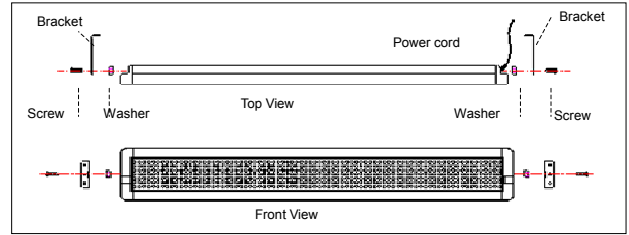


INSTALLATION:

CAUTION: This display is for INDOOR USE ONLY. It can be mounted to a wall. Do not mount or attach the power supply to anything, do not let the power supply hang loose, place power supply on a flat DRY surface only, plug the power supply into an easily accessible outlet.

1. Attached the included mounting brackets to the wall or surface
2. Attach the display to the brackets as shown to the right
3. Plug the power cord into the display and into an outlet



NOTE: READ BEFORE PROGRAMMING YOUR MESSENGER:

- Point the remote at the sensor on the front left of the display. An audible [beep] is heard each time the messenger accepts programming from the remote control so you know the signal was received and understood.
- The color for all messages is Bright Red and the default font size is 7*6.
- You have the option to save each programmed message after completion.
- The messenger will always begin with the default method of display [CYCLIC], which randomly cycles through all possible display Methods.
- To use international characters in your messages, you should first key-in the corresponding equivalent English character and then use the **NEXT** and **PREV** buttons to scroll through the international characters i.e. key-in "\$" press NEXT and you will see the "¢". For international characters which do not have corresponding English characters, please key in a space **SPA** and then use the **NEXT** and **PREV** buttons to scroll through the list of available characters.
- This sign can store up to 100 messages. Message data files are numbered **01** to **99**. File **00** is the factory default message and cannot be changed.
- Each time the **ALT** button is mentioned with a corresponding button, you need to Press **ALT**, release the button, then press the corresponding button. **Do NOT hold the ALT button down while pressing the other button.**

To START your messenger:

Plug the messenger in. It should beep once and display the default message or the message that ran when previously powered ON. The messenger can be turned ON & OFF by pressing **ALT ON/OFF** button on the remote. (Be sure the batteries are in the remote for function).

To PROGRAM a message:

1. Press **PROG** on your remote, the messenger will display [PASSWORD ***] the default password is: **0 0 0**, then press **ENT** The screen will display [OPEN = ??]
2. Type the data file number you would like to edit or create, then press **ENT** (ex: "01" = message 1, "02" = message 2, etc.) You can store 99 custom messages from **01 - 99**, file 00 cannot be changed.
3. Your messenger will read [CYCLIC] if you are programming a new message, or [OLDFIL CYCLIC] if you are editing a previously programmed message. Create your message.
4. Press **RUN**, the messenger will display [SAVE ? (Y/N)] press **Y** for yes, **N** to cancel.

To RUN a message:

1. Press **RUN** on your remote
2. Type the programmed data file number you would like to run, then press **ENT** (ex: "01" = message 1, "02" = message 2, etc.)

Setting the DATE and TIME:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press **TIME** button, "SET TIME" should be displayed, press **ENT**. Use the **PREV**, **NEXT**, and ← → arrow buttons to set the time. Press **ENT**.
4. To show the TIME or DATE in the message, press **TIME** again, then the **PREV** and **NEXT** buttons to scroll through the TIME options (ex. SET DATE, ADD TIME, 12H MODE)

TIME OPTIONS:

- | | | | |
|--------------|------------|-------------|-------------|
| - SET TIME | - ON TIME | - OFF TIME | - ADD DATE |
| - ADD TIME | - 24H MODE | - 12H MODE2 | - 12H MODE1 |
| - HOUR ALARM | - ALARM | | |

METHOD of Display:

You can program how your message appears. The default is [CYCLIC] which cycles through all Methods at random so the message appears differently each time it comes on.

