



Single Line LED Programmable Display Sign

User Instruction Manual

SOFTWARE OPERATION

(Version 4.0)

Update: September 21, 2010

This manual applies to models of Single Line Display Sign Series only.
(Formula Series, Basica Series, and Ultimate Series)

Note: Specifications are subject to change without notice.



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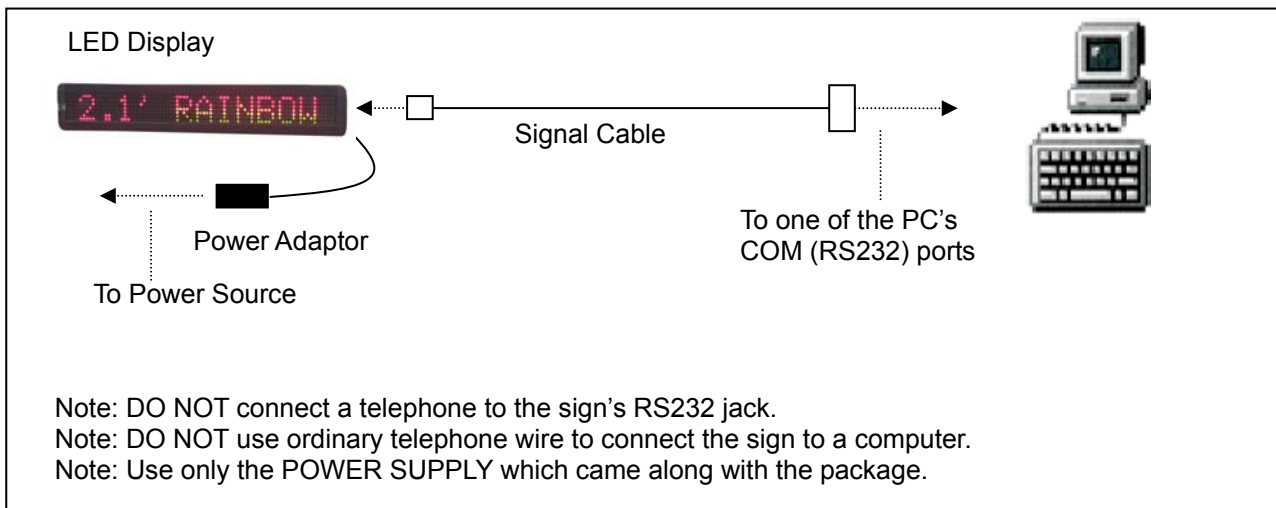
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Software Programming

1: GENERAL INFORMATION

1.1: Using the software to operate the sign

In order to use the software, you'll need special connectors and computer software as following shown:



***CAUTION:**

- **Before** downloading messages by the software, please plug the RS232 Serial Port Phone Jack to the sign first before connecting to the AC power or outlet.
- **After** downloaded messages by the software, please unplug the AC power or outlet first before unplugging the RS232 Serial Port Phone Jack.

1.2: Using the mounting brackets

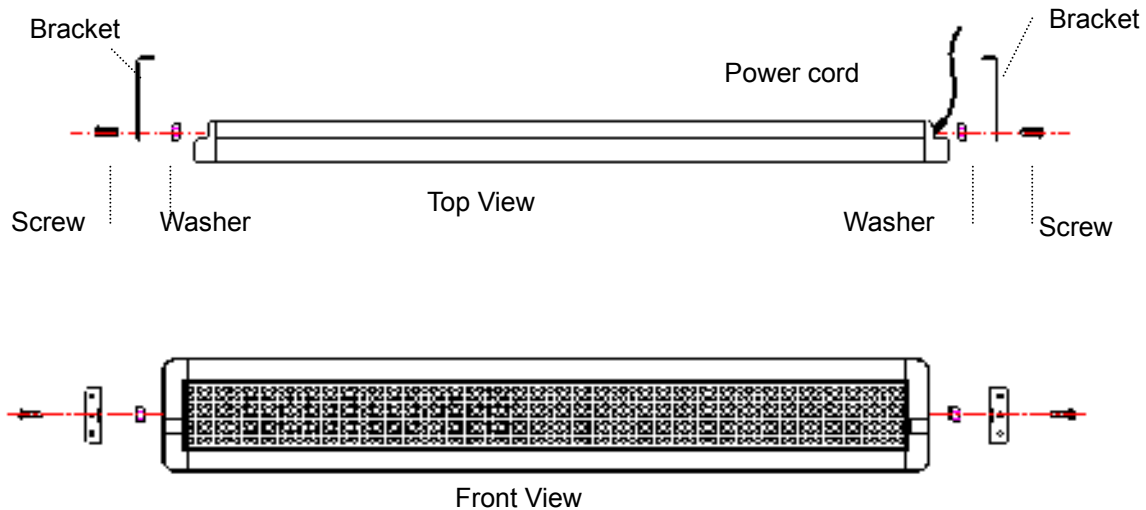
The sign can be mounted to a wall or ceiling.

