

GRANDWELL INDUSTRIES INC

ML Poster for Windows[®]

User's Manual

Don't forget to register your software

Display Model Number _____

Display Serial Number _____

Technical Support 919-557-2049 _____

Fax 919-552-9830 _____

ML POSTER FOR WINDOWS®

Software Registration

This Registration Form **must be returned** to Grandwell Industries in order to receive any software technical support. Upon registering, you may receive unlimited telephone support for the life of your display and notification of upgrades. You must register by removing this page or copying this page and mailing to Grandwell Industries, or by faxing it to 919-552-9830.

NOTE: *All information must be complete or service cannot be given.*

Software Registration Number
(from label on software disk) _____

Your Company Name _____

Company Address _____
(City, State, Zip) _____

Name(s) of Primary User(s) _____

Phone Number _____

Fax _____

e-mail _____

DISPLAY INFORMATION

Display Model Number
(may need to check packing slip) _____

Date Purchased _____

Purchased From (Company) _____

Display Serial Number(s)
(Located on back of display) _____

Networked Yes [] No []

Display Location(s) _____

Comments _____



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L I C E N S E A G R E E M E N T

M L P O S T E R F O R W I N D O W S ® L I C E N S E A G R E E M E N T

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Grandwell Industries Support Programs

BASIC SUPPORT

As a purchaser of LED message displays, you are automatically entitled to software support from Grandwell Industries. Receiving the basic service is easy; just register your software with us by filling out and returning the registration form. You must include the registration number of your copy of the software on the registration card. The registration number is on the label of your distribution disk.

EXTENDED WARRANTY SUPPORT

You are entitled to purchase, from Grandwell Industries, an extended warranty for your display. The extended warranty must be purchased prior to the expiration of the original limited warranty. Contact a Grandwell sales representative at 800-338-6554 for further details.



Introduction

Welcome to ML Poster for Windows

ML Poster for Windows is a comprehensive software program designed exclusively for Grandwell Industries' 700 Series message display boards. Unlike other software programs for LED displays, you are not required to purchase additional software. You receive everything needed to put your message on your display.

*You don't have to be a computer expert to use
your message display board!*

ML Poster software features

ML Poster has a wide variety of features that give you the ability to create informative, eye-catching messages on your display. The following are some of the important ones:

Page Editing Area

ML Poster allows you to view each line of your page on your computer screen as you write the line.

- Multiple display modes

ML Poster gives you over 15 different modes for displaying each page; moving in from right or left, bottom or top.

- Variable display speeds

You can display each page at 10 different speeds.

- Multiple clear modes

ML Poster gives you 15 different modes for clearing each page; moving off from right or left, bottom or top, or not clearing at all.

- Date/day/time display

ML Poster has a built-in date/day/time function.

- Scheduling of messages

Very easy to schedule messages to show at any time of the day for any given time period.

- Standard Windows features

You can access the menus in multiple ways—by clicking the menu name with the mouse or by pressing the Alt key and the underlined character shown in the menu. Inside the menu, you can click an option with the mouse or press the underlined character to perform the function—most functions have “keyboard equivalents” so you don’t have to stop typing.

ML Poster manual features

We’ve added new features to the manual to make using ML Poster even easier. Here’s a short introduction to what’s in the manual.

- Chapter 2: Software installation

Here we tell you what you get with the software and how to get up and running.

- Chapter 3: The Tutorial

Chapter 3 walks you through the creation of a message program.

- Chapter 4: Program Construction

In this chapter, we get down to details of how to make the display board do what you want it to do. In the first part of this chapter, we show you each of the parts of the Message Editor screen and explain them. Next, we list the commands, organized by type, with explanations, steps and parameters to use for each one.

- Help sections

Throughout the manual we give you special help sections that are highlighted with icons.

- Hot!

The Hot! items contain information that is very important and may save you from disaster. They are marked by the exclamation points. Here’s an example:



If you accidentally save over an existing file, you can recover it. ML Poster creates a backup copy of every message file you save. The backup has the same name as the original file with .BAK extension instead of .MSL extension. To retrieve the old file, single-click on File in the Menu bar and choose Open. Using the drop down menu in the list of File Types, select (*.BAK). Choose

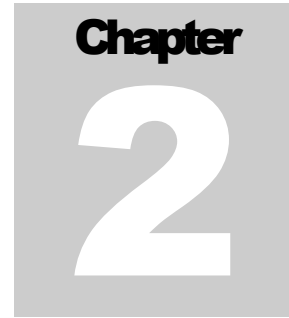
the .BAK file of the accidentally saved file. Single-click on the OK button.

- Note

The Notes contain information that is useful and helpful. You'll know them by the pushpins. Here's an example:



When you use ML Poster for the first time the display message name will be “untitled.”



Software Installation

Computer hardware requirements

ML Poster operates on a standard IBM or compatible personal computer equipped with a hard disk. The following are the minimum requirements:

- An IBM or 100% compatible personal computer with Windows 95 or higher
- A CD-ROM drive
- An RS232 serial port to connect the message display board

Registering ML Poster

To register your copy of ML Poster, complete the registration form in the front of this manual and return it to Grandwell Industries, Inc. at the address on the bottom of the form, or fax it to 919.552.9830. When you register your copy of ML Poster, Grandwell Industries, Inc. will give you the following additional benefits:

- Unlimited software and hardware technical support for the life of your display (begins when we receive your registration)
- Information on how to contact Grandwell Industries' technical support staff
- Notification of updates to ML Poster
- Notification of new products

Installing the software

Before you can start to work with ML Poster you must install it on your computer's hard disk. We provide a SETUP program to help you. The SETUP program allows you to select the drive and directory where you want to install the software. The SETUP program creates the directory and copies all the ML Poster files to your hard disk.



After installing the ML Poster, keep the CD-ROM in a safe place for future use. If you ever need to install the software onto a different computer you will need the original setup CD. Just by copying files from the old system to the new one will not work.

