



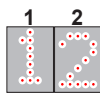
SCORE BOARD SETUP PROCEDURE

If N is displayed on the master digit, it indicates that there are no communications with the computer.

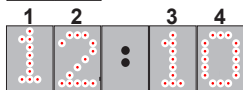
When finished with the score board, click the Shut Down button then disconnect or turn off the computer and the score board digits power. If the units have exhaust fans and/or heating trace installed, do not turn the power off to this section of the units. See later for 240v ac power installation.

Up to 64 digits can be connected in 2, 4, 9, 10 and (2 x 11 joined together) modules. The available modules are as shown below.

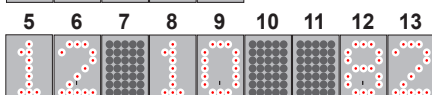
DIGIT NUMBERS LOOKING AT THE FRONT OF THE DIGITS.
SEE LATER ON HOW TO SET EACH DIGIT NUMBER.



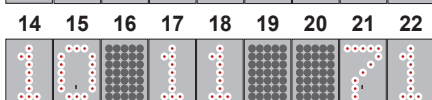
2 DIGIT MINUTES MODULE 2 meters



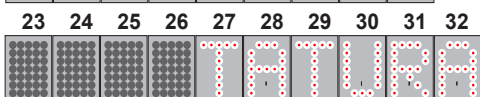
4 DIGIT MINUTES AND SECONDS MODULE 2 meters



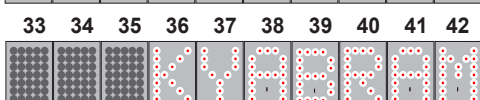
9 DIGIT HOME (TOP) SCORES MODULE FOR FOOTBALL OR CRICKET 4 meters



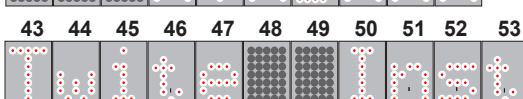
9 DIGIT VISITORS (BOTTOM) SCORES MODULE FOR FOOTBALL OR CRICKET 4 meters



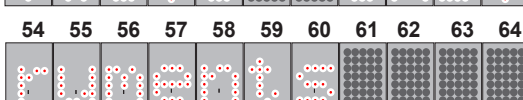
10 DIGIT HOME (TOP) TEAM NAME MODULE 4 meters



10 DIGIT VISITORS (BOTTOM) TEAM NAME MODULE 4 meters

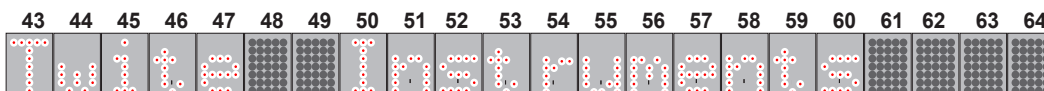
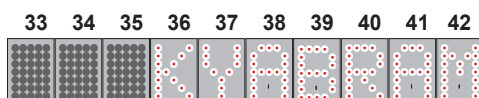
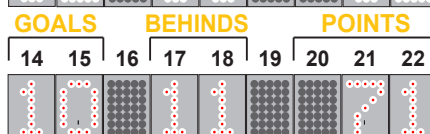
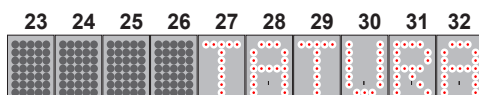
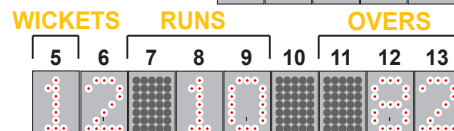
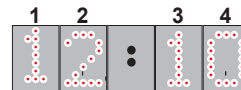


11 DIGIT MOVING MESSAGE (FIRST 11 DIGITS) MODULE 4 meters



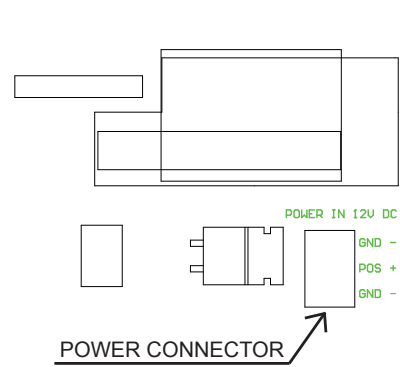
11 DIGIT MOVING MESSAGE (SECOND 11 DIGITS) MODULE 4 meters

SUGGESTED LAYOUT :-
DIGIT NUMBERS LOOKING AT THE FRONT OF THE DIGITS.
SEE LATER ON HOW TO SET EACH DIGIT NUMBER.



POWER CONNECTION :-

Connect the 12v DC power to the terminals shown below.
 The Ground (- MINUS) can be connected to either end of the plug.
 The positive must be connected to the middle terminal of the plug.



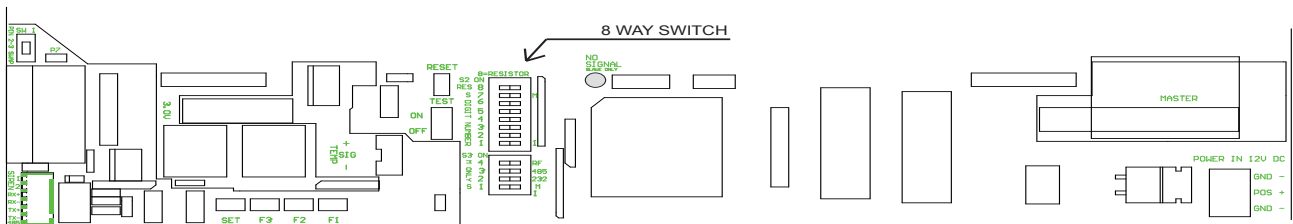
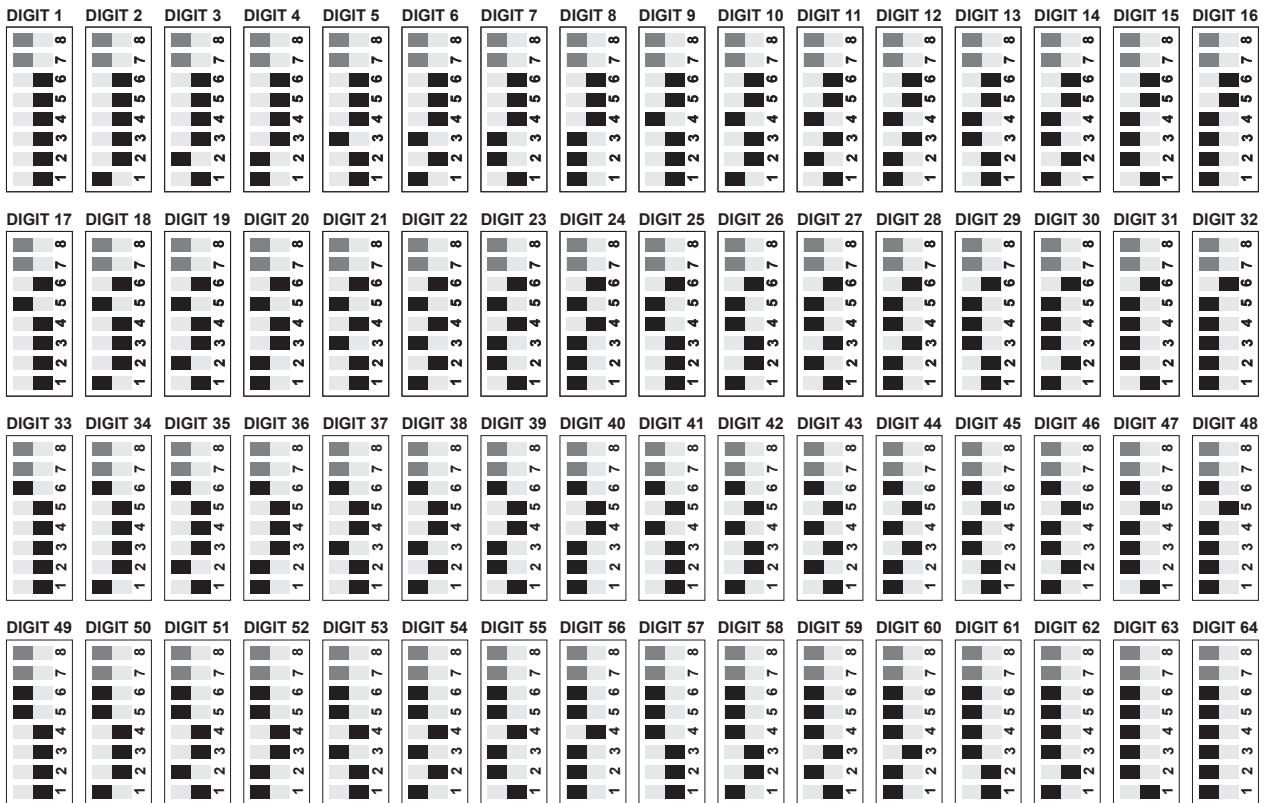
Setting the digit numbers on each digit With S2 (8 way switch 2) :-

Each digit must be set for its digit number, to set the digit numbers, place the switches in the positions shown for each digit.

The switch number 7 (on the 8 way switch) and number 1 (on the 4 way switch) is for master slave selection and can be set as shown latter in this procedure.

Switch number 8 on the 8 way switch is for the communication between master and slave digits and on or off shown in the previous and next page.