Note: This sign is intended for indoor use only. (Formula Series & Basica Series) Please, find Mounting Bracket Installation for other models.)

- Do not mount or attach the power supply to anything.
- Make sure that the power plug is completely attached to the sign.
- Place the power supply on a flat surface where no contact to chemicals or liquid.
- Plug the power supply into an accessible electrical outlet

Mounting Procedure

1. Attach the mounting brackets to the wall or surface.
2. Attach the sign to mounting brackets using hardware as shown below.
3. Plug the power cord into the sign and into an outlet.



1.3: Environment requirements:

The display must be operated under the environment where the temperature is between 0°C and 40°C, and the humidity (non-condensing) does not exceed 85%.

It is not weatherproof or waterproof.

Any modification may be caused failure or damage the item. The factory warranty is not covering any modification.

For custom design, please contact to SuperViewVision distributors or dealers.

2: BASIC OPERATION

2.1: Turning ON and OFF


The sign starts up automatically when it plus to the power. You can also turn it on by the remote control. In order to turn off the sign, you can simply unplug the power or use the remote control.

2.2: System requirement

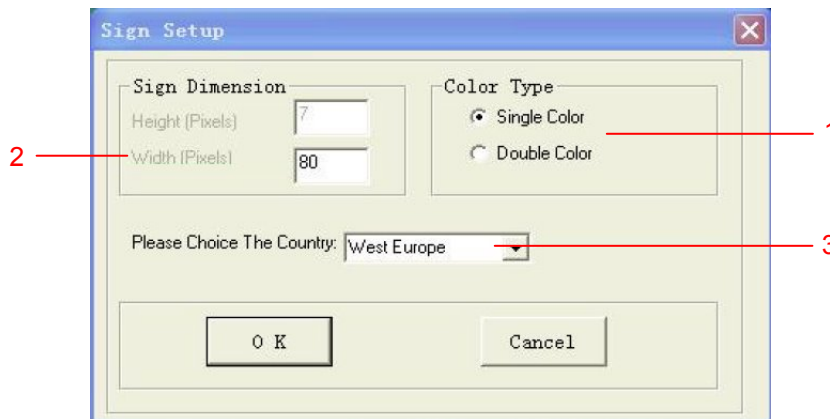
The computer must be Pentium 200 or above, 32M memories, 2M or above display memory, 100M empty hard disk. The computer must be installed window 98 or above version. The display mode is designed for 800x600, 16-bit or 24-bit colors.

2.3: Software operation

Using the Software allows you to send messages to the sign through a computer. The following steps to activate your software:

- Turn on your computer and start Windows 98 or above version.
- Insert the software CD disk into the CD-Rom, or you can copy the software into the Desktop.
- Double click on the icon  (software icon) to activate the programming software.
-

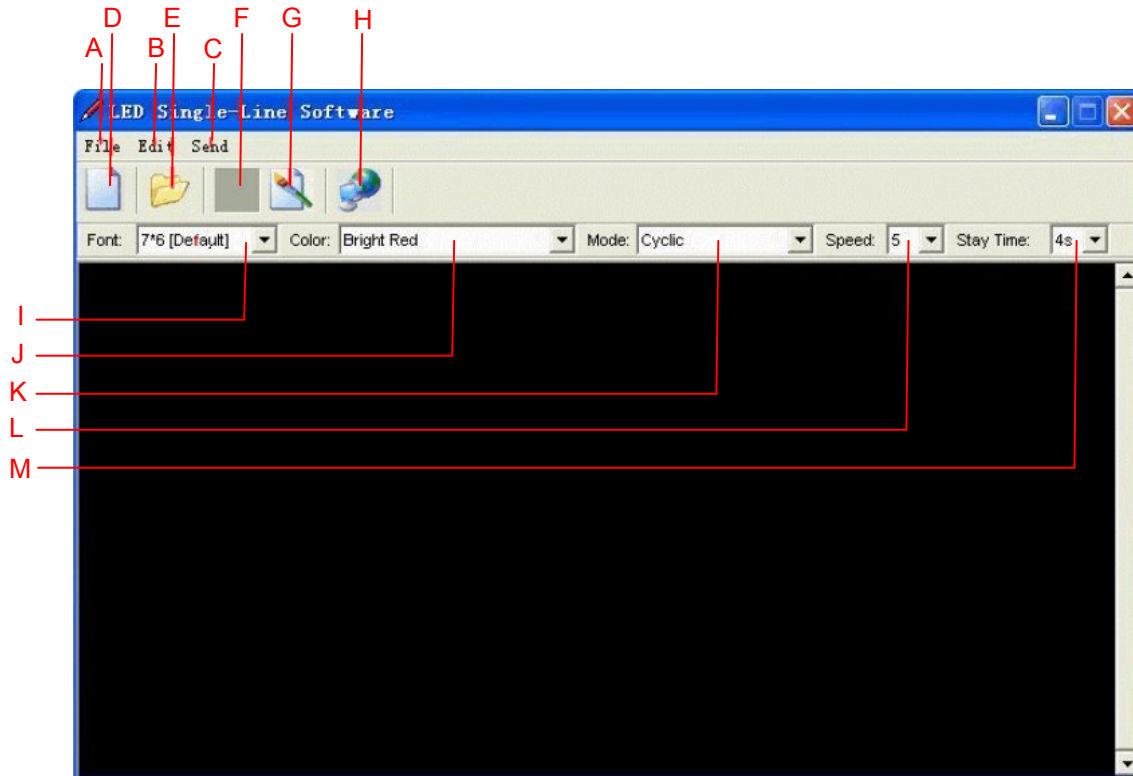
Picture 1 below, it is the initial screen that appears on the screen:



