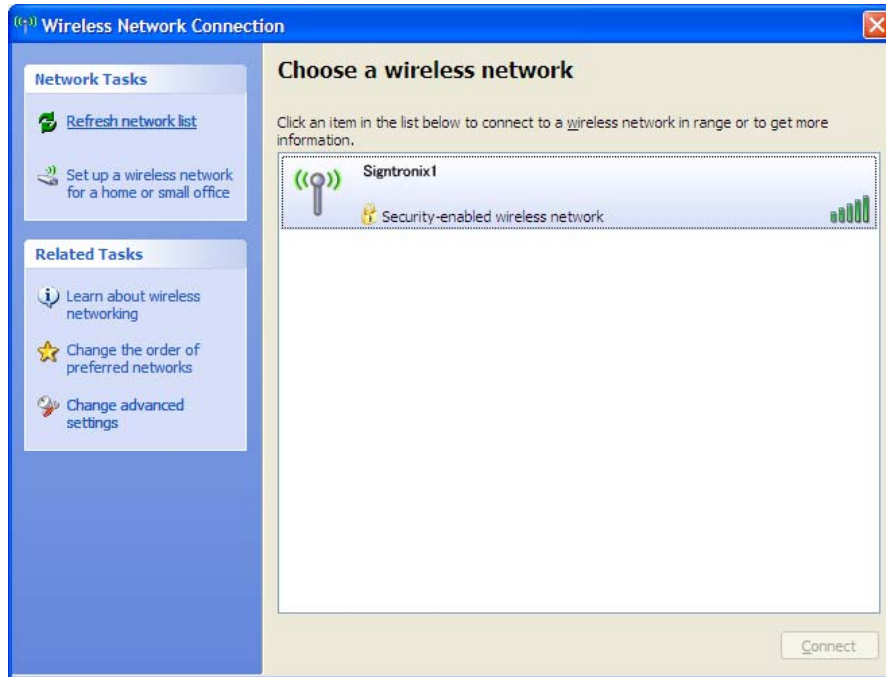
Select the sign or signs you want to send your message to, then press Send. Your program will now be sent to the selected signs. **Directions for setting up your signs are near the beginning of this manual, under “Sign Setup”.**

The RGB signs have an added step. You must connect to the wireless router for each sign before sending your message.

Click on the wireless icon in the toolbar.



The Wireless Network window will appear, allowing you to choose a wireless access point to connect to.



Sign Signal Name:	Password:

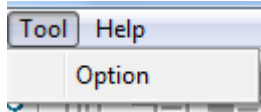
Double-click the signal for your sign (If you have multiple signs, you will see more than one Signtronix signal).

You will be prompted to type in the network password. Type the password on each line. Now press OK.

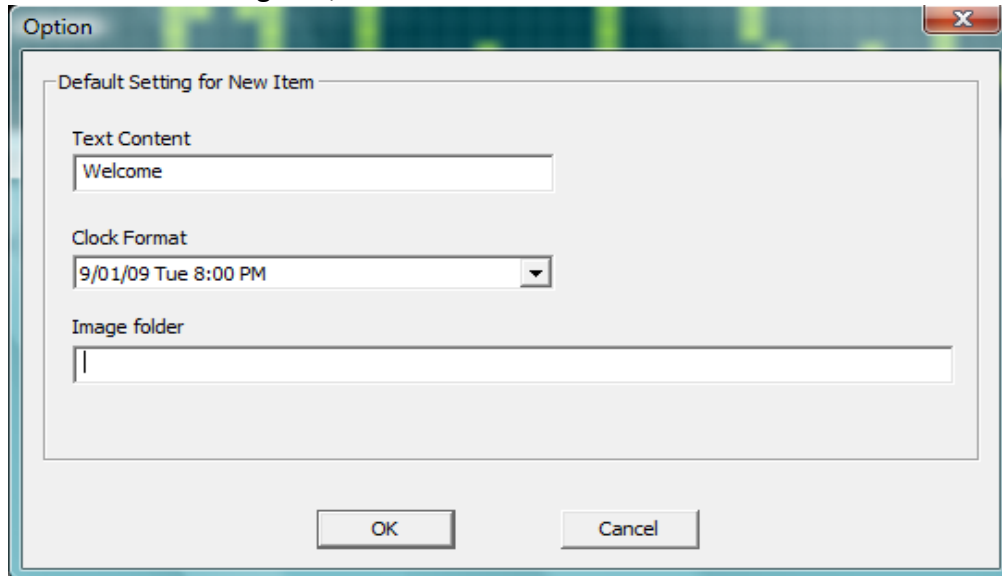


the sign you want to have the message sent to then click on the Send To Signs button. The temporary message will appear on the sign. When finished, it will resume the normal message.

Default Setting



Click on Tool then Option you can set the default settings that will appear in your frame in either text mode or time mode. You can select the starting text, or the date format the frame will start with.



You can also type in the file path for the default folder that will be opened when you insert an image. For example, the program is usually installed under:

C:\Program Files\SignX Media Editor which you can type in under Image Folder and the program browse to that folder first.

Notes

Notes

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