Starting the SETUP program

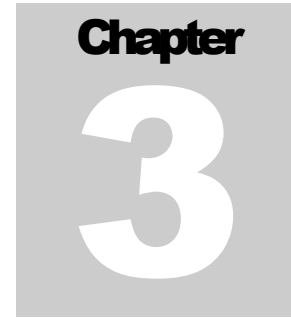
Use the steps below to start the SETUP program:

1. **Insert** the ML Poster CD-ROM in your CD-ROM drive. The Windows should detect the CD and starts up the setup program automatically. Follow the instructions on the screen to complete the installation. If the setup did not start automatically, use the following steps to start.
2. **Single-click** the Start button at the lower **left** of the Windows 95 task bar.
3. **Select** Run.
4. **Type** D:\ SETUP.EXE (Assuming D-drive is your CD-ROM drive)
5. **Press** enter or single-click on **OK**. Follow the instructions to insert additional disks if necessary.

When it's done, the SETUP program will display a dialogue box indicating that the software has been installed successfully and has added the ML Poster software to the Program Manager.

At this point, you can either single-click the "Launch the software" box then single-click the OK button to end the installation and automatically open the software, OR single-click OK to end installation without launching the software.

If you use the default installation locations and need to open the software at a later date, it will appear on your computer's hard drive in the location: C:\Program Files\ML Poster.



The Tutorial

In this chapter, we show you how to make a simple file of pages and save them. After that you can move on to Chapter 4: Program Construction to learn more details on creating more involved messages.

For more information on the following details please note the chapters and sections listed in *Italic* parentheses at the end of each step.

Creating a message program

Starting ML Poster

If you haven't already started ML Poster, do the following:

1. **Single-click** Start on your Windows' task bar and select Program and ML Poster.

Opening a new file

1. **If** the default display size is not correct, single-click on the New icon in the Tool bar. ML Poster will display the **New File** dialogue box. (*Chapter 4, The File Menu, New*)
2. **Select** the columns and rows, then single-click OK.

Adding a line

1. Single-click anywhere on line 2 of the Page Editing Area.
2. Type "Hello".
3. Single-click on the Edit menu and single-click on Center Justify. (*Chapter 4, The Edit Menu, Center Justify*)

Adding color to text

1. Single-click on the Edit Menu and single-click on Color. (ML Poster displays a Color dialogue box.)

2. Select the “H” in Hello.
3. In the Color dialogue box, single-click on green in the top row of colors.
4. Select the “o” in Hello.
5. In the Color dialogue box, single-click on green in the top row of colors.
6. Select “ell” in Hello.
7. In the Color dialogue box, single-click on yellow in the top row of colors and single-click on red in the bottom row of colors.
8. Single-click on the next line in the Page Editing Area.
9. Type “World”. ML Poster continues to center the text.
10. Select “World”.
11. Single-click Flash in the Color dialogue box. Notice the text, “World”, now appears bold but will not simulate flashing. When this message is downloaded to your display, “World” will flash.

Showing the page

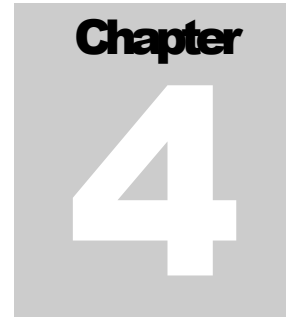
1. Single-click the arrow in the Show Page section and select Scan <. (*Chapter 4, Page Controls, Show Page*)
2. Single-click on the arrows in the speed section to indicate 6.

Clearing the page

1. Single-click the arrow in the Clear Previous section and select Scan <. (*Chapter 4, Page Controls, Clear Previous*)

Simulating the display

2. **Single-click** the arrow in the **Simulate** command on the menu bar. A display simulation window opens and shows the message program you created as it would on the actual display.

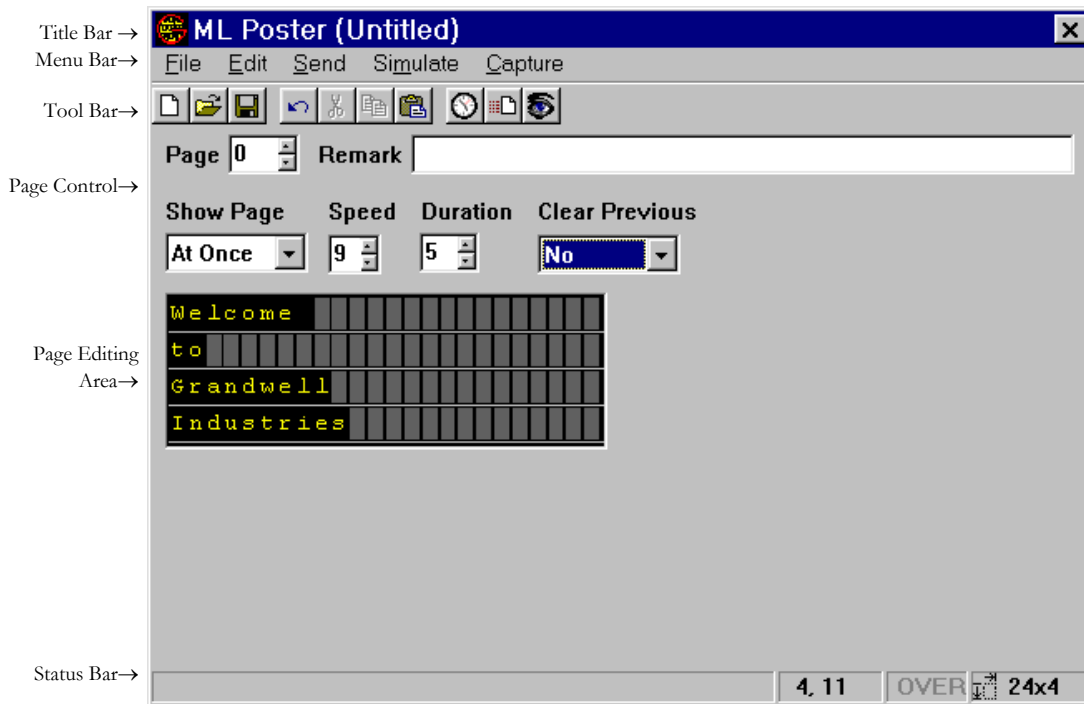


Program Construction

Your 700 Series message display board operates using the display instructions that you create and send to it. A message program contains the display instructions and is kept as a computer file. These instructions consist of commands that the Processor in your display translates and displays.

The ML Poster screen window consists of the following parts:

- Title Bar
- Menu Bar
- Tool Bar
- Page Controls
- Page Editing Area
- Status Bar



ML Poster is Windows-based and therefore contains many standard Windows features.

The Title Bar



At the top of the screen, ML Poster will display its name and the name of the message program that is currently open.