Picture 1

Item	Name	Description
1	Color	If your sign is tricolor (Red, Green & Amber / Red, Blue & Pinkish Purple), please select Double Color . Otherwise, please select Single Color.
2	Text Size / pixel	The length of message sign, unit in pixel. The default setting is 80 . If the Resolution is 7X50, please change 80 to 50. If the Resolution is 7X60, please change 80 to 60.
3	Send option	For new models, select the second choice for the operations.

- Click **OK** to enter into the main screen as follows;



2.3.1 Overview of screen layout

Item	Name	Sub-menu	Description
A	File	Clear	Clear all the contents in text edit area
		Open...	Open the old files (*.sdv)
		Save	Save the file of the current text edit area for later using
		Save as...	Save the file of the current text edit area as a new file
		Exit	Exit the messaging software
B	Edit		Edit options
C	Send	Send	- Send Edit Area's Content: Update the sign with the new messages in the text edit area - Send Disk File...: Update the sign with stored *.sdv file
		Execution lattice	Create custom 7x80 (height x width) pixels graphics (It can be 7x50, 7x60, depending on the resolution of the product) Note: Up to 8 custom graphics can be created
		Special function	Allow you to schedule, to on/off, to alarm, to adjust time of your sign automatically
		Moving_Sign option	Selection of Models
		Test	Send a testing signal to the sign
D	New		Clear all the contents in the text edit area
E	Open		Open an old file (*.sdv)
F	Save		Save the file of the current text edit area (*.sdv) for later using
G	Graphic edit		Create custom 7x80 (height x width) pixels graphics (It can be 7x50, 7x60, depending on the resolution of the product) Note: Up to 8 custom graphics can be created
H	Send		Sending option from the software to the sign
I	Font		Font size
J	Color		Colors and combination available for Tri-Color
K	Mode		Moving methods
L	Speed		Message speed
M	Stay Time		Time to stay on the display screen

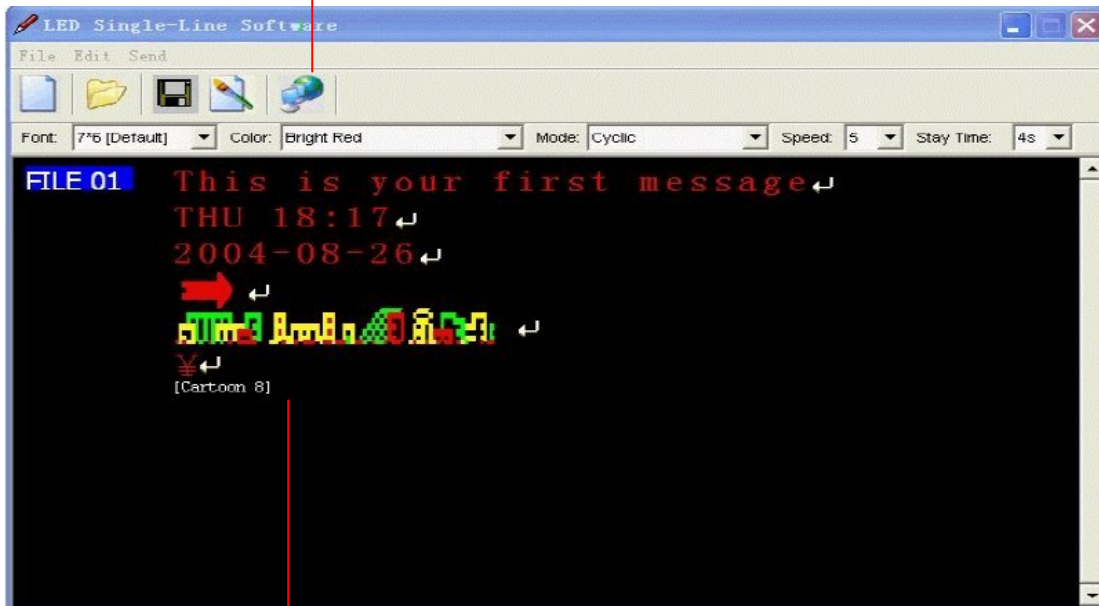
3: BEGINNING TEXT MESSAGES

The sign can store up to 100 messages in numbered data files. These files are numbered from 00 to 99. File 00 is the default message only.

