

# Moving Message Display

## User Manual

Item Ref: 153.110, 153.111, 153.112, 153.114

Version 2.0

# 1: General Information

Thank you for purchasing the QTX Light moving message display. This manual will show you how to program and operate your device using the supplied hand-held remote control.

Versions:

- 153.110: 7 x 80 RED
- 153.111: 7 x 80 Multi colour
- 153.112: 7 x 120 RED
- 153.113: 7 x 120 Multi colour

Spec:

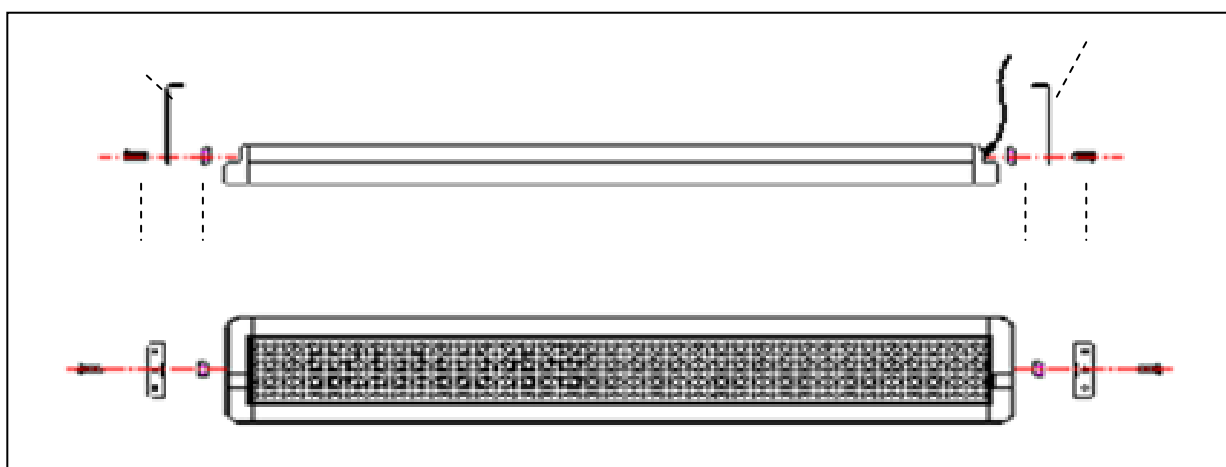
Item	153.110	153.111	153.112	153.113
Power	5Vdc, 3A		5Vdc, 6A	
LED Colour	Red	Multi Colour	Red	Multi Colour
Display	7 x 80 LEDs		7 x 120 LEDs	
Dimensions	660 x 98 x 35mm		965 x 98 x 35mm	
Weight	1.5kg		2.2kg	

## Supplied in the Box

- 1 x Moving Message Display
- 1 x Remote control
- 2 x AAA batteries
- 1 x Instruction manual
- 1 x Power supply
- 1 x UK power lead
- 1 x EU Power lead
- 1 x Set of mounting brackets.