The Menu Bar



The Menu Bar contains the names of the command menus available in ML Poster. Select a menu either by clicking on the menu name or by pressing the Alt key and the character that is underlined in the Menu Bar. When the menu opens, you can type the underlined letter of the option or single-click to select an option.


File Menu



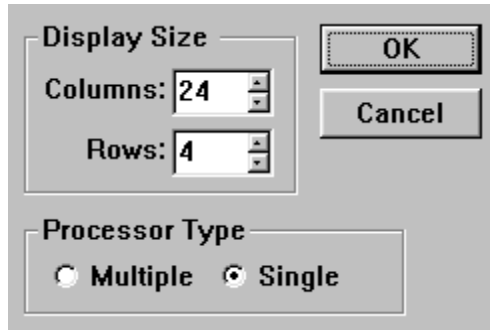
The File Menu has the functions for working with programs—opening and closing existing ones, creating new ones, and saving them, and at the conclusion of the task, exiting the ML Poster.

New

Use the New function to create a new message program.

1. Start a new message program using one of the following methods:
 - **Single-click** on File in the Menu Bar and single-click on New
 - Press **Ctrl-N** (keyboard equivalent)
 - **Single-click** on the New button  in the Tool Bar

If you have a message program that has not been saved, ML Poster will ask you if you want to save it. After you have saved or not saved, the following dialogue box appears:



2. **Determine** the columns (characters per line) and rows (number of lines) of your message display board. The maximum number of columns is 6400 and the maximum number of rows actually depends on the number of columns you have selected. It is important to set the number of columns before setting the rows. The maximum number of rows is approximately equal to 6400 (the number of possible characters of a page) divided by the number of columns chosen.
3. **Use** one of the following steps to enter the number of columns:
 - **Use** the arrows to find the number of columns of your message display board
 - **Type** in the correct number of columns of your message display board
 - **Leave** the number of columns as is, if it's correct
4. **Use** one of the following steps to enter the number of rows:
 - **Use** the arrows to find the number of rows of your message display board
 - **Type** in the correct number of rows of your message display board
 - **Leave** the number as is, if it's correct


For most of the display board, select the Single for the Processor Type. For large display boards of more than 200 characters, select Multiple for the Processor Type.

5. **Single-click** the OK button with the mouse or press enter.

Open

Use the Open function to open an existing message program.

1. **Open** using one of the following methods:
 - **Single-click** on File in the Menu Bar and single-click on Open
 - **Press** Ctrl-O (keyboard equivalent)

- **Single-click** on the Open button  in the Tool Bar
- 2. Use your mouse to find the drive and directory where your program is saved.
- 3. Select an existing message program and do one of the following:
 - **Double-click on it**
 - **Press enter**
 - **Single-click on the OK button**

Save

Use the Save function to save the set of pages that is currently open.

1. **Save** a set of pages using one of the following methods:
 - **Single-click** on File in the Menu Bar and single-click on Save
 - **Press** Ctrl-S (keyboard equivalent)
 - **Single-click** on the Save button in the Tool Bar

If this message program has been saved before, ML Poster will save your program in the same place using the same name.

If this program has not been saved before, the word **Save** will be gray and you must select **Save As**. Refer to Save As following this section.



If you accidentally save over an existing file, you can recover it. ML Poster creates a backup copy of every .MSL file you save. The backup has the same name as the original file with .BAK extension instead of .MSL extension. To retrieve the old file, single-click on File in the Menu Bar and single-click on Open. Using the drop down menu in the List of File Types, select (*.BAK). Choose the .BAK file of the accidentally saved .MSL file. Single-click the OK button

Save As

Use the **Save As** function to save an existing set of pages under a different name or under the same name in a different location.

1. Single-click on File in the Menu Bar and **single-click** on Save As.
 - **If** this program has **not** been saved before, **use** your mouse to **find** the drive and directory where you want to save this program. **Type** in a name for it. You

don't have to add the .MSL to your message program name—the software does it for you.

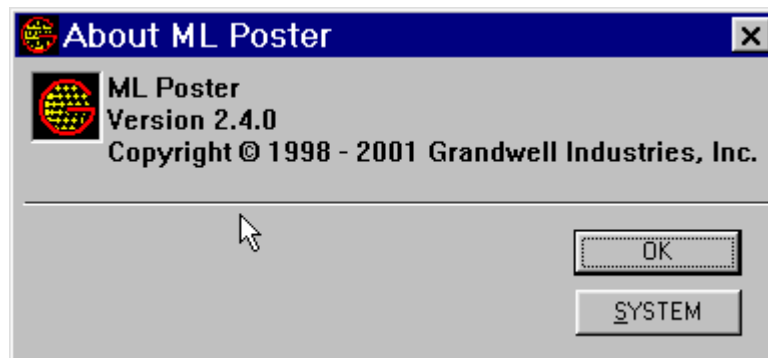
- **If** this program has been saved before and you want to save it in another location, **use** your mouse to **find** a new drive and directory where you want to save this message program.
 - **If** this program has been saved before and you want to save it with a different name, **use** your mouse to **find** the drive and directory where you saved this program before, and **Type** in a new name for it. You don't have to add the .MSL to your program name—the software does it for you.
2. **Press** enter.

If you used the same name and the same location, the software will ask you if you want to replace the existing file.

- If you want to save it with the same name, select “Yes”.
- If you don't want to save it with the same name, select “No”.
- Type a new name and press enter.

About

Use the **About** function to determine the ML Poster version and system information.



Exit

Use the Exit function to quit.

1. **Single-click** on File in the **Menu Bar**.
2. **Single-click** on **Exit**.


If you haven't saved the current message program, ML Poster will prompt you to **save** it. Refer to **Save** and **Save As** earlier in this chapter.

Edit Menu

The Edit Menu has the functions for working within the pages—cutting, copying and pasting text, inserting and deleting pages, inserting the date/time, activating the color dialogue box, text justification and single line text mode. The Edit Menu can also be activated, when the cursor is in the Page Editing Area, by clicking the right mouse button.

Undo

Use Undo to reverse the last action performed.

1. **Choose** one of the following methods:
 - **Single-click** on Edit in the Menu Bar and **single-click** on **Undo**
 - **Press** Ctrl-Z (keyboard equivalent)
2. **Single-click** on the  **Undo** button in the **Editing Buttons**

Cut

Use Cut to remove a character, a line or a group of characters or lines from an existing page that you want to move to another location on that same page, on another page in the set or remove entirely.