3.1: Example 1- Basic messages

Insert Text Message, Time, Date, Symbol, Graphic, or Character

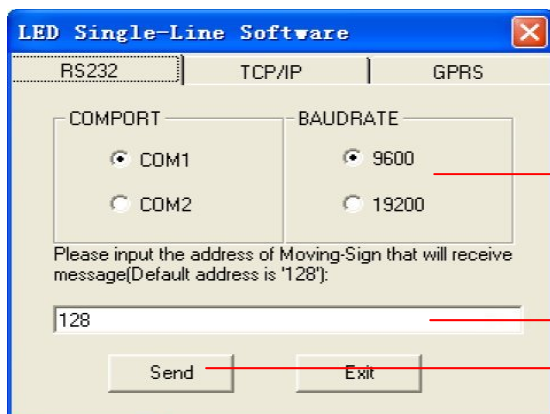
(2) Click it to send the messages into the FILE 01 (default) of your sign



(1) Insert text by typing and Right click the mouse to add time, date, symbol, graphic and character respectively.
 Note: The default front and color are **7x6** and **Bright Red**

Send #1: By RS232 (Comport)

For USB Converter, we recommend you to use the item# SVV-RS232-USB.



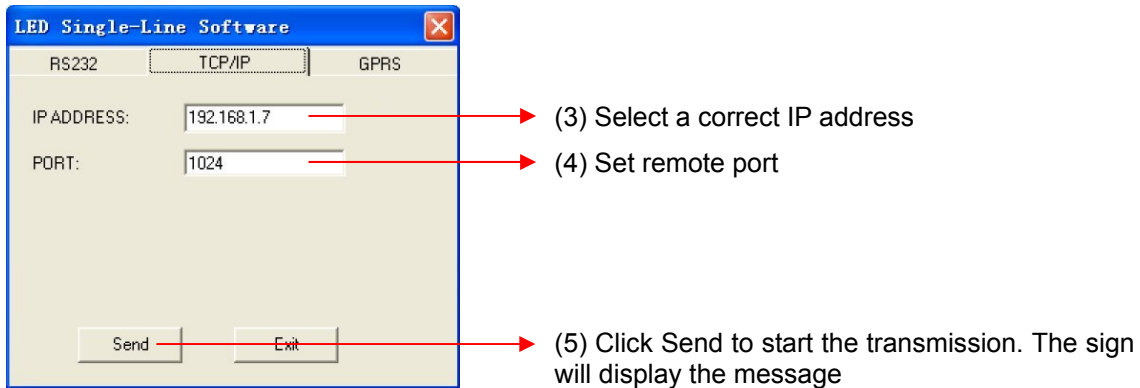
(3) Select a suitable COMPORT and BAUDRATE (Usually 9600)

(4) Input the value (default = 128)

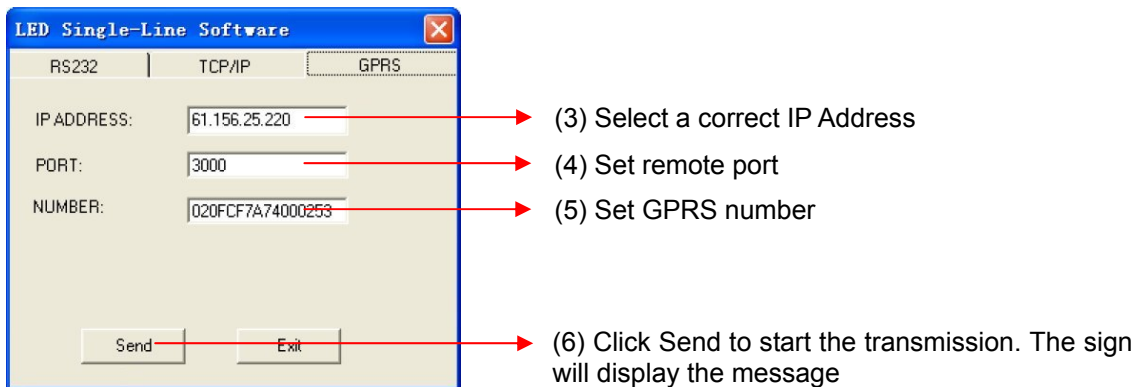
(5) Click Send to start the transmission. The sign will display the message

Send #2: By Ethernet TCP/IP(Option)

For TCP/IP Device, we recommend you to use the item# SVV-HX-TCPIP-1.