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. The current Method will show before your message. Press **PREV** and **NEXT** buttons on remote to scroll through available Methods. (ex. [PACMAN] eats the words, [FALL] dots of the word fall in, [EXPLODE] letters pop in after explosions, etc.)
4. You can choose a different Method before each letter, word or phrase if desired. Scroll through your message using the ← → arrow buttons until you reach the space before the word or phrase you would like to add a Method, press **MET** on your remote. You may use several Methods within each message. To delete a Method, press **DEL** when the Method is shown at the far right of the screen.
5. To see the result, press **RUN**, then press **Y** to save.

FONT Size:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Scroll through your message using the ← → arrow buttons until you reach the beginning of the word or word phrase you would like to edit the font size.
4. Press the **ALT** button, then press **FONT**, use **PREV** and **NEXT** to scroll through and select the size you want.
5. You can choose a different Font Size before each letter, word or phrase if desired. Scroll through your message using the ← → arrow buttons until you reach the space before the word or phrase you would like to change the font size. Then repeat Step 4.
6. To see the result, press **RUN**, then press **Y** to save.

Display SPEED:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press **ALT**, then press **SPE**.
4. Use the **PREV** and **NEXT** buttons to scroll through [SPEED1] FAST thru [SPEED 8] SLOW.
5. Continue to edit your message or press **RUN**, then **Y** to save.

Insert SYMBOLS:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press **ALT**, then press **SYM**.
4. Use the **PREV** and **NEXT** buttons to scroll through built-in symbols, to choose one press **ENT**.
5. Continue to edit your message or press **RUN**, then **Y** to save.

Insert GRAPHICS:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Scroll through your message using the ← → arrow buttons until you reach the space you would like to insert a Graphic.
4. Press the **ALT** button, then press **GRA**, the messenger will display "GET GRAPHIC" press **ENT**.
5. Use the **PREV** and **NEXT** buttons to cycle through the preset graphics [GRAPHIC A] thru [GRAPHIC H].
A = city B = cars C = coffee/tea D = telephone
E = sun rise/set F = ship G = swimmers H = mouse
Letters I thru P repeats these same graphics
6. Press **ENT** once you've found the graphic you want to insert.
7. To see the result, press **RUN**, then press **Y** to save.

Insert an ANIMATED PHRASE:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press the **ALT** button, then press **PHR**
4. Use the **PREV** and **NEXT** buttons to select [ANIM 1] thru [ANIM 8]
1 = Merry Xmas 2 = Happy New Year
3 = 4th July 4 = Happy Easter
5 = Happy Halloween 6 = Don't Drink & Drive
7 = No Smoking 8 = Welcome
5. Continue editing message, or press **RUN** and **Y** to save.

Insert a BEEP sound:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press the **ALT** button, then press **BEEP** button
4. Use the **PREV** and **NEXT** buttons to select [BEEP 1] thru [BEEP 3]
1 = three beeps 2 = seven fast beeps 3 = one beep
5. Continue editing message, or press **RUN** and **Y** to save.

Insert a PAUSE:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press the **ALT** button, then press **PAU**
4. Use the **PREV** and **NEXT** buttons to select [PAUSE 1] thru [PAUSE 8]
5. Continue editing message, or press **RUN** and **Y** to save.

Edit PASSWORD:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press the **CPW** button
4. Use the **PREV** and **NEXT** buttons to scroll through options:
 - UNUSE PASS = turn off password security
 - USE PASS = turn on password security
 - RES PASS = reset to factory password default: "000"
 - CHANGE = change to a new password
5. To select option, press **ENT** and **RUN**.