When you use the Cut function, the character(s) or line(s) you remove will still be available to you on your computer's clipboard until you Cut or Copy again. If the backspace key on the keyboard is used to remove the characters or lines, they will not be available on the clipboard for later use.


1. To cut, **select** the character, group of characters, line or lines, you want to cut by clicking on them using one of the following methods:
 - If choosing to cut a single character, **highlight** that character
 - If choosing to cut multiple characters or lines, **highlight** those characters or lines by **holding the mouse button** and dragging it until you have chosen them all.
2. **Do** one of the following:
 - **Single-click** on Edit in the Menu Bar and **single-click** on Cut
 - **Press** Ctrl-X (keyboard equivalent)
 - **Single-click** on the Cut button in the Editing Buttons

Copy

Use Copy to copy a character, a line or a group of characters or lines on an existing page that you want to have at another location on that same page, or on another page in the set.




When you use the Copy function, the character(s) or line(s) lines you remove will still be available to you on your computer's Clipboard until you Cut or Copy again.

1. To copy, **Select** the character, line or group of characters or lines you want to copy by clicking on them using one of the following methods:
 - If choosing to copy a single character, **highlight** that character
 - If choosing to copy multiple characters or lines, **highlight** those characters or lines by holding the mouse button and dragging it until you have chosen them all
2. **Do** one of the following:
 - **Single-click** on **Edit** in the Menu Bar and **single-click** on **Copy**
 - **Press** Ctrl-C (keyboard equivalent)
 - **Single-click** on the  **Copy** button in the Editing Buttons

Paste

Use Paste to place the character, line or group of characters or lines you selected with the Cut or Copy function.

1. To paste a cut or copied character, line or group of characters or lines, **select** the position where you want to paste them.
2. **Do** one of the following:
 - **Single-click** on **Edit** in the Menu Bar and **single-click** on **Paste**
 - **Press** Shift-Insert (keyboard equivalent)
 - **Press** Ctrl-V (keyboard equivalent)
 - **Single-click** on the  **Paste** button in the Editing Buttons

ML Poster pastes the character(s) or line(s) where you selected.

Delete Page

Use Delete Page to remove the current page permanently.

1. To delete a page, use the Page Control arrows to specify which page you want to remove.
2. Single-click on **Edit** in the Menu Bar and single-click on **Delete Page**.

ML Poster deletes the page and shifts the subsequent pages.

Insert Page

Use **Insert Page** to insert a page before the current page.

1. To insert a page, use the **Page Control** arrows to specify where you want to place the new page in the open set of pages. The **Insert Page** function places the page **before** the current page shown in the Page Control.
2. **Single-click** on **Edit** in the Menu Bar and **single-click** on **Insert Page**.

ML Poster inserts a page and shifts the subsequent pages.

Insert

Use Insert to choose the format of date/time you want to include on your page.

Date (MM/DD/CCYY)
Date (DD MMM. CCYY)
Time (HH:MM:SS)
Time (HH:MM:SS AM)
Temp (NNN°C)
Temp (NNN°F)
Count (DDDD)
Count (DDDD HH:MM:SS)

1. **Single-click** the position on the page editing area you want to **insert** the date/time.
2. **Select** Insert under the **File menu**, then the specific format you want to insert.

ML Poster inserts the select format string at the insertion point.



If the space from the cursor to the end of the line in the Page Editing Area is not enough to show the date or time selected, an error will occur.

Color

Use Color to activate the text color dialogue box for selecting text color, background color and the text flash mode. The colors you select become the currently active colors and flash state. Text that is to flash is displayed in bold. The top row of colors indicates the text color, while the bottom row of colors indicate the background color.

1. **Single-click** on **Edit** in the Menu Bar and **single-click** on **Color**.
2. **Highlight** the text to change.
3. **Choose** the colors you want for **text** and **background**. The area on the left side of the dialogue displays an example of what you choose.
4. **Single-click** on **Flash** if the text is to appear flashing on the message display board.

Center Justify

Use Center Justify to align the text in the center of the Page Editing Area.

1. **Single-click** in the Page Editing Area before or after typing.
2. **Single-click** on **Edit** in the Menu Bar and **single-click** on **Center Justify**. If Center Justify is checked but your text is not center justified, you may need to deselect it, then reselect it, or press the space bar or the backspace key.

If **Center Justify** is chosen before typing, all text will be center justified on every line until justification is changed.

Left Justify

Use **Left Justify** to align the text on the left side of the Page Editing Area.

1. **Single-click** in the **Page Creation** Area before or after typing.
2. **Single-click** on **Edit** in the Menu Bar and **single-click** on **Left Justify**. If Left Justify is checked but your text is not left justified, you may need to deselect it, then reselect it, or press the space bar or the backspace key.

If **Left Justify** is chosen before typing, all text will be left justified on every line until justification is changed.

Right Justify

Use **Right Justify** to align the text on the right side of the Page Editing Area.

1. **Single-click** in the **Page Editing** Area before or after typing.

2. **Single-click** on **Edit** in the Menu Bar and **single-click** on **Right Justify**. If Right Justify is checked but your text is not right justified, you may need to deselect it, then reselect it, or press the space bar or the backspace key.

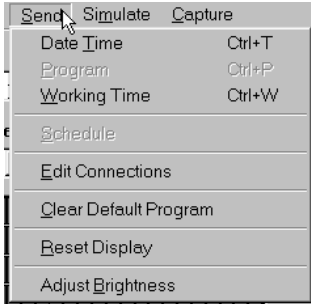
If Right Justify is chosen before typing, all text will be right justified on every line until justification is changed.

Single Line Text (available only on single processor type)

To use this function follow the directions below.