Send #3: By GPRS (Option)



Note:

When you set the display mode (Example Cyclic), it will scroll from right to left [**OPEN<-**] if the display message is longer than the LED display screen.

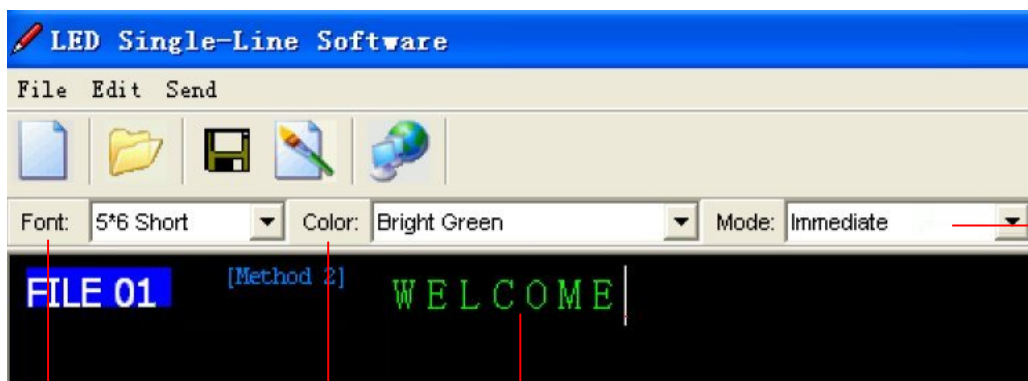
3.2: Example 2 – Edit messages Create / Delete messages into different file names

You can create / delete messages into different FILE No. by the software.



- To create different filenames such as FILE 02, FILE 03 and so on, you can press **CTRL** + **ENTER** key. *Note: Create files from **01** to **99**.
- If you make mistakes while typing, you can correct them by pressing **DEL** key, and then re-entered the message in the screen.

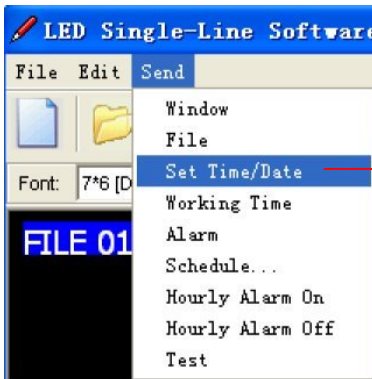
[Practice 1]



- (1) Click the Box in the right of "Mode"
- (2) Select "Immediate"
- (3) Select "Font=5*6 Short" & "Color=Bright Green"
- (4) Type in "WELCOME"
- (5) Select Font=7*6 & Color=Rainbow
Note: It turns on Cyclic again
- (6) Type in "HONG KONG"

4: ADVANCED PROGRAMMING

4.1: Example 3 – Advanced settings Setting Time or Date

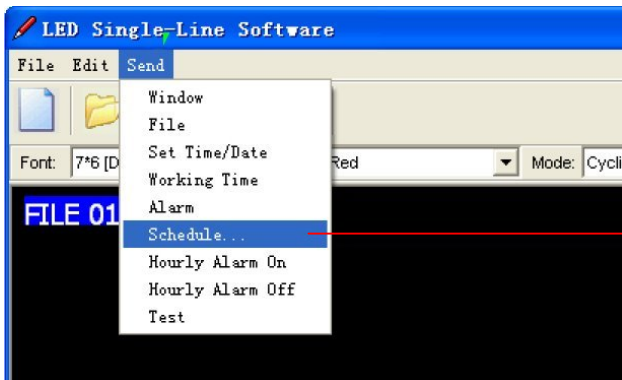


Update corrected time and date from the computer clock.

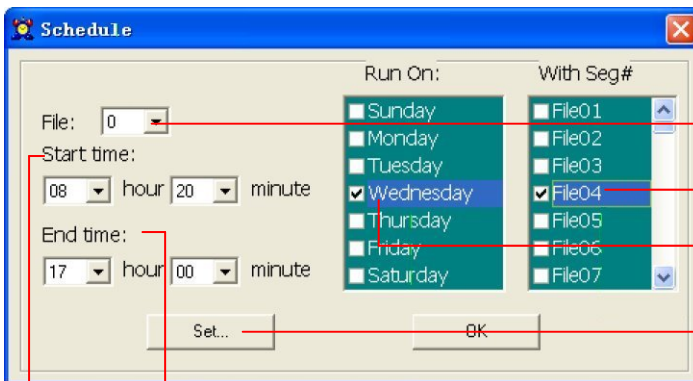
4.2: Example 4 – Programming filename messages in sequence

In this example, it shows sequencing to achieve higher skills. Having messages by certain file names such as **FILE01** and **FILE03** in the order, and then indicate those messages to disappear at the selected specified time.