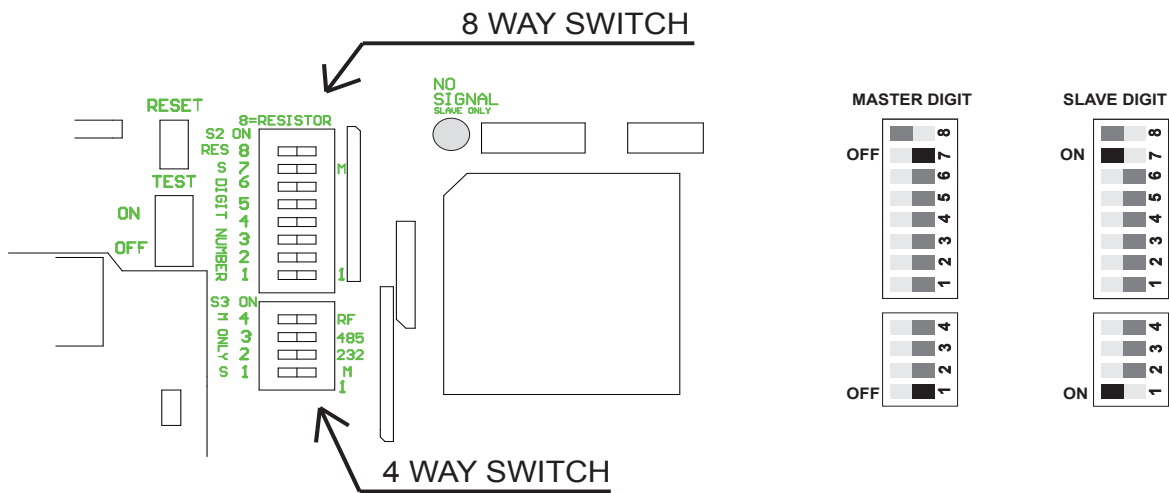
Switches 1 to 6 on the 8 way switch block are for setting the digit numbers.



Setting whether the digit is a master or slave is done with switch numbers 7 on the 8 way switch and number 1 on the 4 way switch.

If the digit is a MASTER switch number 7 must be set to OFF and switch number 1 OFF.

If the digit is a SLAVE switch number 7 must be set to ON and switch number 1 ON. Any digit can between digit number 1 to 42 inclusive can be the master digit.



Setting With S3 (4 way switch 3) :-

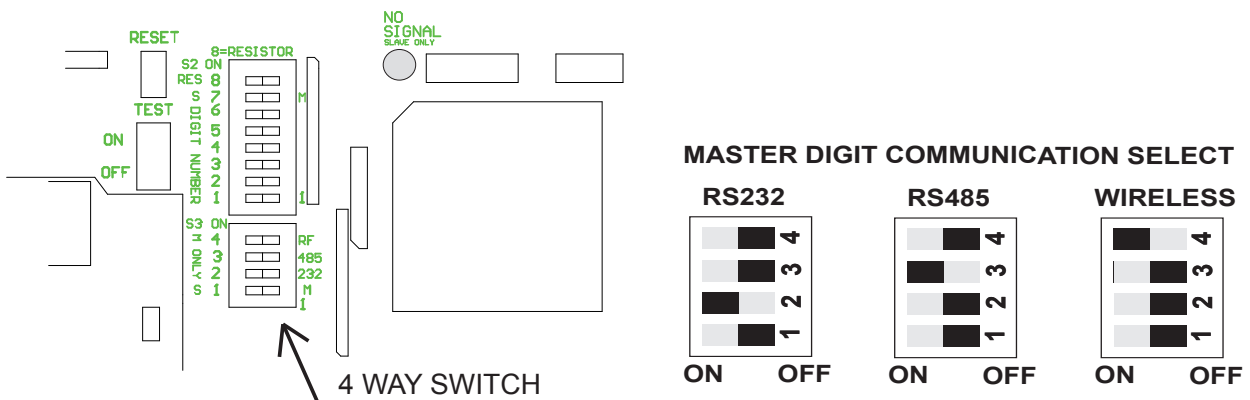
Number 1 must be OFF if the digit is the master digit and ON if the digit is a slave digit.

If the digit is the master digit the other 3 switches are for the type of communication used to the controller or computer.

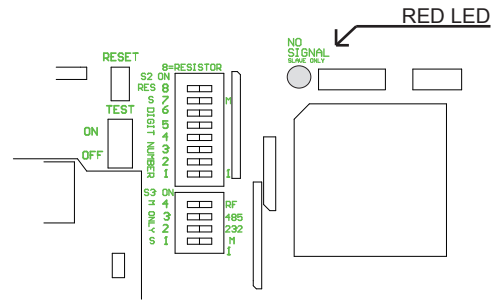
Switch 2 must be ON for RS232 direct communication and switches 3 and 4 OFF.

Switch 3 must be ON for RS485 communication and switches 2 and 4 OFF.

Switch 4 must be ON for Wireless communication and switches 2 and 3 OFF.

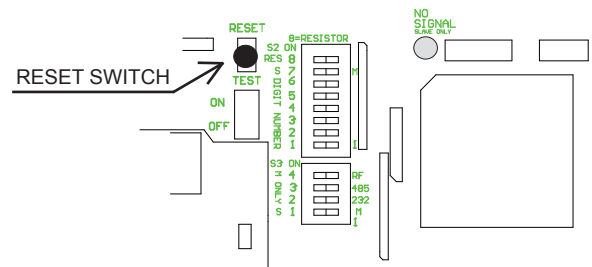


LED on the slave digits is for error indication if the slave does not communicate with the master digit.



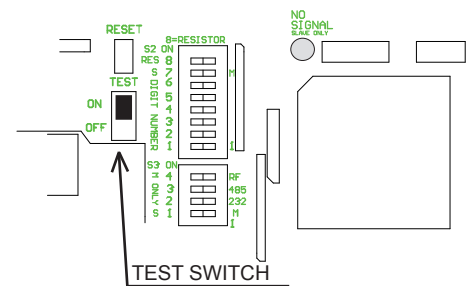
RESET Switch.

The reset switch on all digits is for resetting the unit and starts up the microprocessor.



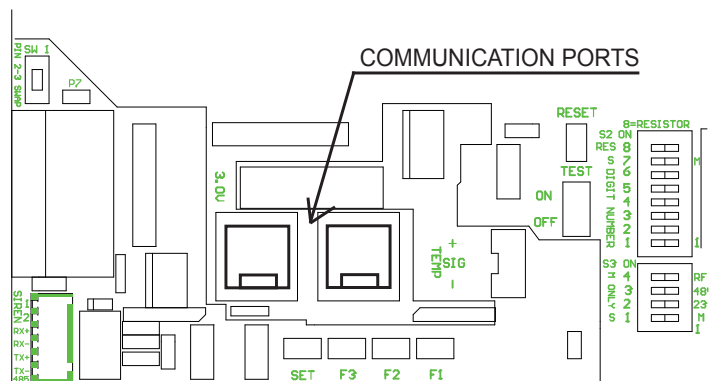
TEST Switch.

The test switch is for testing the digit. If the test switch is turned to the ON position when power is applied, all leds will turn ON to the minimum brightness if F1 is not pressed and to their maximum brightness if F1 was pressed. If the test switch is turned to the ON position after power has been applied the digit will continually display all ASCII characters on the display at the current set brightness.



Communication ports:

The master digit will only have one cable plugged in and its switch number 8 ON and all middle slaves will have 2 cables plugged in and their switch number 8 OFF and the last slave digit will have one cable plugged in and its switch number 8 ON.



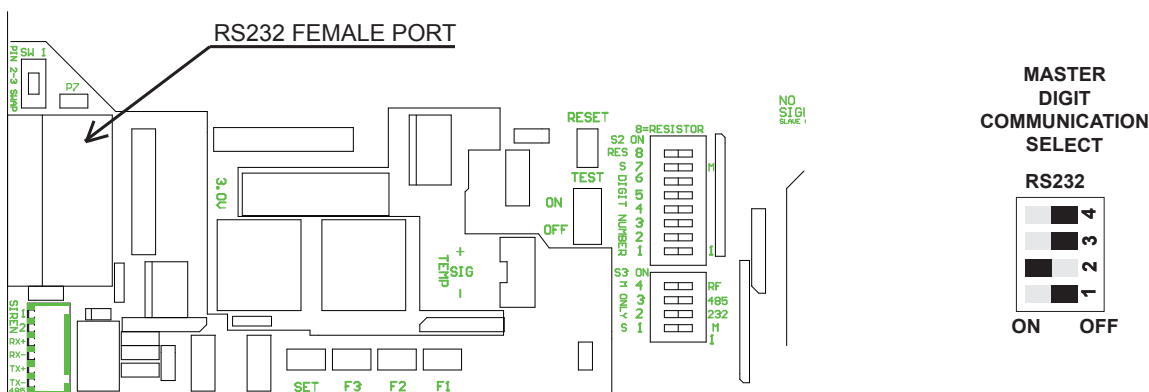
COMMUNICATION TYPES

RS232 :-

The master digit can use RS232 communications if the computer is within 10 meters of the master digit.

The cable to use is a 9 pin male at one end and a 9 pin female at the other end and connected directly to the master digits RS232 connector.

The switches must be set as shown below.



RS485 :-

The master digit can use RS485 communications if the computer is far from of the master digit, up to 500 meters.