1. **Under** the EDIT display box **single-click** on Display Size.
2. **To** make changes in **column** size simply click on the **small arrows** to the right of the column box
3. **To** adjust the size of a **Row** simply click on the small arrow to the right of the Row box (for a **larger** window click on the ↑ arrow and for a **smaller** window click on the ↓ until you reach the desirable window size)

Send Menu



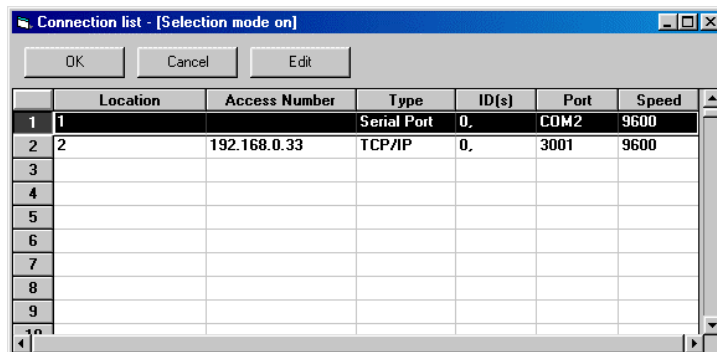
This menu command has several functions that communicate with the displays or associated with the communication commands.

Date/Time

This command sets or synchronizes the display’s internal clock with the PC’s clock. Be sure that the PC’s clock is correct before this set date and time command is used.

When the command is activated the Connection List window is opened. The list will be empty if this is the first time you use the ML Poster to communicate with the display. Go directly to step if the connection list is already available.

1. Click the Edit button in this window to enter the necessary parameters to the list.



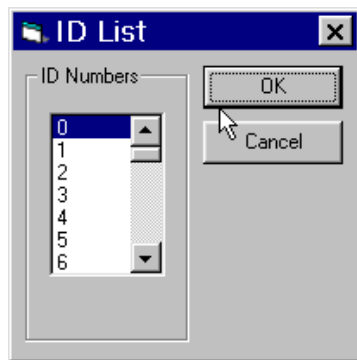
Location: Enter a descriptive field to make the entry most understandable for you.

Access Number: Enter a phone number if the item is for a **modem**, or **IP number** if the item is for LAN.

Type: **Single-click** on the dialogue box to edit you type of connection. You will **single-click** on the type of connection you are using such as Serial Port, Modem, or TCP/IT

ID (s):

- **Double-click** on this field to open the ID List dialogue box. Select the ID number of the display you wish to connect.



- **Single-click** on a single item for a specific display ID, or you may select a range of ID's to be connected.

Port: **Double-click** on the Port dialogue box; this will give you a drop down list to choose the type of port you wish to use. Standard port number is 3001.

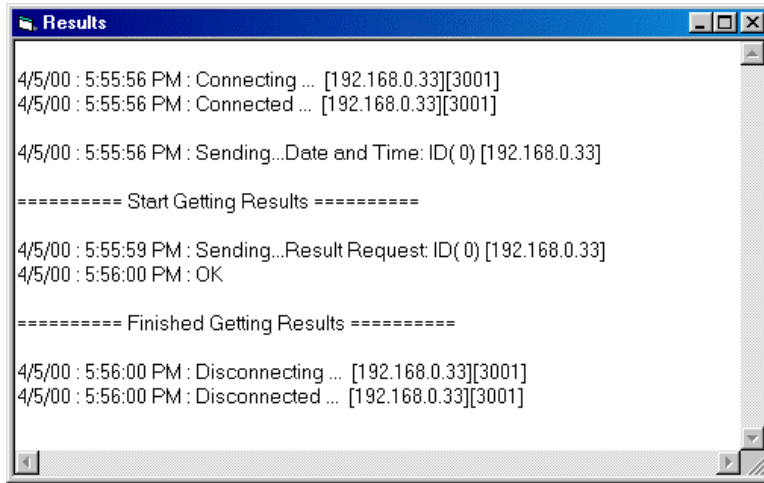
Speed: **Double-click** on this box to show the different speeds to choose for the serial connection for the Display. Standard rate is 9600 baud.

2. Click on **Select** mode button to finish the editing of the connection and return to selection mode.
3. Click on the line of the connection type you are using to highlight the line, or you may select multiple lines by using the standard Windows CTRL and SHIFT with mouse click combinations to select multiple connections.
4. Click OK to start the sending.



Using the connection list can access multiple displays. You may use the standard Windows techniques of Ctrl, Shift key combinations for desired combination of selections.

A Results window will open and show the progress of each communication with the displays. If every result returns back from each display is OK then the command is completed successfully.



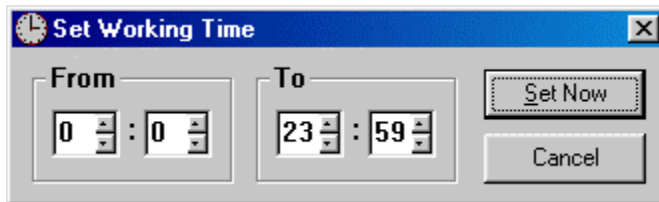
Program

This command is used to send currently opened message program to the display(s). If the editing window is empty this menu command will be dimmed to indicate that there is nothing to send. If the command is available, clicking on this command will open the Connection List window identical to the one shown in the Date Time section. The rest of the procedure is the same as the Date Time command.

The message program sent from this command is kept in the display’s default program segment. The default program is a background program having lowest priority in terms of scheduling priority. The default message (lowest priority) will be displayed only when no scheduled messages (higher priority) at the current time is to be displayed.

Working Time

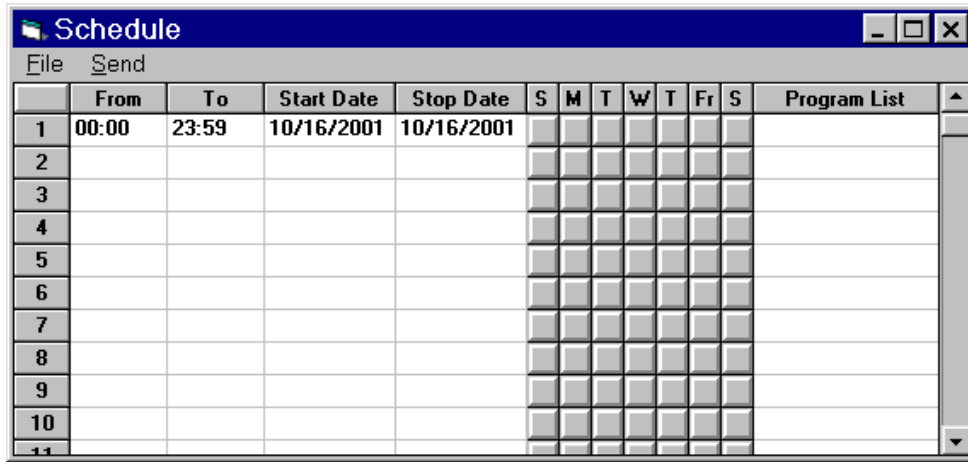
Use the Set Working Time function to set the time the message programs are to run each day on the message display board. It uses the 24-hour clock to set the hours and minutes. The hours after 12 noon continue counting to 24 (military time).