* Note: Displaying messages in time order will work only as long as the sign is connected to the power ON. When the sign loses the power or turns off, then its internal clock becomes inaccurate and must be reset again. (See 4.1 above)



(1) Select **Schedule ...**



(2) Select 0, totally there are 10 different kinds of sequence files from 0 to 9, which you can specify

(5) Select File04

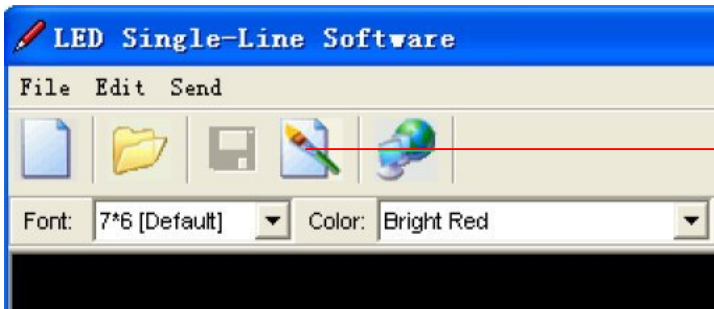
(6) Display on Wednesday ONLY

(7) Click **Set...** to update changes

(3) On time is 08:20

(4) Off time is 17:00

4.3: Example 5 – Creating your own custom graphics & logo



(1) Click **Lattice** icon to edit your graphic or logo

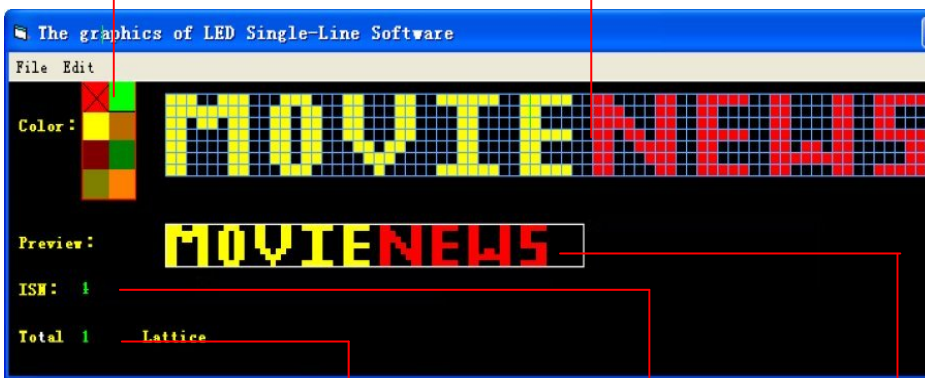
Note: The maximum number of the user-defined graphics can be installed in the sign that is 8, it is from graphic A - H

(2) Select the palette for different color

(3) Create your graphics in this area.

Note:

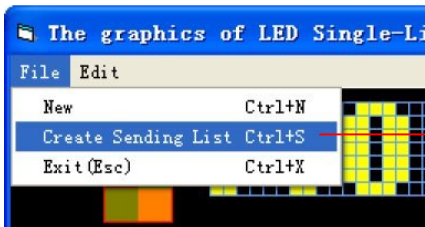
*The graphic will be automatically saved.
Click left mouse to draw dot by dot
Click right mouse to delete a dot*



(5) The total numbers of the graphics had defined by the user

(6) The no of the graphic that is editing now

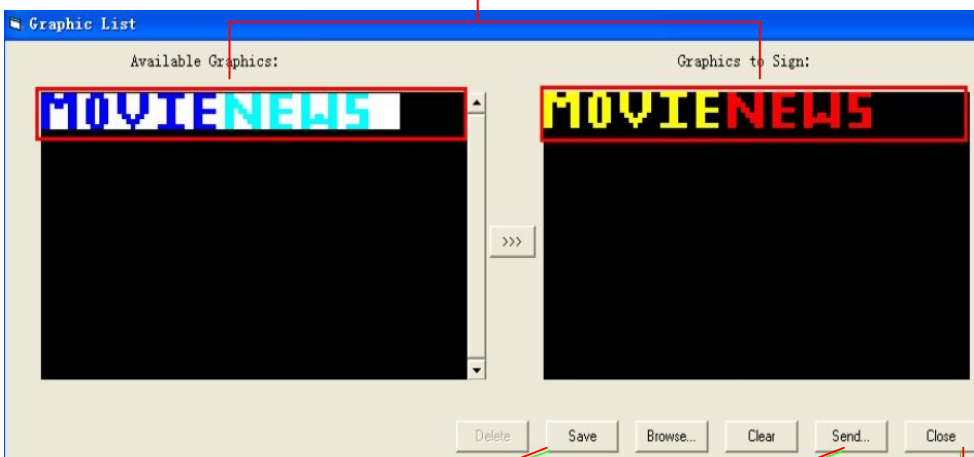
(4) The preview of graphic is the same as the content in the editing area



(7) Select Create Sending List to create your own graphic list

(8) Double click the graphic to add into the current graphic list.