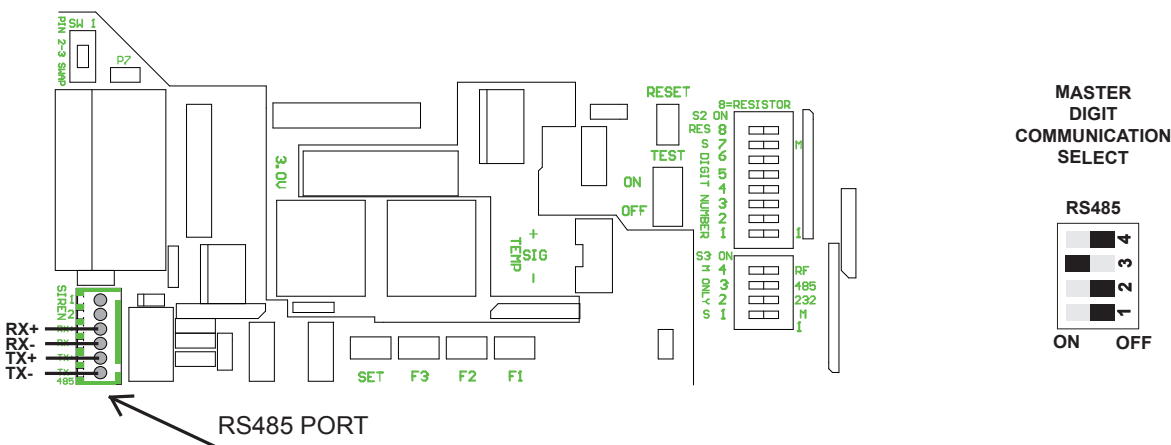
The computer is connected to the convertor box using a RS232 9 pin male at one end and 9 pin female at the other end and a 9 pin female/female gender changer at the convertor box end.

A double pair twisted cable must be used for communication.

The TX + and TX - on the conversion box are connected to RX + and RX - on the master digit.

The RX + and RX- on the conversion box are connected to TX + and TX- on the master digit.

The switches and jumpers must be set as shown below.

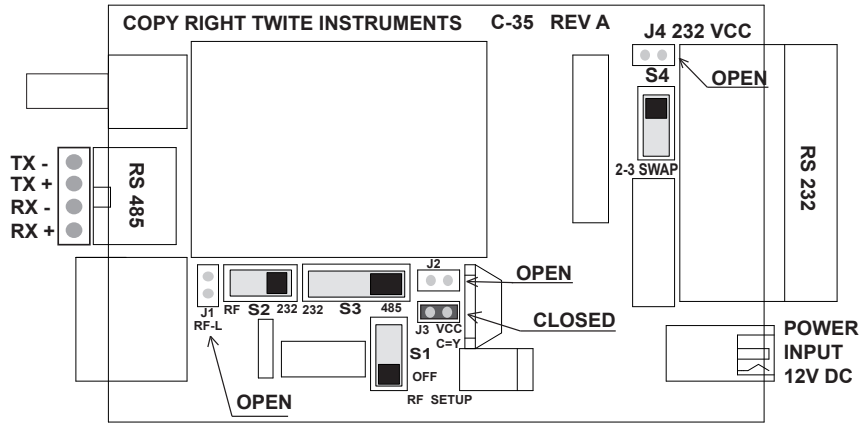


COMMUNICATION TYPES

The conversion box switches must be set as shown.

To set the switches, the small screw must be removed and the PCB will slide out from the case. After the switches are set replace the PCB and the screw. Do not over tighten the screw.

The jumpers must be opened or closed as indicated.

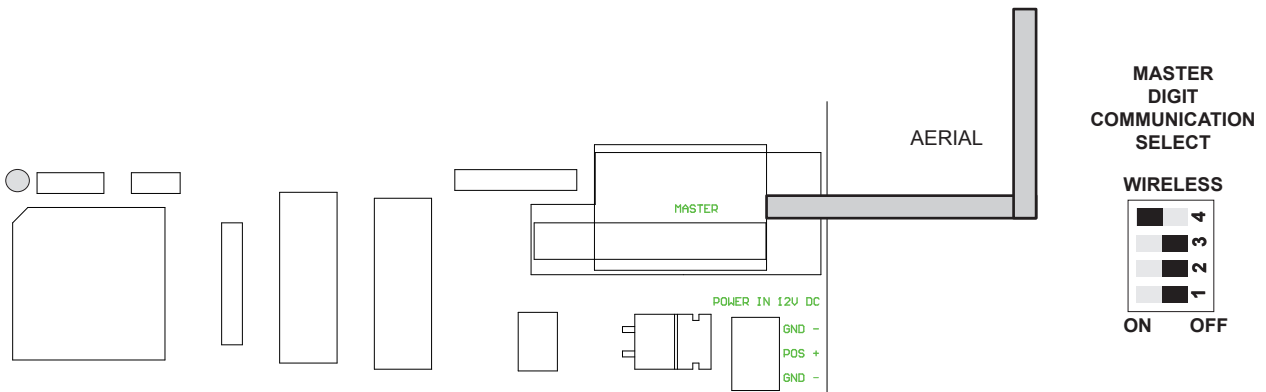


WIRELESS :-

The master digit can use wireless communications if the computer is connected to a convertor box using RS232 communications and the master digit has the required wireless transmitter and receiver fitted and a suitable aerial fitted.

The computer is connected to the convertor box using a RS232 9 pin male at one end and 9 pin female at the other end and a 9 pin female/female gender changer at the convertor box end.

The switches must be set as shown below.

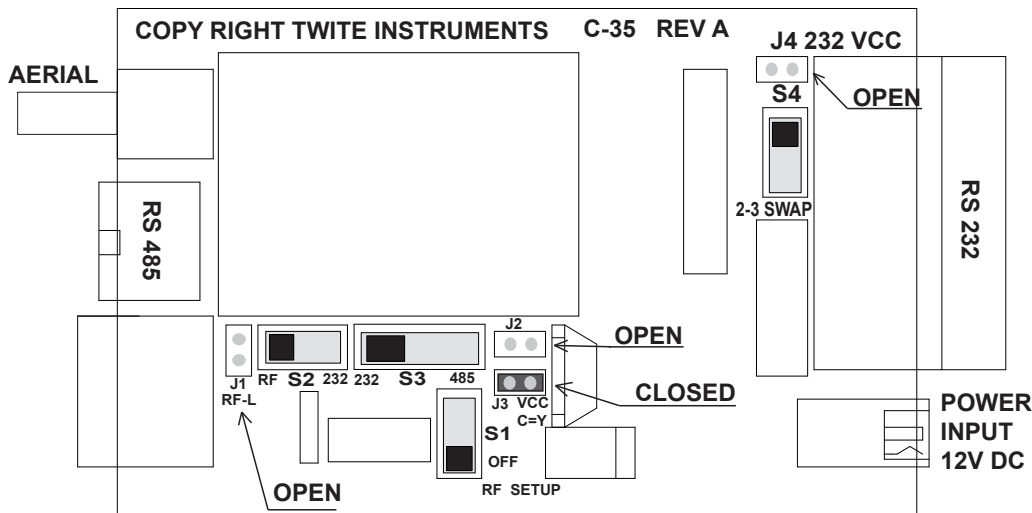


COMMUNICATION TYPES

The conversion box switches must be set as shown.

To set the switches, the small screw must be removed and the PCB will slide out from the case. After the switches are set replace the PCB and the screw. Do not over tighten the screw.

The jumpers must be opened or closed as indicated.



SETUP SWITCHES.

To set all to default values press F1 F2 and F3 all at once and press and release SET while all others are still pressed. Once done press the reset button to run the master digit.

LIGHT SENSOR:-

The light sensor is the small can with glass front and is found on the LED display side of the master digit and has MASTER in white under the sensor.

To set the day intensity default :-

Make sure that the light sensor is uncovered and that bright sunlight or the brightest light that the display will encounter is shining onto the light sensor.

Wait for 5 minutes for the light sensor to settle.

Then press and hold the F1 button down and press and release the SET button while the F1 button is still pressed.

The value will be held in memory for automatic display brightness.

To set the night intensity default :-

Make sure that the light sensor is uncovered and that the lowest light that the display will encounter is shining onto the light sensor, may be night time or place a cover over the sensor for complete darkness.

Wait for 5 minutes for the light sensor to settle.

Then press and hold the F2 button down and press and release the SET button while the F2 button is still pressed.

The value will be held in memory for automatic display brightness.

SETUP SWITCHES CONT.

To set the temperature sensor number 1 (Outside temperature) :-

Connect the outside temperature sensor only, (see later for terminals), the one that will be used for the outside of the score board (ambient temperature).

This is the temperature that is displayed on the score board when displaying the time and temperature from the computer software.

Then press and hold the F3 button down and press and release the SET button while the F3 button is still pressed.

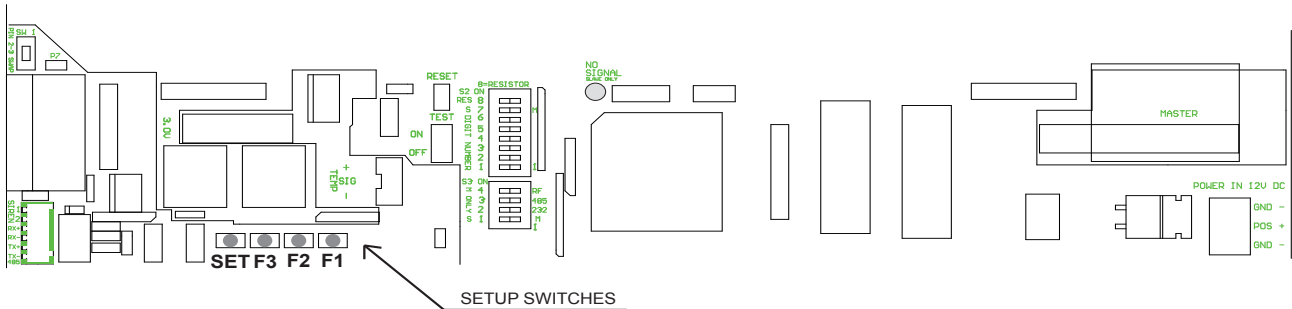
The value will be held in memory for that sensor.