### 1.1: Attaching your sign to a surface

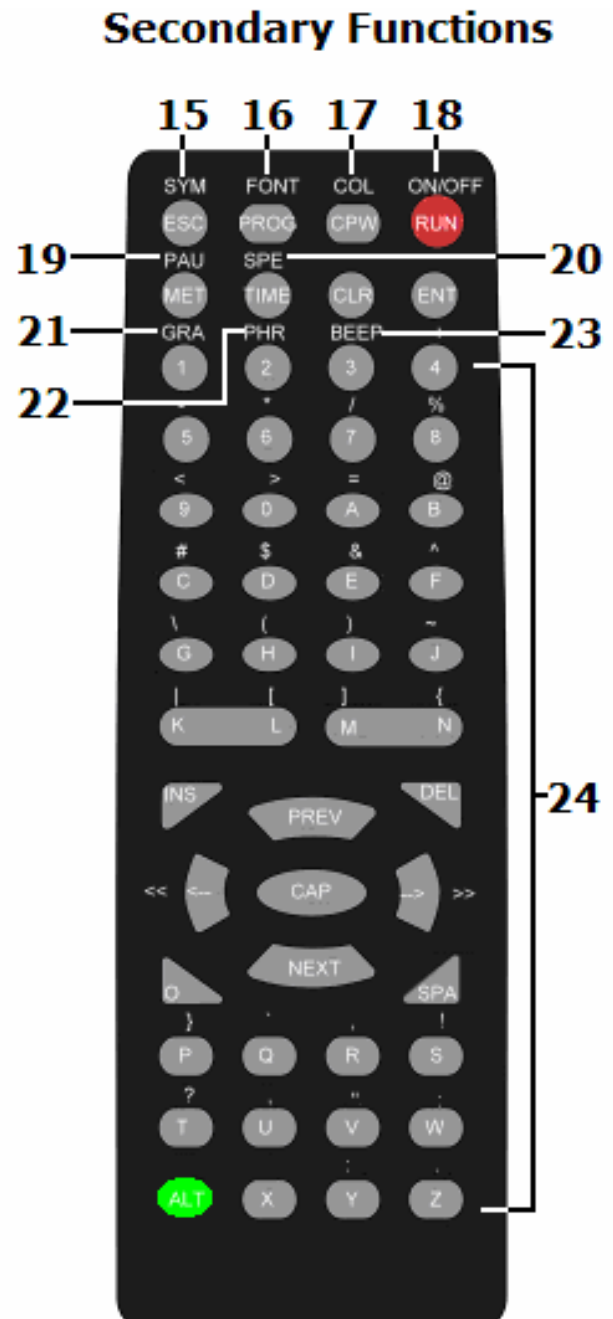
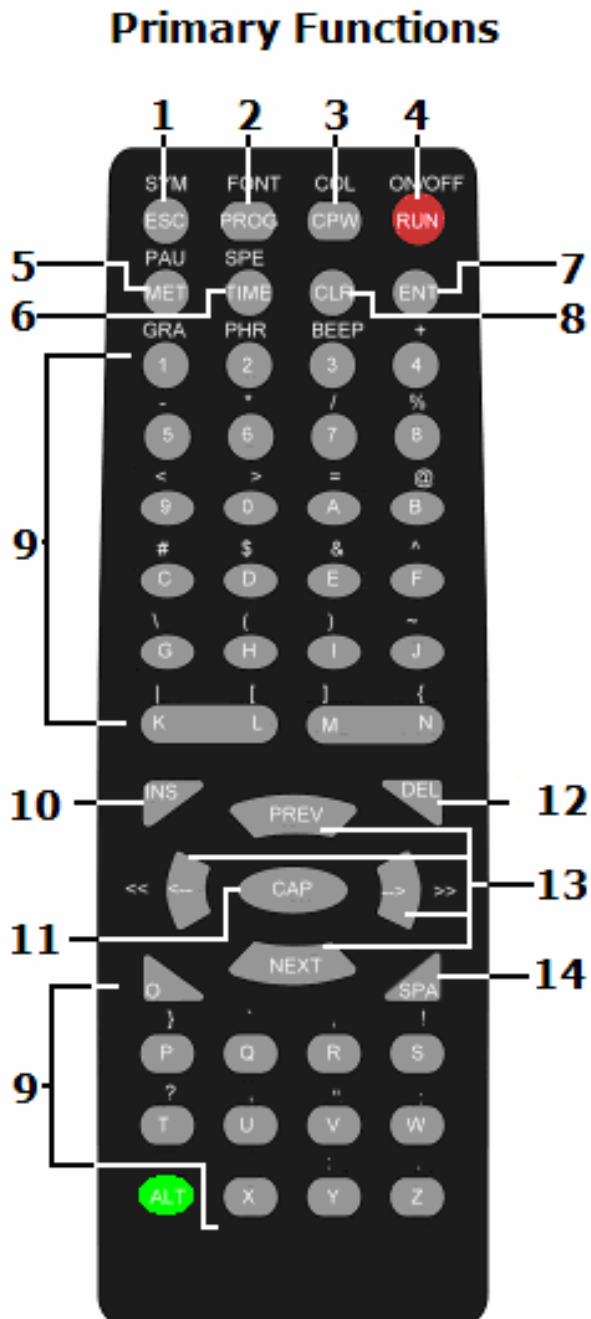
1. Ensure the sign is fully working before you attempt any fixed installation.
2. Attach the mounting brackets to the wall or surface.
2. Attach the sign to mounting brackets using hardware as shown below.
3. Plug the power cord into the sign and into an outlet.



## 2: Basic Sign Operation

When you connect sign's power supply, it will start up automatically. On the other hand, in order to turn the sign off, you can unplug the power supply or use the remote control.