Note: The maximum no. of user-defined graphic can be installed in the sign is 8, from Graphic A~H

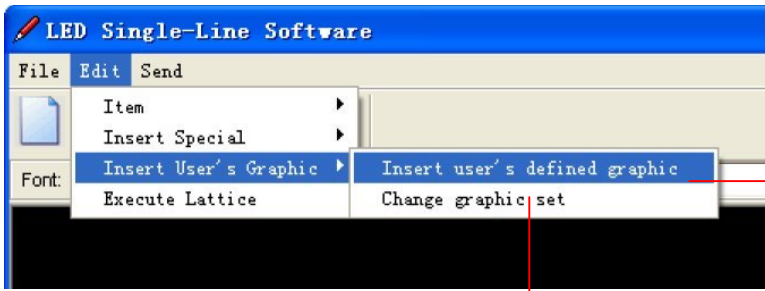


(9) Click **Save** to store the current graphic list as "lst" file

(10) Click **Send...** to upload the current graphic list into the sign

(11) Close the window

4.4: Example 6 – Displaying your own custom graphics & logo (continue)



(1) Select **Insert user's defined graphic** to add your own graphic

Note: Change graphic set is not applicable in this manual

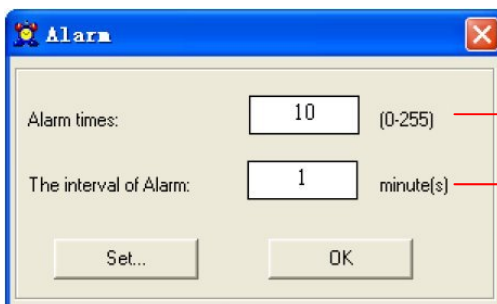


(2) Select your own graphic and then click **Insert**



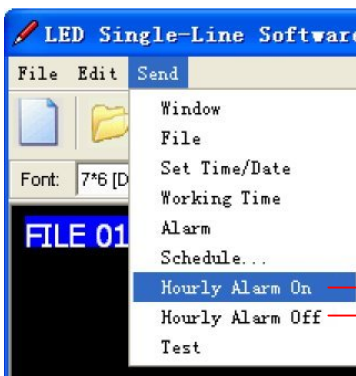
(3) Your graphic is inserted in **FILE01**

5: OTHER TIMER OPTION



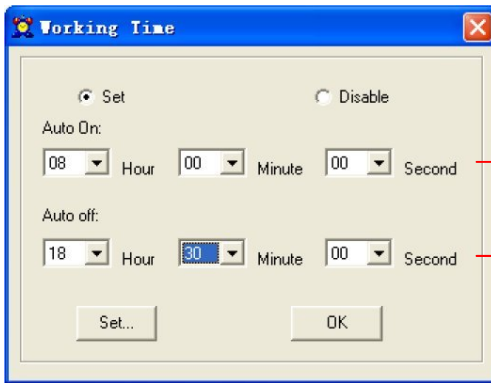
The sign will alarm for 10 times

The interval of each two alarms is 1 minutes



Set the hourly alarm on

Set the hourly alarm off



To power on the sign at 08:00 automatically

To power on the sign at 18:30 automatically

Note: You may only set the timer functions while running your message sign.

Appendix A: Additional programming tips

Function Code	Definition	Possibilities	Control
METHOD	Display Option	Cyclic	[CYCLIC]
		Immediate	[IMMED]
		Open from Right	[OPEN←]
		Open from Left	[OPEN→]
		Open from center	[OPEN<>]
		Open to Center	[OPEN><]
		Cover from Center	[COVER<>]
		Cover from Right	[COVER←]
		Cover to Left	[COVER→]
		Cover to Center	[COVER><]
		Scroll Up	[SCROLL ↑]
		Scroll Down	[SCROLL ↓]
		Interlace to Center	[INTER><]
		Interlace Cover	[INCOVER><]
		Cover Up	[COVER ↑]
		Cover Down	[COVER ↓]
		Scan Line	[SCANLN]
		Explode	[EXPLODE]
		Pac Man	[PACMAN]
		Fall & Stack	[FALL]
Shoot	[SHOOT]		
Flash	[FLASH]		
Random	[RANDOM]		
Slide in	[SLIDE IN]		
	Auto (Note: It is appeared in window software only, but not available in remote control.)	[AUTO]	
COLOR	Alters the color of text	See Appendix B	
FONT	Changes the shape and size of characters	5×6 Short	[5×6]
		5×11 Short & Wide	[5×11]
		7×6 (Default)	[7×6]
		7×11 Wide	[7×11]
		7×9	[7×9]
		7×17 Extra Wide	[7×17]
		Small Fonts	[Small]