To set the temperature sensor number 2 (Inside the score board temperature) :-

Connect the inside temperature sensor only, (see later for terminals), the one that will be used for the inside of the score board temperature.

Then press and hold the F1 and F2 button down and press and release the SET button while the F1 and F2 button is still pressed.

The value will be held in memory for that sensor.



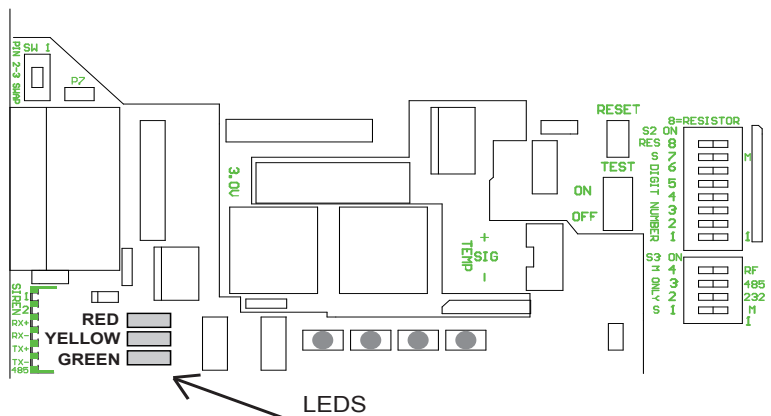
LED INDICATORS.

There are 3 LED indicators on the master digit to show the operation of the digit.

The Red LED is on if a slave digit is not getting data correctly

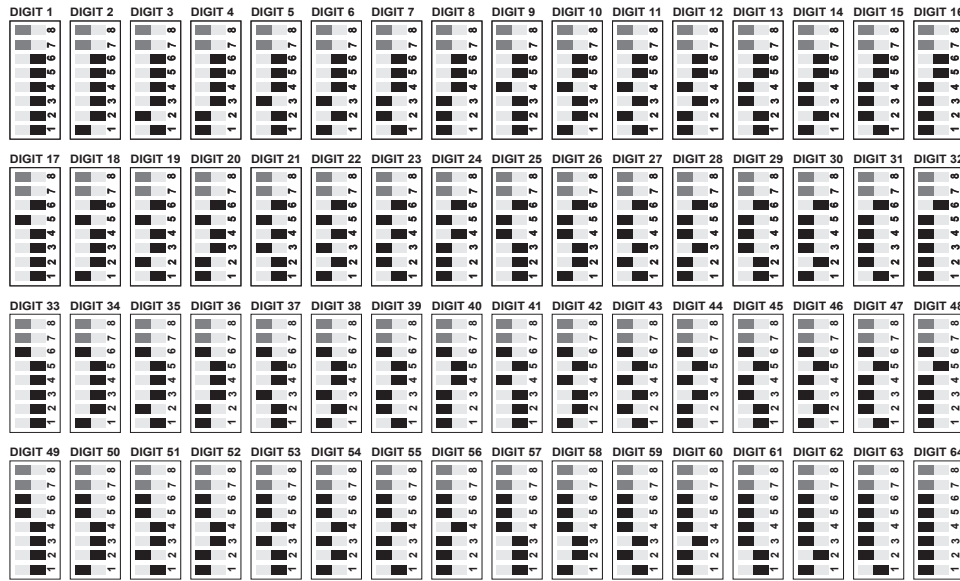
The Yellow LED is not as yet used.

The Green LED is flashed on and off if the data from the computer or controller is being received correctly.

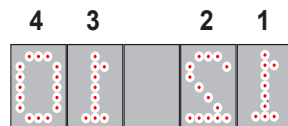
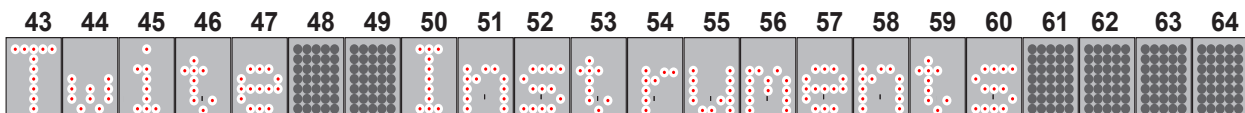
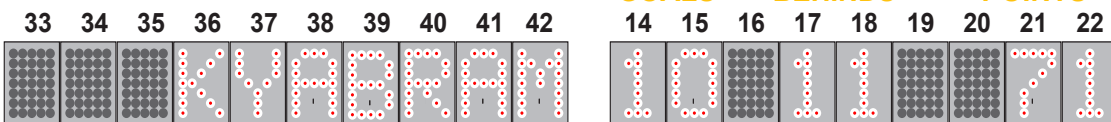
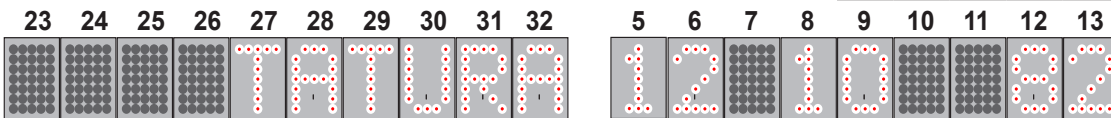
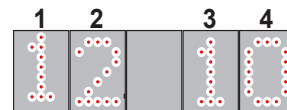


CONNECTING DIGITS TOGETHER

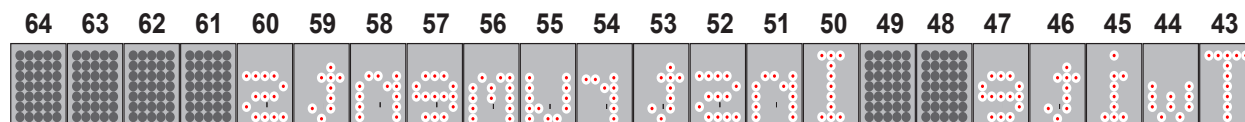
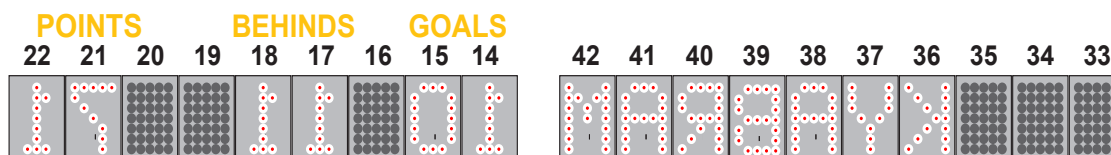
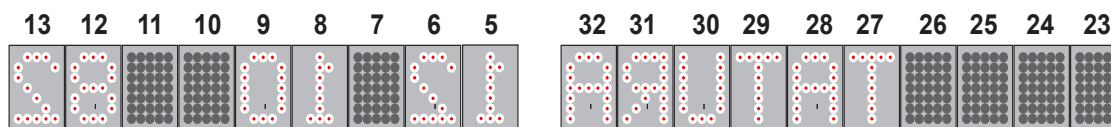
The digit numbers and the DIP switch positions and the placement of the digits from the font and from behind are shown here.



DIGIT NUMBERS LOOKING AT THE FRONT OF THE DIGITS.

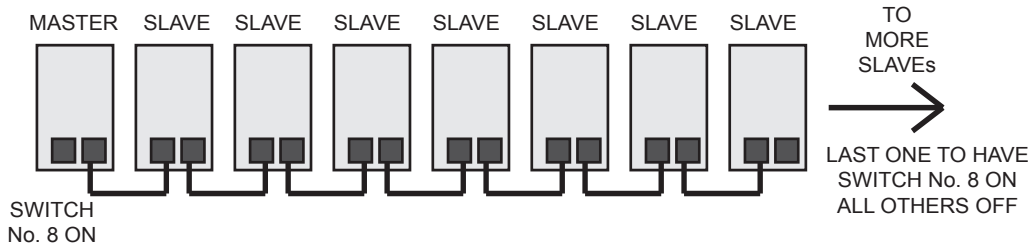


DIGIT NUMBERS LOOKING AT THE BACK OF THE DIGITS.



CONNECTING DIGITS TOGETHER

The connection must be done as follows, the 8 pin RJ45 cable connects to the master digit and then all slaves connect in a daisy chain formation. Only one cable can come from the master digit.