The remote control has primary functions (letters and numbers printed on the buttons) and secondary functions (highlighted just above). To access the secondary functions press the **ALT** button followed by the corresponding button you require



## 2.1 Button Explanation

The first part of this chapter explains what each primary function (printed on the button) does and the meaning for each.

Item	Key	Description
1	<b>ESC</b>	Takes you back to the previous option or to escape editing and run the program
2	<b>PROG</b>	Enter the Edit Program Mode. Select file numbers <b>01</b> to <b>99</b> to enter message. (see section 3.1)
3	<b>CPW</b>	Use for edit or reset password (see reset password section 3.3)
4	<b>RUN</b>	(1) In edit program mode, press <b>RUN</b> to save and run the current message
		(2) In display mode, press <b>RUN</b> and enter <b>01</b> to <b>99</b> to select other messages for display
5	<b>MET</b>	To select the display type mode. Choose up to 24 different modes (See Appendix 1) Press <b>PREV</b> and <b>NEXT</b> to select option 1 to 24
6	<b>TIME</b>	To select time option. (see section 3.4)
7	<b>ENT</b>	Confirm the selected option
8	<b>CLR</b>	Erase option for individual program
9	_	Letters and numbers to type in message
10	<b>INS</b>	Insert key
11	<b>CAP</b>	Toggle between Capital letter and lower case characters
12	<b>DEL</b>	Deletes a selected option
13	<b>PREV</b>	Use to scroll through different options or letters
	<b>NEXT</b>	
	<b>&lt;=</b>	
	<b>&gt;=</b>	
14	<b>SPA</b>	Insert space in message.

The second part of this chapter explains what each secondary function (printed above the button) does and the meaning for each. To activate the secondary functions press the ALT (green) button once followed by your selection.

Item	Key	Description
15	<b>SYM</b>	Select from 24 symbols to display on the message. (see section 3.2 & Appendix 1)
16	<b>FONT</b>	Select the font type of the message. (see Section 3.2 & Appendix 1)
17	<b>COL</b> <small>(NOTE: Multi colour version only)</small>	Select the Colour display of the message. (see Section 3.2 & Appendix 1)
18	<b>ON/OFF</b>	Power On / Off. It will always display the last file which ran on the display
19	<b>PAU</b>	Generate a pause within the programmed message. (see Section 3.2 &

		Appendix 1)
20	<b>SPE</b>	Select the display speed of the message. (see Section 3.2 & Appendix 1)
21	<b>GRA</b>	Select graphic option, Use to Make, Edit or use a current Graphic already stored in the Memory (see Section 3.5)
22	<b>PHR</b>	Select a programmed animation in the message. (see Section 3.2 & Appendix 1)
23	<b>BEEP</b>	Select beep sound in the message. (Use <b>PREV</b> and <b>NEXT</b> to select <b>BEEP 1</b> to <b>BEEP 3</b> )
24		Secondary Letters and Characters

### 3: Beginning a Message

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

Points to note:

- Every time you press a button that is received by the unit a beep is heard to indicate successful button press.
- The default color for messages is Red and the default font size is 7\*6
- All letters are set to default CAPS. Press the CAP button to use small letters
- In order to use international characters first key in the English equivalent EG: for "ë" press CAPS to use small letters then type in "e" use the PREV and NEXT button to find the international character of you need.
- You have the option to save your message at the end of your programming

#### 3.1 A Simple Program:

Step	Keys to press	Display	Explanation
1	PROG	<b>PASSWORD:***</b>	Begin the edit program mode
2	<u>0 0 0</u>	<b>PASSWORD:***</b>	Default Password " <b>000</b> "
3	ENT	<b>OPEN: ??</b>	Enter into editing mode
4	<u>01</u> ENT	<b>[CYCLIC]</b>	The first two digit file number (01-99) are allowed for naming message files <b>[CYCLIC]</b> is the default method of display code which means to cycle through at random
5	WELCOME	<b>WELCOME</b>	Type the text you wish to display in you message
6	<u>RUN</u>	<b>SAVE? (Y/N)</b>	End the edit program mode
7	<u>Y</u>	Message begins to be displayed	Save the message as data file number 01

NOTE: You can change the Font Style, Speed, Pause time and Colour by simply pressing ALT and the selected option before you type you message EG:

[CYCLIC][5x11][GREEN][PAUSE1]WELCOME[CYCLIC]

To make words display in different frames or one after the other press ENT to display type as follows:

[CYCLIC][5x11][GREEN]WELCOME[CYCLIC][5x11][RED]TO[CYCLIC]SHOP  
NAME[CYCLIC]