SPEED	Change the scrolling speed of the display	Speed 1 (Fastest)	[SPEED 1]
		Speed 2	[SPEED 2]
		Speed 3	[SPEED 3]
		Speed 4	[SPEED 4]
		Speed 5	[SPEED 5]
		Speed 6	[SPEED 6]
		Speed 7	[SPEED 7]
		Speed 8 (Slowest)	[SPEED 8]
GRAPHICS	Editable by user		[GRAPH A]
			[GRAPH B]
			[GRAPH C]
			[GRAPH D]
			[GRAPH E]
			[GRAPH F]
			[GRAPH G]
			[GRAPH H]
	Non-editable by user	City	[GRAPH I]
		Car	[GRAPH J]
		Vessel	[GRAPH K]
		Tel	[GRAPH L]
		Nature	[GRAPH M]
		Ship	[GRAPH N]
		Swim	[GRAPH O]
Cat	[GRAPH P]		
PHRASE	Generate an animated pre-programmed display	MERRY X`MAS	[ANIM 1]
		HAPPY NEW YEAR	[ANIM 2]
		4 TH JULY	[ANIM 3]
		HAPPY EASTER	[ANIM 4]
		HAPPY HALLOWEEN	[ANIM 5]
		DON`T DRINK & DRIVE	[ANIM 6]
		NO SMOKING	[ANIM 7]
		WELCOME	[ANIM 8]
PAUSE	Generate a pause within the programmed message	Pauses for 2 second delay	[PAUSE 1]
		Pauses for 3 second delay	[PAUSE 2]
		Pauses for 4 second delay	[PAUSE 3]
		Pauses for 6 second delay	[PAUSE 4]
		Pauses for 10 second delay	[PAUSE 5]
		Pauses for 20 second delay	[PAUSE 6]
		Pauses for 30 second delay	[PAUSE 7]
		Pauses for 60 second delay	[PAUSE 8]

Appendix B: Listing of color

Color Name	Display Code
Red	[RED]
Bright Red	[RED] *
Orange	[ORA]
Bright Orange	[ORA] *
Yellow	[YEL]
Bright Yellow	[YEL] *
Green	[GRE]
Bright Green	[GRE] *
Layer Mix (Rainbow)	[MIX]
Bright Layer Mix (Rainbow)	[MIX] *
Vertical Mix	[MIX]
Saw Tooth Mix	[MIX]
Green on Red	[MIX]
Red on Green	[MIX]
Orange on Red	[MIX]
Yellow on Green	[MIX]

Appendix C: Listing of international characters

English Character	International Characters
A	Ä Å Æ
C	Ç Ć
E	É Ě
N	Ñ
O	Ö Ó
S	Š
U	Ü
Z	Ž Ž
a	â ä å æ á à ã ä
c	ç
e	é ê ë è ě
i	ï ï ï
n	ñ ñ
o	ô õ ö ó ȳ
t	†
u	ù ú û ú
y	ÿ
Space	α β γ π Σ σ μ τ φ θ Ω ∞ δ φ
?	¿
\$	¢ £ ¥ Pt f €

Appendix D: Listing of symbol characters

Note: The actual symbol appear in brackets (“[]”) during the programming mode

Sunny	Cloudy	Rainy	Clock
Phone	Glasses	Faucet	Rocket
Alien	Key	Sweater	Helicopter
Car	Tank	House	Teapot
Trees	Duck	Motorcycle	Bike
Crown	Hearts	Right Arrow	Left Arrow
Lower Left Arrow	Upper Left Arrow	Mug	Chair
Shoe	Martini Glass		

TROUBLE SHOOTING

No display	<ul style="list-style-type: none"> -Check the power socket connection at the back of the sign. -Check the AC power plug is plugged into the wall outlet properly. -Check the main power of the AC outlet is working properly. -Check the auto on/auto off time setting.
Not response to remote control	<ul style="list-style-type: none"> -Check the batteries of the remote control. -Check the batteries of the remote control if those are placed at right polarity. Please, follow the markings in the battery compartment. -Check if there is anything blocking the signal between the remote and the sign.
No display but response to the remote control	<ul style="list-style-type: none"> -Check the auto on/auto off time setting. -Check if the data in the files are valid. -If you are not sure, you can enter the edit mode and press CLR key of the remote control, select DEL ALL to erase all data, this will reset the sign to display the default demo messages.
Any further questions, please contact to the seller or dealer.	

*APPENDIX B: For RB Tri-Color, it has the same function as RG Tri-color.