ERASE functions:

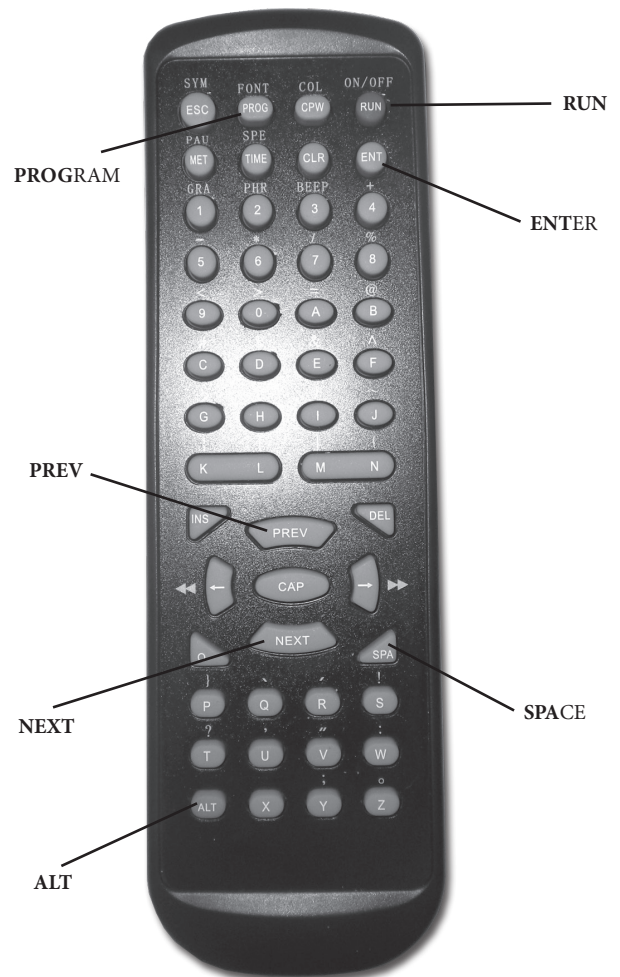
1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press **CLR** button.
4. Use the **PREV** and **NEXT** to cycle through the different delete options:
 - DEL ALL = clears ALL messages
 - DEL FILE = delete a specified file
 - DEL MSG = delete the message of the current opened file
 - DEL ON/OFF = disable the Auto Turn ON/OFF Timer function
 - DEL ALARM = Disable the alarm function
5. To select option, press **ENT** and **RUN**.

EDIT/MAKE graphics:

1. Press **PROG**, enter your password and press **ENT**.
2. Enter your file number (01) and press **ENT**.
3. Press the **ALT** button, then press **GRA**, use the **PREV** and **NEXT** buttons to select "EDIT GRAPH" or "MAKE GRAPH" then press **ENT**.
4. If Editing, use the **PREV** and **NEXT** buttons to select a graphic to edit NUMBER "A" thru "P". Press **ENT**.
5. Select a storage location for your new graphic using the **PREV** and **NEXT** buttons. Press **ENT**.
6. **K** turns the cursor on/off. Use the following letters to create your graphic.

F	G	H
J	K	L
N	O	P

7. When complete, press **ENT**. Enter the graphic number into your message, then press **RUN** and **Y** to save.



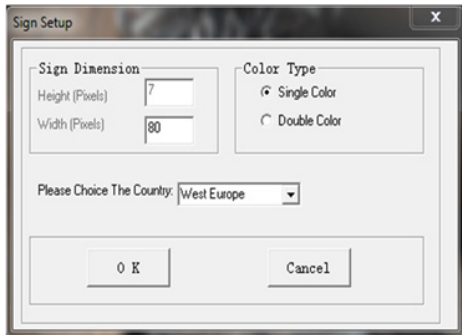
System requirements:

- CPU: 200mhz or above
- OS: Windows 98/2000/XP/Vista/Win7
- RAM: 32mb or above
- HDD: 100mb of free disk space
- VGA: 2mb video memory

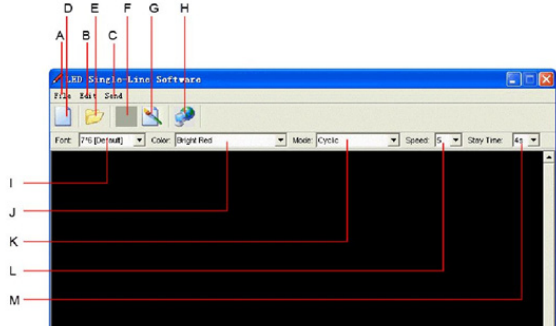
Software Operation:

The messenger software allows you to send messages to your sign using a computer. Please follow the next steps to install your messenger software.