This will display the three words differently one after another

To erase a program press CLR then ENT to delete the program and start again

### 3.2 Inserting text, time, date, symbol, graphics or characters:

Step	Keys to press	Display	Explanation
1	<b>PROG</b>	<b>PASSWORD:***</b>	Begin the edit program mode
2	<b>0 0 0</b>	<b>PASSWORD:***</b>	Default Password "000"
3	<b>ENT</b>	<b>OPEN:??</b>	Enter into editing mode
4	<b>01 ENT</b>	<b>[CYCLIC]</b>	The first two digit file number (01-99)are allowed for naming message files <b>[CYCLIC]</b>
			Is the default method of display code which means to cycle through at random
5	<b>ALT SYM</b>	Use PREV / NEXT to select the pre option you want. More details of these can be found in Appendix A	Add a Symbol
6	<b>ALT FONT</b>		Change the font size
7	<b>ALT COL</b>		Change the colour of the font
8	<b>ALT PAU</b>		Add a pause on each section
9	<b>ALT SPE</b>		Slow the scroll speed
10	<b>ALT GRA</b>		Add a graphic to the text.
11	<b>TIME</b>		ADD TIME / ADD DATE
12	<b>RUN</b>	<b>SAVE Y / N</b>	Confirm selection
	<b>Y ENT</b>		

For more details of what each option has to offer is available see Appendix 1

### 3.3 Changing the password:

Step	Keys to press	Display	Explanation
1	PROG	PASSWORD:***	Begin the edit program mode
2	<u>0</u> <u>0</u> <u>0</u>	PASSWORD:***	Default Password "000"
3	ENT	OPEN:??	Enter into editing mode
4	<u>01</u> ENT	[CYCLIC]	The first two digit file number (01-99) are allowed for naming message files[CYCLIC]
			Is the default method of display code which means to cycle through at random
5	CPW	UNUSE PASS	Press ENT to turn password off
	PREV / NEXT	RES PASS	Reset password to DEFAULT 000
	PREV / NEXT	USE PASS	If you are currently not using the password feature use this option to turn it on
6	PREV / NEXT	CHANGE ***	Use this option to enter a new 3 digit password
	XXX ENT	CHANGE ***	Enter new password
6	XXX ENT	AGAIN ***	Confirm new password
7	PROG	PASSWORD:***	Next time you enter in to program mode use your new set password

### 3.4 Setting the Date, Time or Alarm:

Step	Keys to press	Display	Explanation
1	PROG	PASSWORD:***	Begin the edit program mode
2	<u>0</u> <u>0</u> <u>0</u>	PASSWORD:***	Default Password "000"
3	ENT	OPEN:??	Enter into editing mode
5	TIME	SET TIME	Press ENT and use the arrow keys to set the correct time
	PREV / NEXT	SET DATE	Press ENT and use the arrow keys to set the correct date
6	PREV / NEXT	ALARM	Set number of times for Alarm to be activated "C" and the time interval between each alarm.
	PREV / NEXT	ONE HOUR	Alarm will go off every hour
	PREV / NEXT	12H Mode 1	Displayed as EG: WED 06:00 PM
	PREV / NEXT	12H Mode 2	Displayed as EG: WED 06:00
	PREV / NEXT	24H Mode	Displayed as EG: WED 18:00
	PREV / NEXT	ADD TIME	Add the current time
	PREV / NEXT	ADD DATE	Add the current date DD-MM-YYYY
	PREV / NEXT	ON TIME	Set a time when the sign turns on automatically
	PREV / NEXT	OFF TIME	Set a Time when the sign turns off automatically

### 3.5 Making Custom Graphics:

You can make your own style graphics to suit your needs by selecting individual pixels and adding them within a sequence.