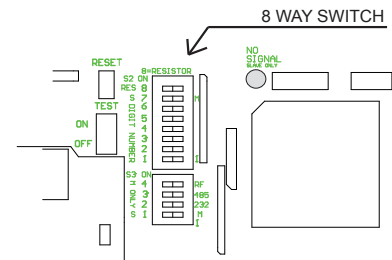
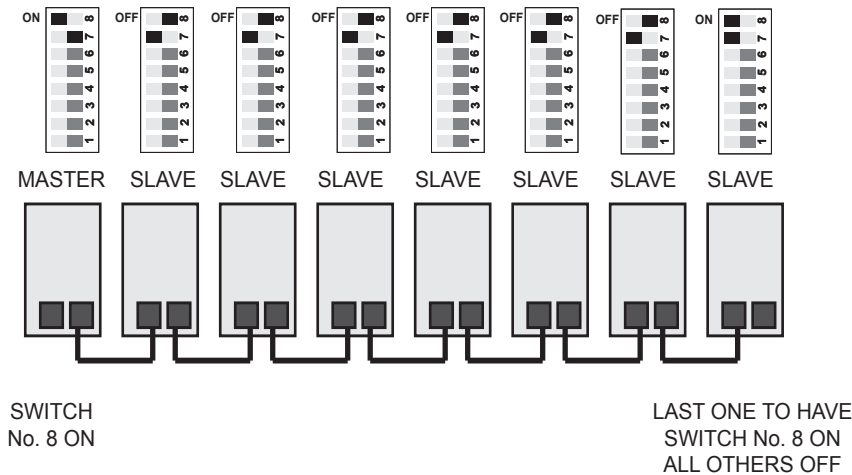


If the 8 way DIP switch is present do the following, if not, all digits have been preset for the digit number in the module it is installed in and cannot be changed or moved to another position.

Switch number 8 on the 8 way switch is for the communication between master and slave digits.

This switch connects a resistor to aid communication between the master and slave digits.

The master digit must have the switch ON and the last slave digit must have the switch ON and all other digits must have the switch OFF.

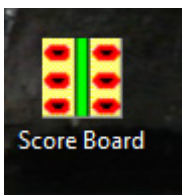


COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS.

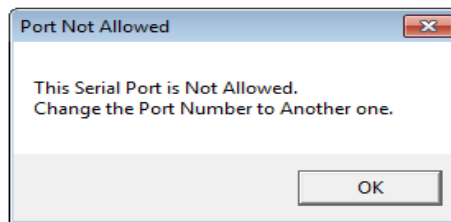
When the computer is turned on and booted up, double left click the ScoreBoard icon on the desktop to start the ScoreBoard program. If the dialogue box shown is displayed (Port Not Allowed), go to the control panel/System/Device Manager/Ports (COM and LPT) for the list of com ports available and select the one used for the wireless sending device ports (may be the USB to RS232 cable plugged into a USB port).

Once the correct port is selected the software will remember the port number and automatically load the same one when the software is opened the next time.

The software will start communicating with the master digit automatically every time the software is started.

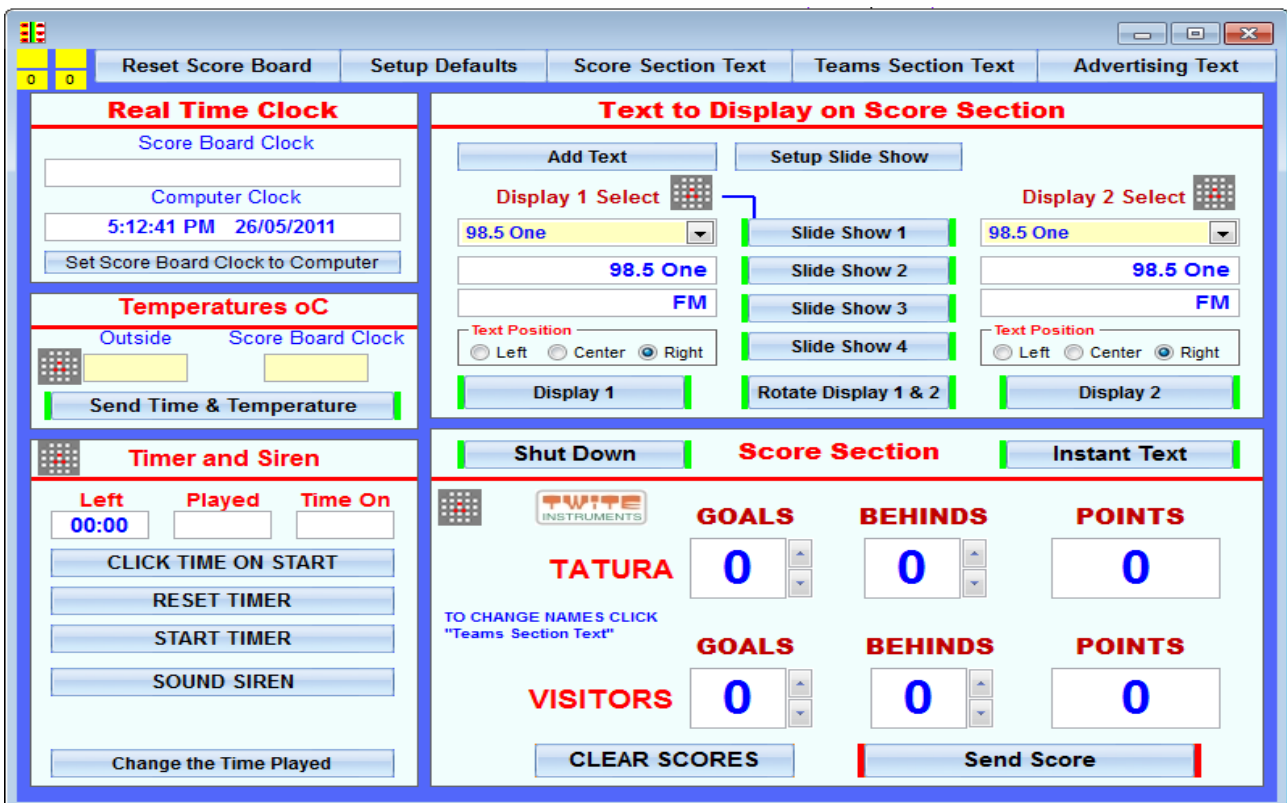


ScoreBoard Icon.

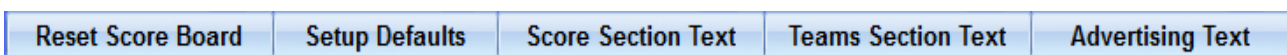


Wrong serial port

Once the software is opened the following window will be displayed.



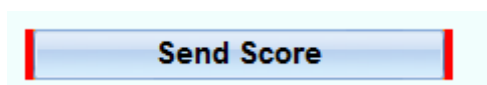
The top buttons select the various windows to display and for setting the defaults, team names, score section input and advertising text to send to the external display.



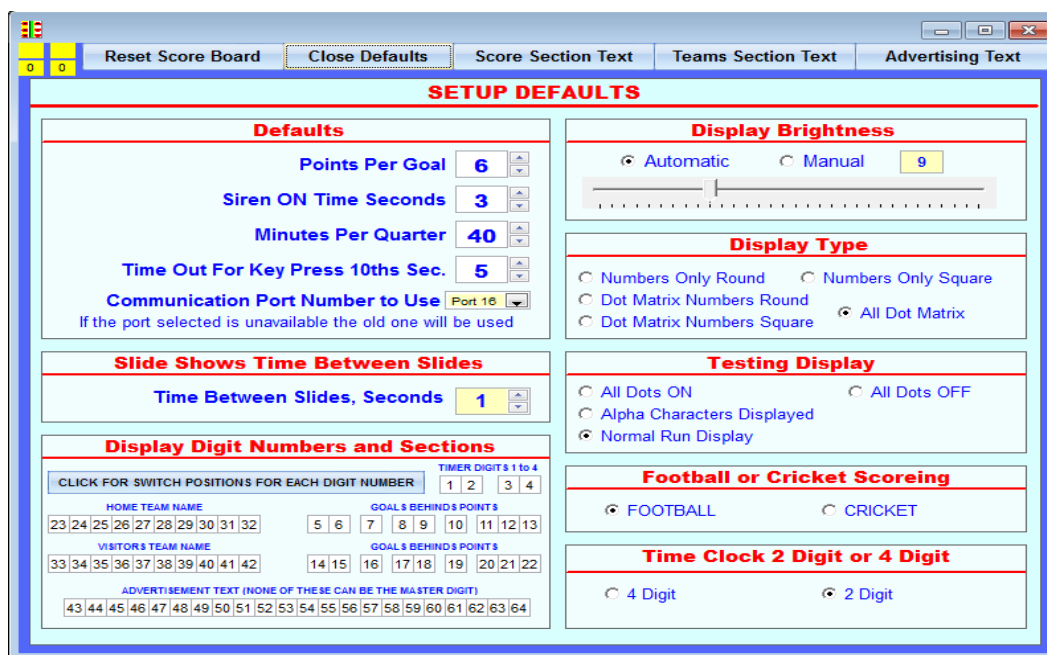
COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS.

The score will be the information sent on start up of the software.

This is indicated by the red lines on each side of the “Send Score” button.



To setup the defaults to use and test the scoreboard, left click the “Setup Defaults” button at the top of the window and the following will be displayed.



The default vales can be set and are as follows.

Points per Goal :- Sets the number of points added to the total for each goal kicked (normally 6).

Siren ON Time Seconds :- Sets the time the siren sounds each time in seconds.

Minutes Per Quarter :- Sets the time for each quarter in minutes. After the timer has reached 0 with the Time on added the siren will sound for the set time and the timer will stop counting up on the external scoreboard. If the time on timer is not used or the auto siren, the time for the quarter should be set to 40 minutes to ensure the timer keeps counting for the whole quarter.

Time Out Key Press 10ths Sec. :- This sets the time the left mouse button must be pressed for the “Reset Timer”, “Start Timer” and “Sound Siren” is executed. The progress bar will show the time out for this time. This is used to allow for an accidental press of the button.