- 1: Turn your computer on and insert the included installation cd into your pc's cd-rom drive.
- 2: A window will open that contains the files on the cd-rom. Double click the file "installmessenger.exe" **NOTE: When inserting the cd-rom, if the window fails to open please do the following:**
 - A: For Windows 98, 2000, and XP operating systems, click START, then RUN, and type the following and press enter. "D:\installmessenger.exe"
 - B: For Windows Vista/Win7, click "MY COMPUTER" select your cd-rom drive, and the double click the file: "D:\installmessenger.exe"
- 3: Follow the on-screen instructions to install the messenger software.
- 4: Open the messenger software by double clicking the "Messenger Icon" on your desktop, or via the START Menu.



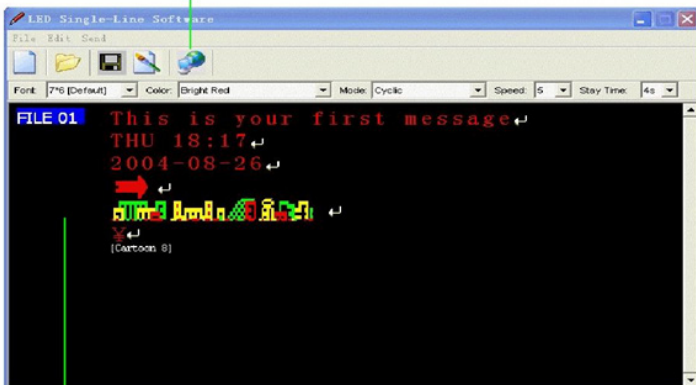
- 5: Sign Dimension should be: height: 7 pixels, width: 80 pixels. Color type should be set to "Single Color", and then select your country choice.



A	File	New	Creates a new file
		Open	Opens the message files that are already saved on the computer
		Save	Save the file of the current message text for later use
		Save as	Save the file of the current message as a new file name
		Clear	Clears all the contents in the text edit area
		Exit	Exit the messaging software
B	Edit	Add item	Add another message file
		Delete item	Deletes the file that is currently selected on the screen
		Joint item	Allows the user to joint two different files together as one
		Insert special	Here you can choose from a variety of options to insert into your message such as time, date, beep, symbols, graphics, characters, cartoons and temperature
		Insert user-defined graphic	Here you can add your own graphic from a saved graphic list
		Change graphic set	Change graphic set is not applicable in this manual
		Execute Lattice	Opens up the graphic part of the program to create custom images
C	Send	Window	Configuration window for sending the created message to the messenger
		File	Prompts the user to save the message
		Set date/time	sends the current date and time from the computer to the messenger
		Working Time	allows user to set when the sign should turn on and off
		Alarm	An alarm can be set to go off a specific number of times at a set time interval
		Schedule	Sequencing setting schedule for messages
		Special Command	Allows the user to run a certain message over the set schedule
		Hour Alarm On	Click in order to have the sign beep at the top of the hour
		Hour Alarm Off	Click in order to stop the sign from beeping at the top of the hour
		Test	This function runs a test that turns all LED lights on twice
D	New		Opens up a new message file
E	Open		Allows the user to open up saved message files
F	Save		Saves the message to the specified location
G	Execute Lattice		Opens up the graphic part of the program to create custom images
H	Send		Sends the message over to the messenger
I	Font		7 different types of font
J	Color		This messenger only comes with one color
K	Mode		24 different message display choices
L	Speed		8 different message speed choices
M	Stay Time		Amount of time a message is displayed for on the messenger