1. **Single-click** on the **Send** in the Menu Bar and **single-click** on the **Set Working Time**.
2. **Use** the arrows in the From and To boxes to set the working time of your message display board.

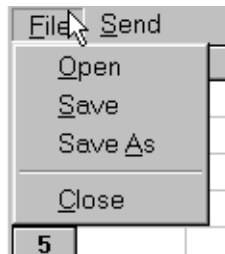
Schedule

This command is used to create or open an existing schedule table. Click on the command to open the Schedule window.



There are two menu commands, File and Send, on the Schedule window menu bar.

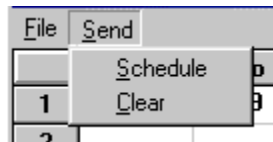
FILE MENU



- Open:** Use Open to bring a previously saved schedule table into the schedule window.
- Save:** Use Save to save the current schedule table windows to the file.
- Save As:** Use Save As to save the current schedule table window as a new file.
- Close** Use Close to close the current schedule table window and exit the schedule program.

The techniques of using the file related commands are the same as those described in earlier sections.

SEND MENU



- Schedule:** Use **Schedule** to send the current schedule table to the display.
- Clear:** Use **Clear** to send a clear command to discard the display's schedule table.

The techniques of using the Send commands are the same as those described in earlier in the Program Editor section.

The schedule table lets you specify in each line (a time slot) the time period (From and To), date period (Start Date and Stop Date), Day-of-the week, and Message Program List. The programs specified in the schedule table in the display has precedence over the Default Message Program sent from the Program Editor window (described earlier).

From: Use “From” to specify the time period to begin running the set of files in the display list. It uses the 24-Hour clock to set the hours and minutes. The hours after 12 noon continue counting to 24 which is known to most as counting in Military time.

1. **Double-click** on the From box on line 1 of the schedule dialogue box.
2. **Type** in the time to begin running the display list or use the arrows at the right of the box to scroll to the selected time.
3. **Press** Enter.

To: Use “To” to specify the time period to end running the set of files in the display list. It also uses a 24-Hour clock to set the hours and minutes.

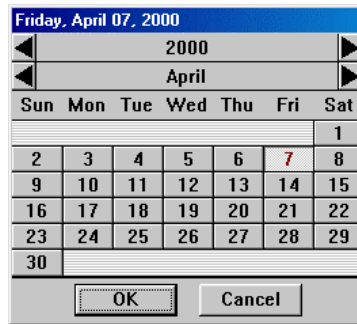
1. **Double-click** on the TO box on line 1 of the Schedule dialogue box.
2. **Type** in the time to end your display message or use the arrows at the right to scroll to the desired end time for the message.
3. **Press** Enter.

Start Date: Use the “Start Date” to indicate the day to begin running the files in the display list.

1. **Single-click** on the Start Date box in line 1 of the Schedule dialogue box
2. **Type** in the date to begin running the display list. Use the date format of **MM/DD/YYYY**.

Or,

1. **Single-click** on the Start Date box in line 1 of the Schedule box.
2. **Double-click** on the Start Date box. A calendar box will appear.



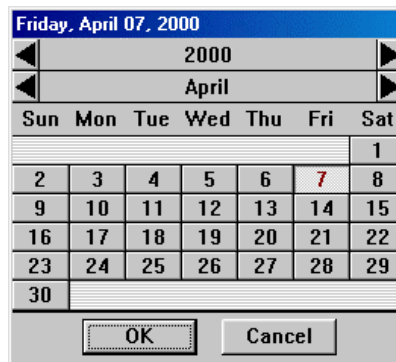
3. Click a date box in the calendar to select the date.
4. Click OK or press Enter to finish it.

Stop Date: Use the “Stop Date” to indicate the day to end running the files in the display list.

1. **Single click** on the Stop Date box on line 1 of the Schedule dialogue box.
2. **Type** in the date to stop running the display list. Use the date format of **MM/DD/YYYY**.

Or,

1. **Single-click** on the Stop Date box on line 1 of the Schedule box
2. **Double-click** on the Stop Date box. A calendar box will appear.



3. Click a date box in the calendar to select the date.
4. Click OK or press Enter to finish it.

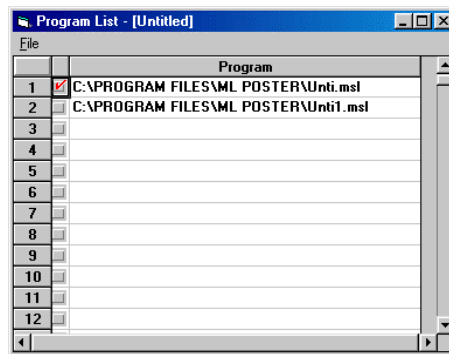
S-M-T-W-T-Fr-S:

Use this field to select all or only some days of the week in between the **Start** and **Stop** dates the program(s) are to be used. Click on the corresponding boxes to select the days.

Program List:

The Program List indicates which files in the Program List will run on the specified day and time.

1. **Single-click** on the Program List box on line 1 of the Schedule box.
2. **Single-click** on the right mouse button to display the following dialogue box.



3. **Single-click** on the line 1 of the program box.
4. **Single-click** on the right mouse button to display the Program Selector dialogue box.
5. **Scroll** to find the file to add to the Program List.
6. **Select** the file.
7. **Single-click** OK or press Enter.
8. **Continue** adding files to your Program List. The Program List can contain a maximum of 255 files.
9. **Once** the list is made, **single-click** on the boxes beside each number to indicate which specific files in the list should be displayed. Up to 12 programs can be selected for each time line of the schedule and up to 128 time lines can be specified.
10. **Single-click** on the File in the Menu Bar and **single-click** on Save-As.

11. **Scroll** to find the location to Save your file.
12. **Name** the file and single-click OK or press Enter.
13. **Close** the Program List dialogue box. The Program numbers chosen in the Program List dialogue box will appear in the Program List.
14. Continue to add more lines into the schedule table as desired.
15. **Single-click** the **Send** menu command on the Schedule's menu bar and move down to **Schedule** and click the mouse.
16. The Connection List window opens for you to select the connection type (s) desired. Click Ok to send the schedule table to the display.