Communication Port Number to Used :- Sets the RS232 port number to use, (could be USB to RS232 cable port number).

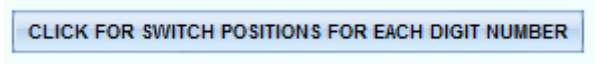
Time Between Slides, Seconds :- Sets the time in seconds for the slides to change when displaying the slides (advertising on the score section during no play).

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Display Digit Number and Sections :-

This shows the possible digits that can be used and the position in the order they are to be placed on the external display.

Press the left mouse button on



for the following display which shows the positions of the switches for each digit number on the digit board as shown earlier.

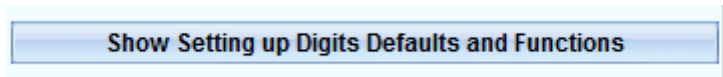
SETUP DEFAULTS

DIP SWITCH POSITIONS FOR EACH DIGIT

DIGIT 1	DIGIT 2	DIGIT 3	DIGIT 4	DIGIT 5	DIGIT 6	DIGIT 7	DIGIT 8	DIGIT 9	DIGIT 10	DIGIT 11	DIGIT 12	DIGIT 13	DIGIT 14	DIGIT 15	DIGIT 16
DIGIT 17	DIGIT 18	DIGIT 19	DIGIT 20	DIGIT 21	DIGIT 22	DIGIT 23	DIGIT 24	DIGIT 25	DIGIT 26	DIGIT 27	DIGIT 28	DIGIT 29	DIGIT 30	DIGIT 31	DIGIT 32
DIGIT 33	DIGIT 34	DIGIT 35	DIGIT 36	DIGIT 37	DIGIT 38	DIGIT 39	DIGIT 40	DIGIT 41	DIGIT 42	DIGIT 43	DIGIT 44	DIGIT 45	DIGIT 46	DIGIT 47	DIGIT 48
DIGIT 49	DIGIT 50	DIGIT 51	DIGIT 52	DIGIT 53	DIGIT 54	DIGIT 55	DIGIT 56	DIGIT 57	DIGIT 58	DIGIT 59	DIGIT 60	DIGIT 61	DIGIT 62	DIGIT 63	DIGIT 64

CLOSE
Show Setting up Digits Defaults and Functions

Press the left mouse button on the



to display the setting up of digits information. This was also done in detail earlier.

SETUP DEFAULTS

Setup Master Digit Defaults and Functions and Test Slave Digits.

LED's on Master Digit on the back :-
 Top LED = On if any slave did not get data from master.
 Middle LED =
 Bottom LED = If flashing, master digit is receiving data ok from controller or computer.

SWITCHES :-
 F1, F2, F3 and Set all pressed at power on (or reset pressed) sets all Values to Default values.
 Press and hold F1 and then press Set = Sets the value for daylight intensity (maximum intensity).
When doing the above, the intensity sensor (on the front of the master) must be in bright sunshine.
 Press and hold F2 and then press Set = Sets the value for night time intensity (minimum intensity).
When doing the above, the intensity sensor (on the front of the master) must be in the dark or low light (cloudy).
 Press and hold F3 and then press Set = Sets the Temperature sensor number 1 (outside) address value.
When doing the above, connect only one sensor (outside one) to be entered.
 Press and hold F1 and F2 then press Set = Sets the Temperature sensor number 2 (outside) address value.
When doing the above, connect only one sensor (inside one) to be entered.

Test Switch. (IF OFF AT POWER TURN ON THEN TURNED ON) --- Tests the digit by showing all alpha numeric characters in turn at 1 second intervals.
 Test Switch. (IF ON AT POWER TURN ON) --- All LEDs will be turned on for the digit. (full brightness if F1 pressed, lowest if not).

CLOSE

Click the "Close" button to exit.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Display Brightness :-

This sets whether the external display brightness is set to automatic or manual.

If set to automatic, the display will adjust its brightness according to the current brightness of the day. The brighter the day, the brighter the display.

If set to manual, the brightness is set by moving the slider with the left mouse button pressed while the cursor is on the slider and moving the mouse left or right to adjust the display. When the correct brightness is displayed lift the left mouse button and the brightness will be set.



Display Type :-

This sets the type of display that the external digits will display.

Numbers only round, used for a 7 segment display type.

Number only square, same as above but square.

Dot matrix round, used for rounded numbers in dot matrix. All numbers and letters can be displayed.

Dot matrix square, as above but square. All numbers and letters can be displayed.

All dot matrix, used for all alpha characters. All numbers and letters can be displayed.



Testing Display :-

This allows the testing of the display.

All Dots ON, turns all dots on all digits ON.

All Dots OFF, turns all dots on all digits OFF.

Alpha Characters Displayed, Displays all numbers and all characters in succession.

Normal Run Display :- sets the external display to use the information sent from the computer.



COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Football or Cricket Scoring :-

Changes the display either for football scoring or cricket scoring. See later for the difference in the two displays.

Football or Cricket Scoring

FOOTBALL CRICKET

Time Clock 2 Digit or 4 Digit :-

Sets whether the external display has 2 digits or 4 digits for the time clock.

If set to 4 digits, the external clock will display minutes and seconds for the whole time. If 2 digits is selected the external time clock will display seconds for the first minute and then minutes for the rest of the time.

Time Clock 2 Digit or 4 Digit

4 Digit 2 Digit

FOR ALL DISPLAYS, THE RED LINE ON EACH END OF THE BUTTONS IN THE WINDOW SHOW THAT THE CURRENT DISPLAY IS BEING SENT TO THE EXTERNAL DISPLAY. IF A SCORE IS CHANGED THOUGH, THE SCORE WILL BE SENT TO THE EXTERNAL DISPLAY IMMEDIATELY AS WELL AS THE RED LINES WILL CHANGE TO BE ON THE "SEND SCORE" BUTTON.

Send Score

Send Time & Temperature

Display 1

SOME EXAMPLES OF THE DIFFERENT DISPLAYS THAT ARE SENT TO THE EXTERNAL DISPLAY.

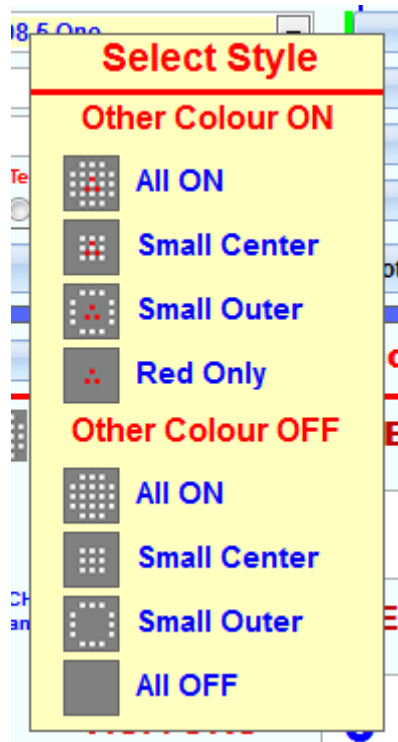
COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

The dark grey box on each display section is where the LED dots on the external display can be controlled.



The Dots (35 in a matrix of 5 across x 7 down) for each digit can be all one color or 2 colors with most one color and the 3 middle LED (in each dot) a different color.

When the left mouse button is clicked (with the cursor over the square, the following will be displayed.



To select the type to display for this section, left mouse click on the required square. The external display for that section will now show the selected dot configuration.

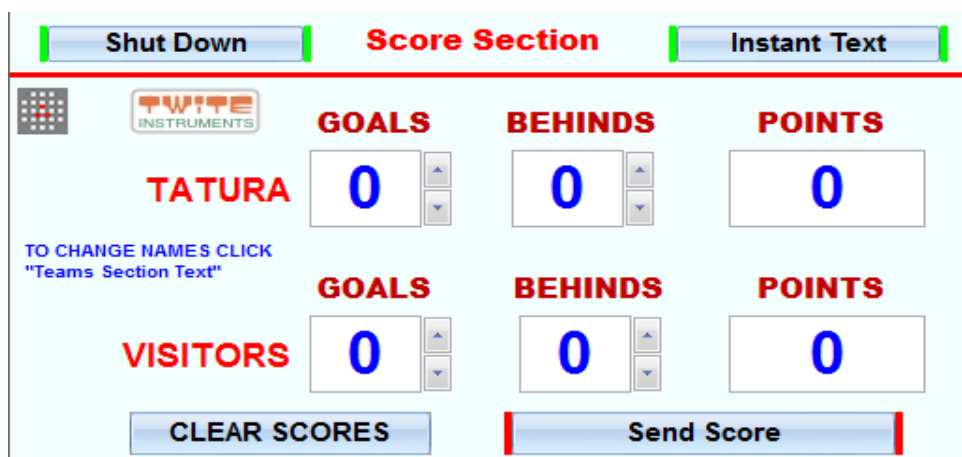
If advertising is only required, the timer digits may be turned off.

Care must be made if the display dot are turned off without knowledge and another operator is not informed and assumes that the external display is faulty.