Step	Keys to press	Display	Explanation
1	<b>PROG</b>	<b>PASSWORD:***</b>	Begin the edit program mode
2	<b>0 0 0</b>	<b>PASSWORD:***</b>	Default Password "000"
3	<b>ENT</b>	<b>OPEN:??</b>	Enter into editing mode
4	<b>01 ENT</b>	<b>[CYCLIC]</b>	The first two digit file number (01-99)are allowed for naming message files <b>[CYCLIC]</b>
			Is the default method of display code which means to cycle through at random
5	<b>ALT GRA</b>	GET GRAPHIC	Access a graphic already in the memory
6	<b>PREV / NEXT</b>	EDIT GRAPHIC	Edit a graphic already in the memory
7	<b>PREV / NEXT</b>	MAKE GRAPHIC	Make a new graphic from scratch
	<b>ENT</b>	NUMBER A	Use PREV and NEXT to select a file
	<b>PREV / NEXT</b>	EDIT GRAPHIC	You can now highlight each pixel individually and change the colour
	<b>K</b>		Turns pixel ON/OFF
	<b>J</b>		Moves 1 pixel left
	<b>L</b>		Moves 1 pixel right
	<b>O</b>		Moves 1 pixel down
	<b>S</b>		Moves 1 pixel up
	<b>H</b>		Moves pixel up and to the right
	<b>F</b>		Moves pixel up and to the left
	<b>P</b>		Moves pixel down and to the right
	<b>N</b>		Moves pixel down and to the left
	<b>PREV / NEXT</b>		Change the colour (Multi colour version only)
	<b>ENT</b>		Save file



## Appendix 1:

Function	DISPLAY	Meaning
Direction of text movement	[CYCLIC]	Random effect
	[IMMED]	Immediate
	[OPEN←]	Slides in from Right
	[OPEN→]	Open from Left
	[OPEN<>]	Open from Center
	[OPEN><]	Open to Center
	[COVER<>]	Cover from Center
	[COVER←]	Cover from Right
	[COVER→]	Cover to Left
	[COVER><]	Cover to Center
	[SCROLL↑]	Scroll Up
	[SCROLL↓]	Scroll Down
	[INTER><]	Interlace to Center
	[INCOVER><]	Interlace to Cover
	[COVER↑]	Cover Up
	[COVER↓]	Cover Down
	[SCANLN]	Scan Line
	[EXPLOED]	Explode
	[PACMAN]	Pac Man
	[FALL]	Pall & Stack
[SHOOT]	Shoot	
[FLASH]	Flash	
[RANDOM]	Random	
[SLIDE IN]	Slide in	
Font size	[5x6]	Short
	[5x11]	Short & Wide
	[7x6]	Default
	[7x11]	Wide
	[7x9]	Slightly Wide
	[7x17]	Extra Wide
	[SMALL]	Small font
Scrolling Speed	[SPEED 1]	Fastest
	[SPEED 2]	
	[SPEED 3]	
	[SPEED 4]	
	[SPEED 5]	
	[SPEED 6]	
	[SPEED 7]	
	[SPEED 8]	Slowest
Graphics	[GRAPH A]	Editable by User
	[GRAPH B]	

	[GRAPH C]	
	[GRAPH D]	
	[GRAPH E]	
	[GRAPH F]	
	[GRAPH G]	
	[GRAPH H]	
	[GRAPH I]	City
	[GRAPH J]	Car
	[GRAPH K]	Ship
	[GRAPH L]	Telephone
	[GRAPH M]	Birds
	[GRAPH N]	Ship
	[GRAPH O]	Swim
	[GRAPH P]	Cat
Animation	[ANIM1]	Merry X'Mas
	[ANIM2]	Happy New Year
	[ANIM3]	4th July
	[ANIM4]	Happy Easter
	[ANIM5]	Happy Halloween
	[ANIM6]	Don't Drink & Drive
	[ANIM7]	No Smoking
	[ANIM8]	Welcome
Pause Length	[PAUSE 1]	Pause for 2 seconds
	[PAUSE 2]	Pause for 3 seconds
	[PAUSE 3]	Pause for 4 seconds
	[PAUSE 4]	Pause for 6 seconds
	[PAUSE 5]	Pause for 10 seconds
	[PAUSE 6]	Pause for 20 seconds
	[PAUSE 7]	Pause for 30 seconds
	[PAUSE 8]	Pause for 60 seconds

Cont:

Sunny	Cloudy	Rain	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
Show	Martini Glass		

## TROUBLESHOOTING:

No display:	Check if the power socket located at the back is connected Ensure AC power plug is plugged in to the wall outlet Check to see if the mains power in to the external power supply is connected
No response to remote control:	Check that the batteries in the remote have enough energy Ensure the batteries are installed at the correct polarity Ensure a clean line of sight between the remote and the sign
No display but response to the remote:	Check if the AUTO ON/AUTO OFF time setting is correct Check you have information in the file RUN ??
Memory loss on the Sign	Replace the internal memory battery (CR2032)

If the above does not help you then contact your local dealer.

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