Under File in the Menu Bar of the Program List, use Open to open an existing Program List that has been edited, or use Close to close an opened Program List.

Edit Connections

This is used to create or modify the Connection List. Click on the command to open the Connection List for editing. The content section of this window is identical to the one described in the previous section. When you are done with the editing, click OK to close the Connection List window and return to the main window.

	Location	Access Number	Type	ID(s)	Port	Speed
1	1		Serial Port	0,	COM2	9600
2	2	192.168.0.33	TCP/IP	0,	3001	9600
3						
4						
5						
6						
7						
8						
9						
10						

Clear Default Program

This command is used to clear the default program segment memory content. The default program segment is loaded when a message program is sent from within the program editor window's "Send/Program" command.

The message program in the default program segment is shown only when there is no other message programs are specified to show in the Schedule Table. In other words, the default program has the lowest priority in the display-scheduling scheme.

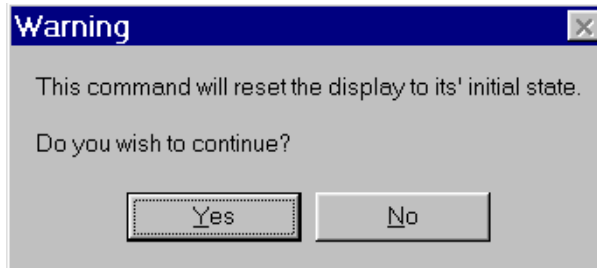
To clear the default program segment:

1. **Single Click** on menu command **Send** and then **Clear Default Program**. The connection window opens.
2. Click on the line you are using for the connection to the display and **Ok** or **Cancel** to abort.
3. The communication result window will open to show the progress of the communication with the display if you choose to proceed.

When the command is completed successfully the display will be blank if no message programs are scheduled for display at this time, or become blank when the time is not in the time slots specified in the schedule table.

Display Reset

This command is used to do a soft reset of the display board. It clears all the programs and schedule table in display and the display will show a flashing waiting message meaning it's ready to accept new programs and schedule table. A warning message dialogue box shows up to confirm the action.



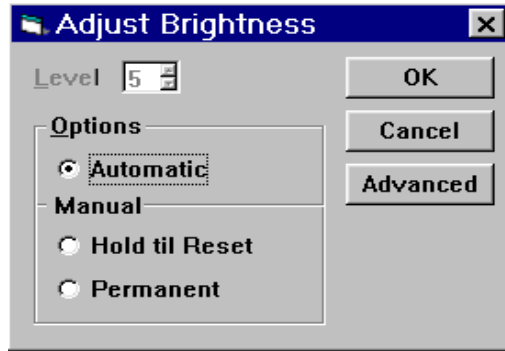
If you click YES the display will then be reset. The Connection List window will be opened to start the communication process. The procedures described in the previous apply here too.

Adjust Brightness

This command is used control the display board brightness level if the display board brightness option is enabled. Typically, all indoor products are not available with brightness control and outdoor products are available with brightness adjustment using manual or auto sensor control

To change the brightness control mode and level:

1. **Single Click** on menu command **Send** and then **Adjust Brightness**. The Brightness Control window opens.



- Click on the control mode for **Automatic** and **Ok**, or Manual with **Hold til Reset** or **Permanent** and in the Level box enter the desired level from 0 to 7 (7 being the top brightness level). Note: **Hold til Reset** only sets the control until the display is turned off

The brightness of the display should be set to match with the ambient light condition. When the ambient is bright the display should be set to bright and vice versa.

- Click on **Ok** to send the settings to the display. The processes of communicating with the display are the same as other Send commands described above.

The result window will open to show the progress of the communication with the display.

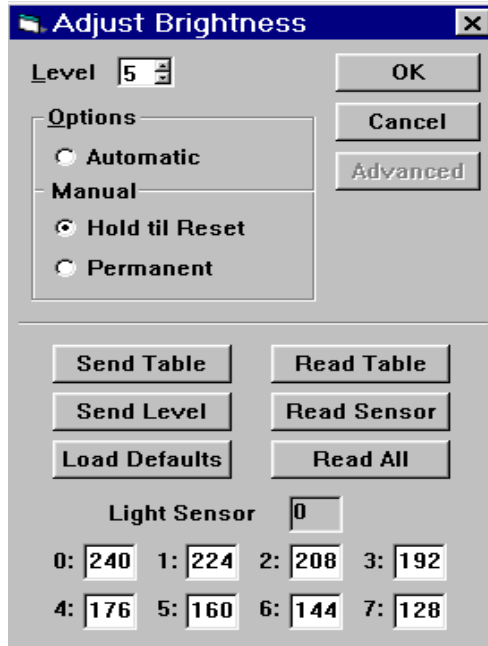
Advanced controls of the command are available by clicking on the **Advanced** button (Do not attempt this unless you are really sure you want to do this.).

The dialogue box window expands to show the Advanced control section.

Important: Before proceeding, hand copy down all the existing settings in the dialogue box. These are the data used in the last operation.

In the advanced section, there are commands to:

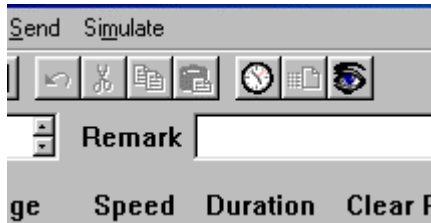
- **Read Table** Read the brightness control parameters table from the display
- **Read Sensor** Read the current light sensor from the display
- **Read All** Read table and sensor level from the display
- **Send Table** Send the brightness control parameters table to the display
- **Send Level** Send the control mode and level to display
- **Load Defaults** Load the brightness control parameters table with default values



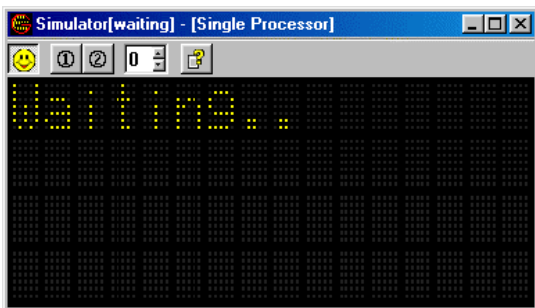
The light sensor is a reading of the current ambient light condition. The values range from 0 to 255; 0 is very bright and 255 is dark. The parameters table has 8 boxes, from 0 to 7 representing each control level. The entry in each box is the corresponding light sensor level.