For this reason, always check that the dots are turned on. To check this, look at the small dark grey square in each display section to see what is being sent to the external display.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Score Section:-



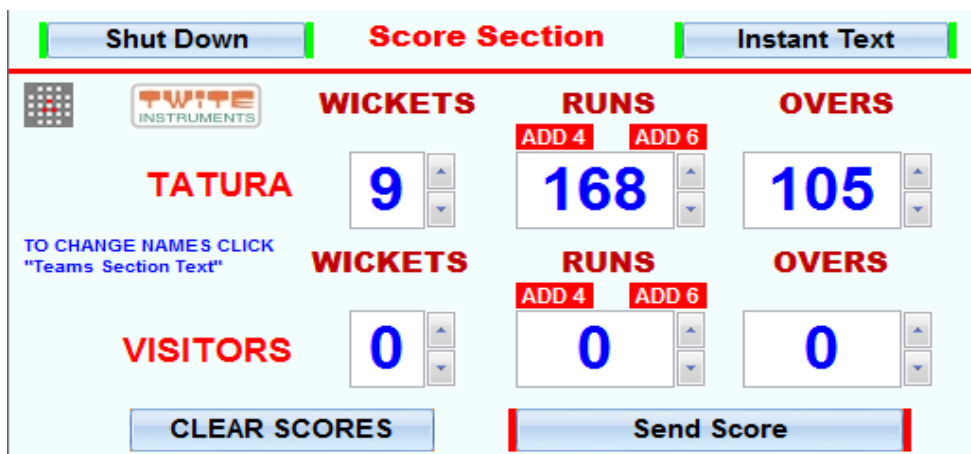
This is the section for inputting the scores. Scores can be added to or subtracting from by left mouse clicking the UP or DOWN arrows next to the score to be changed.

Scores can also be placed in the boxes by left mouse clicking when the cursor is placed in the required box to be changed. Numbers only can be placed within the boxes.

With the football display, the points box cannot be changed, it is changed automatically.

To clear the scores. Left mouse click the “CLEAR SCORES” button, a box will be displayed to confirm the operation, click OK or CANCEL to clear (OK) or leave (CANCEL) the scores.

For cricket the following will be displayed.



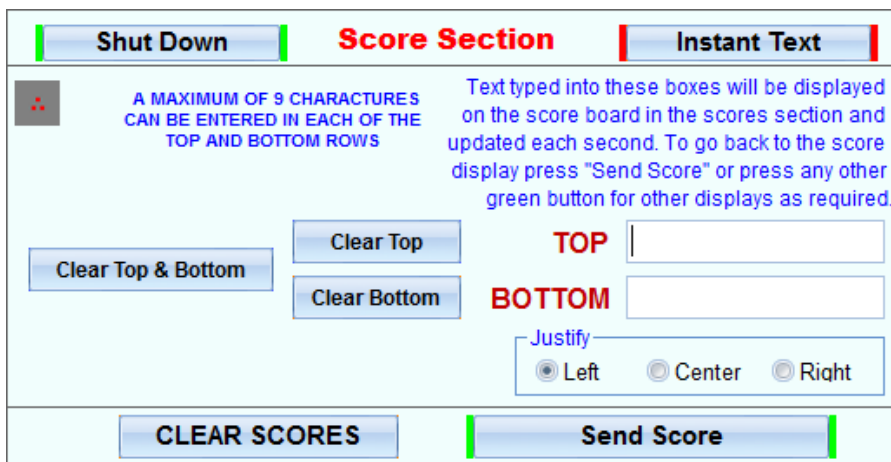
To change the scores, the same applies as above.

If a 4 run is to be added the “ADD 4” can be pressed, as with the “ADD 6” for a 6 run hit.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Instant Text :-

This allows for instant text to be displayed on the external display, i.e. the Raffle winning number ect. To display the instant text, click on the “Instant Text” button.



Place the cursor in the box (top or bottom score lines on the external display) and the text cursor will automatically be present. Type the information to be sent to the display, a maximum of 6 characters are allowed for both the top and bottom line.

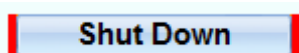
To clear lines press the appropriate button for the required lines' to be deleted. The “Justify” radio select section is for justifying the display either Left, Right or Centre.

To revert back to displaying the score, press the “Send Score” or any other display button and the score or other display will be displayed and the Instant text box will be hidden.

Shut Down :-

This (when pressed) blanks all digits on the external display to a space (no display).

NOTE :- Blanking the display does not remove the power to the external display which must be done when the score board is not in use and turned on only when use is required.



Timer and Siren :-

This is the timer section to display the time elapsed on the external display including time on.



COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Timer and Siren cont :-

All time buttons require the left mouse button to be held pressed (with the cursor over the button box) for the time that the progress bar has reached the right hand side of the box.

The progress bar will show up as soon as the button is pressed and hide when the bar has reached the right hand side.

When the bar has reached the right hand side and disappears, the function for the pressed button will be performed.

RESET TIMER :- This reset all timer displays including the external display to 0.

START TIMER :- This starts the timer including the external display.
If the external display is a 4 digit display, minutes and seconds will be displayed. If the external display is a 2 digit display, seconds will be displayed for the first minute and then minutes.

SOUND SIREN :- Sounds the siren for the set time done in "Setup Defaults".

CLICK TIME ON START :- This is an instant function. When first pressed the time counter is started and the button will show "CLICK TIME ON STOP". When the time on has finished press the button again to stop the time period.

CLICK TIME ON START

CLICK TIME ON STOP

The computer display will show the time left to play (the time per quarter is set in "Setup Defaults"), the time played and the amount of time on that has elapsed.

The external display will only display the amount of time played including time on.

Left	Played	Time On
8:52	12:20	1:12

If the time elapsed was reset or not started and the time played is incorrect, the time can be changed by pressing the "Change the Time Played" button.

Change the Time Played

The following will be displayed.

MINUTES	SECONDS
14 ▲ ▼	53 ▲ ▼
UPDATE	CANCEL

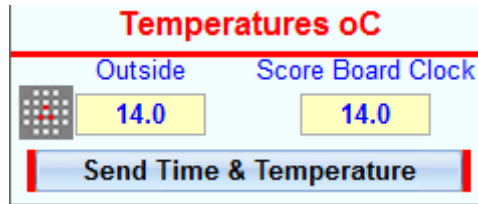
Change the Time Played

Use the UP and DOWN arrow buttons to place the correct time (played) in the boxes or place the cursor in the box and enter the required time for the minutes and seconds.

When finished press the "UPDATE" button to place the time into the computer display and the external display will be updated automatically and the box will be hidden. If the "CANCEL" button is pressed no change will be made the box will be hidden.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

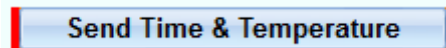
Real Time Clock and Temperature :-



This shows the time from the computer and the time of the real time clock in the master digit.

The clock in the master digit is for displaying the time and temperature when the scoreboard is not used and the time and temperature can be displayed.

If the “Send Time & Temperature” button is pressed, the time is displayed on the top line of the scores section and the current external temperature is displayed on the bottom score line.



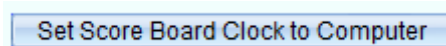
The 2 temperatures sent back to the computer are the outside temperature and the temperature of the internal scoreboard box.

The two temperature sensors must be placed accordingly to give the correct temperatures. The short one connects directly into the plug and the sensor on the 1 meter lead is to be placed outside the box in the shade.

Real Time Clock Setting :-



To set the real time clock in the external display press the “Set Scoreboard Clock to Computer”



COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Team Names Section :-

Pressing the “Teams Section Text” button on the top of the window will display the following.

To change the team names, place the cursor in the team name box to be changed and type in the required name after deleting the one already in the text box.

Only 10 characters are allowed to be placed in each box for team names.

The team names will be changed to the ones entered in these boxes in the score section of the computer display window.

If the digits are used on the external display, these names will be displayed in the appropriate sections.

Text (Advertising) to Display in the Score Section :-

If full dot matrix digits are used in the score section, text and advertisements can be displayed on the score digits when idle or half time ect.

Up to 9 digits in each line (home score and visitors score) can be displayed.

Display 1 or display 2 can be displayed or display 1 and display 2 alternating. The time in seconds between each display showing is set by “The Time Between Slides” in the “Setup Defaults” window.

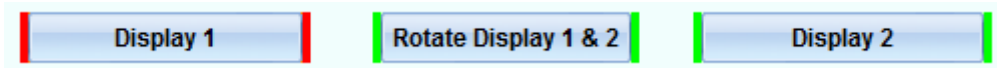
Also their are 4 slide shows that can be used.

Slide shows are set up to display selected advertisements. I.E. All sponsors are placed in the database (described below) and for slide show 1 all sponsors are ticked to display at intervals (“The Time Between Slides”) and for slide show 2 only major sponsors are ticked and shown ect.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Text (Advertising) to Display in the Score Section cont :-

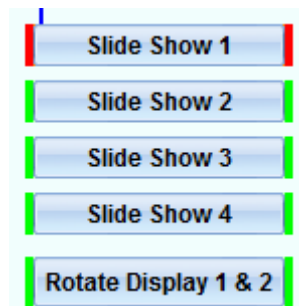
To display the required text/advertisements left click the mouse button when the mouse cursor is over the required button.



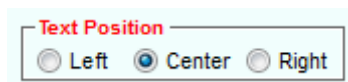
This will send display 1 top and bottom line, as shown below.



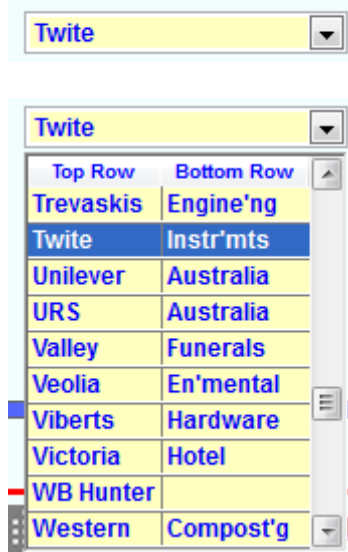
This will send Slide Show number 1.