Under automatic brightness control, if the sensor reads value at or below a control level setting, the display brightness will be set to this level. Under normal ambient condition when the light level changes gradually the display's brightness level will also adjust one step at a time to match the ambient light changes.

Simulate Menu



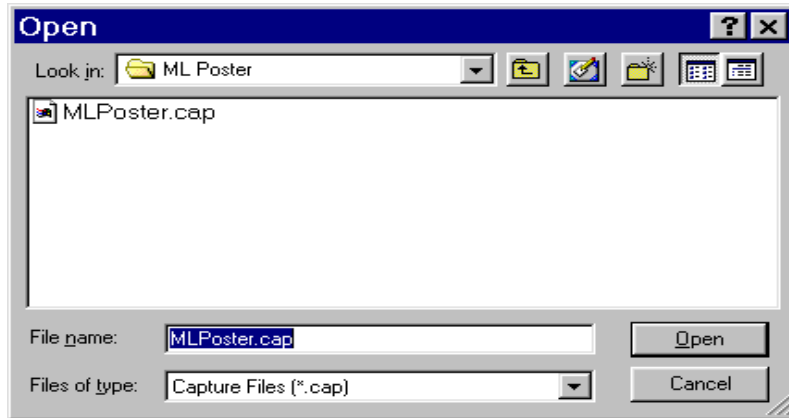
This command is used to simulate the display message on the user's PC screen. The first click of this command will bring up a simulation window. In the content screen a flashing waiting message simulating a newly powered on display with no program(s) in the memory.



The current program in the editing window will be sent to the display simulator to simulate the message program in action if the page editing area is not empty. You can leave the simulation window open or close it when you are done with the simulation when you need to get back to edit or create more display programs.

Capture Menu

This command is used to direct the data to a computer instead of sending to the displays. This function is used only if the data is to be transmitted to the displays by other communication means other than ML Poster. The click of this command brings up an Open File window. Enter the file name you would like to use for the captured data and click OK to start.



The Tool Bar



The Tool Bar is a row of buttons with pictures (or icons) on them. You can perform the functions that these buttons represent by simply clicking on them with your mouse—without having to pull down a menu. All the buttons in the Tool Bar perform ML Poster functions that are discussed in earlier sections of this chapter.

Page Controls

The Page Controls are functions that work with each individual page in the file. It determines the page you are currently working on, how the page is displayed and cleared, the speed at which the page is displayed and the duration the page is displayed.



Page

Page indicates which page in the file you are currently working on. When a file is opened for the first time, Page 0 will be shown blank. After a page is entered, you can advance to

the next blank page. The maximum number of pages in a single file is 256.

Change the pages using one of the following methods:

- Single-click the arrows to the right of the page number to scroll through the pages in the file.
- Highlight the number in the box then type the page number you want to move to.
- With the cursor in the page number box or the page creation area, press the page up key to move backward or the page down key to move forward.

Remark

Use the Remark area to type any notes to yourself or another user for each page in a file. These notes could be general information about the contents or instructions. The maximum length of a Remark is 59 characters.

Show Page

Use Show Page function to indicate how the page will be displayed on the message display board. The following list explains each choice:

At Once		Each character will display instantly
Scan	→	Each character will scan on from left to right
Scan	←	Each character will scan on from right to left
Scan	↓	Each character will scan on from top to bottom
Scan	↑	Each character will scan on from bottom to top
Push	➔	Each character will push on from left to right
Push	➜	Each character will push on from right to left
Push	⬇	Each character will push on from left to right
Push	⬆	Each character will push on from bottom to top
Flow	⬇	Each character will flow from top to bottom building from the bottom pixel by pixel

Single-click on the arrow to the right and scroll to choose the Show Page function you want.

Speed

Use Speed to indicate how fast the Show Page function will display your page on your message display board. The Speed ranges from 0 (slow) to 9 (fast).

Change the Speed using one of the following methods:

- Single-click the arrows to the right of the Speed to scroll from 0 to 9.
- Highlight the number in the box then type the Speed you want from 0 to 9.

Duration

Use Duration to indicate how long the page will display on your message display board. The Duration ranges from 0 to 32 seconds.

Change the Duration using one of the following methods:

- Single-click the arrows to the right of the Duration to scroll from 0 to 32.
- Highlight the number in the box then type the Duration you want from 0 to 32.

Clear Previous

Use Clear Previous function to indicate how the previous page will be erased from the message display board before showing the page that you are currently working on in the page creation area. The following list explains each choice:

No		Contents will not be erased and the new page will appear where there are text changes
Cover		Contents of the new page will completely cover the previous page
At Once		Each character will display instantly
Scan	→	Each character will scan on from left to right
Scan	←	Each character will scan on from right to left
Scan	↓	Each character will scan on from top to bottom
Scan	↑	Each character will scan on from bottom to top
Push	➔	Each character will push on from left to right
Push	➜	Each character will push on from right to left
Push	⬇	Each character will push on from top to bottom
Push	⬆	Each character will push on from bottom to top
Flow	⬇	Each character will flow from top to bottom building from the bottom pixel by pixel

Single-click on the arrow to the right and scroll to choose the **Clear Previous** function you want.

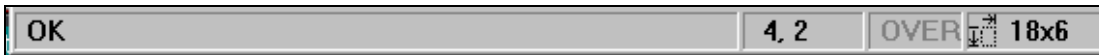
Page Editing Area

The Page Editing Area is where you create each page, as it will appear on your message display board. You can single-click anywhere within the Page Creation Area and type. When typing, remember that clicking the right mouse button displays the Edit menu.

The Insert key on your keyboard can also be activated in the Page Creation Area. Toggling the Insert key changes the typing to insert or overwrite characters on the line. The typing mode is indicated by the word “OVER” in the right-hand corner of the Status Bar. OVER will be black if typing is in the overwrite mode, gray if in the insert mode.



Status Bar



The line at the bottom of the software screen contains information about your ML Poster software. That information is:

- The status message
- OVER- shows whether text is in the insert or overwrite mode
 - The size, in characters (columns x rows), of your message display board