The justification of the text on the external display can be changed from Left, Right or Centre in all advertising displays.



To select a display for display 1 or display 2, use the drop down box and select the required display (2 drop down boxes, one for display 1 and one for display 2).



COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.**Text (Advertising) to Display in the Score Section cont :-**

To add text to the list of advertisements press "Add Text"



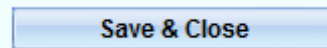
The following will be displayed :-

Save & Close	
Top Row	Bottom Row
Piazza	Bakery
Twite	Instr'mts
Twite	Instr'mts
111111111	111111111
222222222	222222222

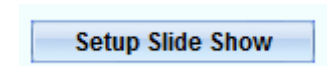
Double click in the row (for top row or bottom row) and the cursor will be placed in the row and the background will change to yellow.

Place the required text (up to 9 characters only) in the row.

When finished all required entries, press the "Save & Close" button.



To setup slide shows press the "Setup Slide Shows" button.



COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Text (Advertising) to Display in the Score Section cont :-

The following will be displayed :-

Close Slide Show

ON ON ON ON

OFF OFF OFF OFF

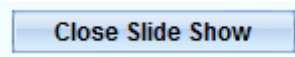
SELECT ALL ON OR
ALL OFF FOR EACH
SET

Top Row	Bottom Row	Set 1	Set 2	Set 3	Set 4
Tatura	Physio	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Tatura	Pharmacy	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
D & G	Consult's	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ausfine	Foods	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Design	Experts	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Comdain	Civil	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Finer	Fruit	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Elders	Insurance	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gourmet	Ice Cream	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Reflex Sp	Massage	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Country	Works	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Rodney	Printers	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Ian Argus	Steel Fab	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SPC	Ardmona	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Piazza	Bakery	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Twite	Instr'mts	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Twite	Instr'mts	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
111111111	111111111	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
222222222	222222222	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Select or deselect the required text for each slide show.

All or none may be selected using the buttons at the top of the text rows. If all are selected to be ON (shown), only rows that have text in the row will be automatically selected.

To finish the slide show text selection process press the "Close Slide Show" button.



The advertising displays as with other displays can use different dot configurations using this button.

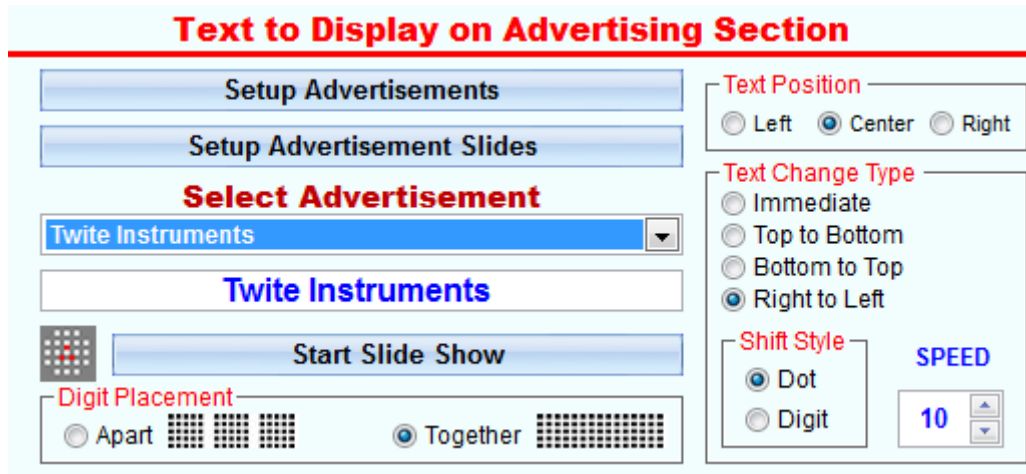
Display 1 Select

Display 2 Select

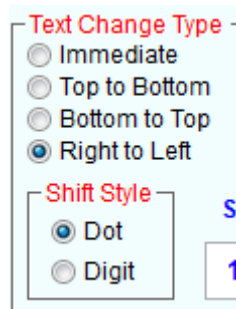
COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Moving Message Display Section :-

The moving message display will display up to 22 characters.



The text will be loaded from either immediate, top to bottom, bottom to top or left to right.



Once loaded, the text will stay shown for the time set in setup defaults, “Time Between Slides, Seconds”. Also the time for the text to shift into its final position is controlled by the “SPEED” box which can be changed by the user.



The shift (right to left only) is set for digit or dot.



If set to Digit, each shift is one whole character each time the text is shifted into the display.

If set to Dot each shift is one dot (5 shifts per character) each time the text is shifted into the display.

COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.

Moving Message Display Section :-

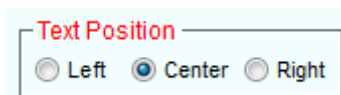
The digit placement can be set to apart or together.



If the digits are placed apart (space between each digit), 22 characters can be displayed.

If the digits are placed with no space between them only 18 characters can be displayed.

The text position can be set to Left, Right or Centre as in the other text display sections.

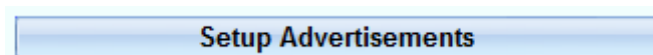


Selecting the text to display.

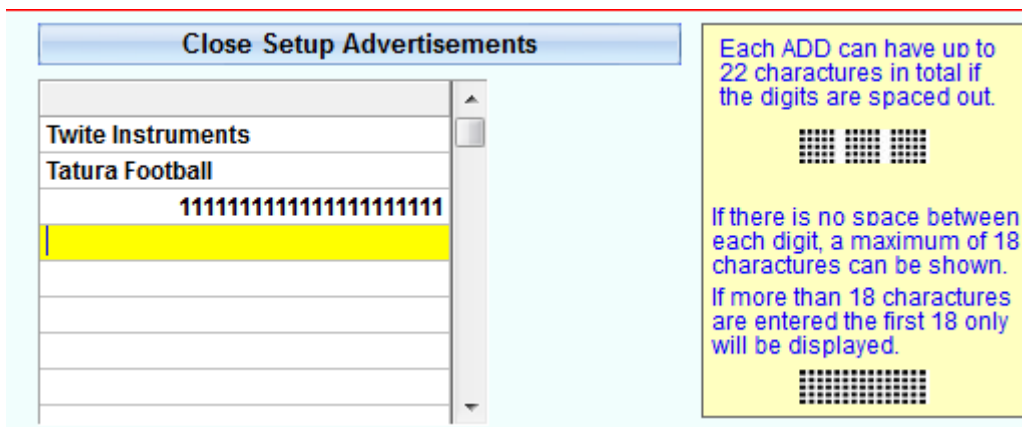
Press the drop down box and select the required text to display.

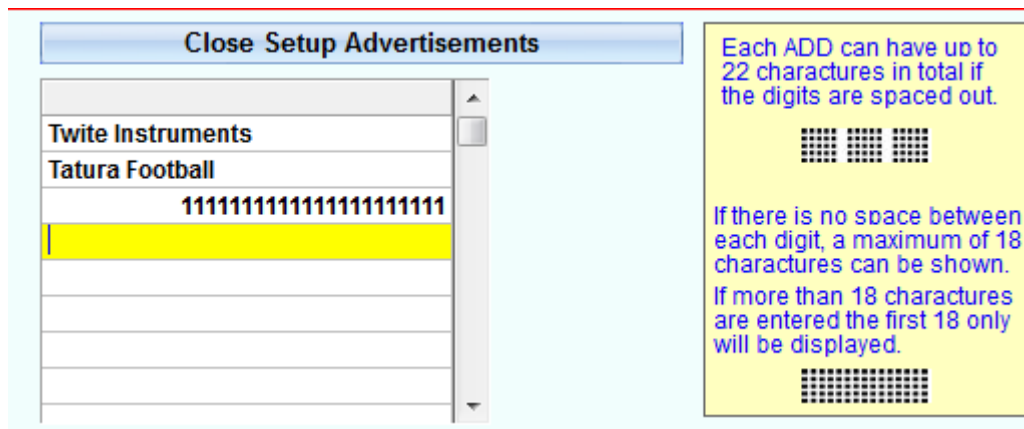


To setup advertisements press the "Setup Advertisements" button.



The following will be displayed :-

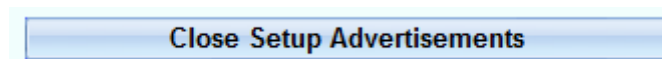
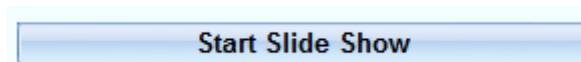


COMPUTER SOFTWARE AND OPERATION INSTRUCTIONS CONT.**Moving Message Display Section :-**

Place the cursor in the row to add or change and double left mouse click the mouse button and the text cursor will be placed into the selected row and the background color will change to yellow.

Type the required text into the row. A maximum of 22 characters are allowed. If 22 characters are placed into the row and the space between digits is set to “Together” only the first 18 characters will be sent to the external display.

To finish adding or changing, press the “Close Setup Advertisements” button.

**To start a slide show press the “Start Slide Show” Button.**

This will start the slide show and send all selected slide texts to the external display in the order set in the slide show database.

The time between each slide is the time set in the setup defaults “Time Between Slides, Seconds” box.

The speed of the text shift is done with the “SPEED” box show previously.

To setup slide shows press the “Setup Advisement Slides” button.