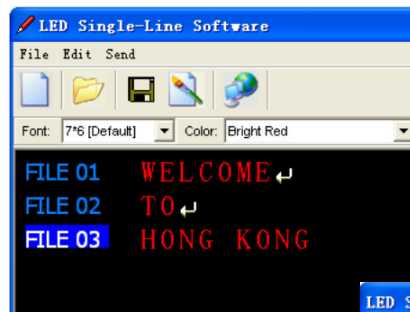
Insert text, time, date, symbol, graphic, character, or carton:

- (2) Click it to send the messages into the FILE01 (default) of your sign.



Insert text by typing. You can press **ENTER** to create a new line in **FILE 01** of your message. If you wish to create a second file, or a third file (FILE 02, 03, 04, and so on), you can press **Ctrl + Enter** on your keyboard or go to "Edit", select "Item" and then "Add". In order to insert time, date, beeps, symbols, graphics, characters, cartoons or temperature, click on "edit", select "Insert special" and then select your choice. Note: The default font and color are **7x6** and **Bright Red**, respectively.

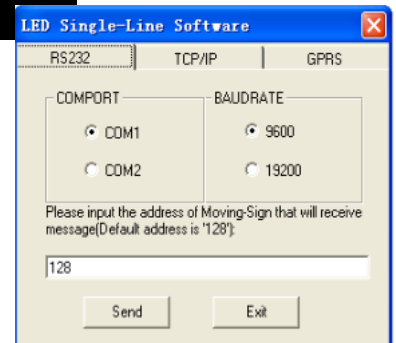
Save and upload your messages:



Once you are finished typing your message, you must follow this 2-step process to **SAVE** your message for later editing, and to **UPLOAD** your message to the MESSENGER UNIT.

STEP 1: Click the FILE menu, choose **SAVE AS**, select where you want to save the message file on your PC, and type in a file name of your choice. Click **SAVE** to save the file to your PC.

STEP 2: Click the **GLOBE/WORLD ICON**. Make sure **RS232** is selected, **COM 1** is selected, and the default address is "**128**", then click **SEND**.



Selecting methods, fonts, and colors:

LED Single-Line Software

File Edit Send

Font: 5*6 Short Color: Bright Green Mode: Immediate

FILE 01 [Method 2] WELCOME

Select your display MODE
 Select Font choice
 Type in desired message

Font: 7*6 [Default] Color: Layer Mix(Rainbow)

FILE 01 [Method 2] WELCOME
 HONG KONG

Press "Enter" to start another line
 (Note: mode turns to cyclic with start of a new line)

Select MODE, Font & continue typing

Set date & time

LED Single-Line Software

File Edit Send

Window
 File
 Set Time/Date
 Working Time
 Alarm
 Schedule...
 Hourly Alarm On
 Hourly Alarm Off
 Test

Font: 7*6 [D]

Update corrected time and date from PC clock.

SEQUENCING of messages:

LED Single-Line Software

File Edit Send

Window
 File
 Set Time/Date
 Working Time
 Alarm
 Schedule...
 Hourly Alarm On
 Hourly Alarm Off
 Test

Font: 7*6 [D] Color: Red Mode: Cyclic

FILE 01

(1) Select Schedule...

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

Schedule

Run On: With Seg#

File: [0] Start time: 08 hour 20 minute End time: 17 hour 00 minute

Sunday
 Monday
 Tuesday
 Wednesday
 Thursday
 Friday
 Saturday

File01
 File02
 File03
 File04
 File05
 File06
 File07

Set.. OK

(3) On time is 08:20
 (4) Off time is 17:00
 (5) Select File04
 (6) Display on Wednesday ONLY.
 (7) Click Setting to update the changes

NOTE: Displaying messages in time order will work only as long as the sign has power. When your sign loses power, its internal clock becomes inaccurate and must be reset again.

Creating custom graphics and logo:

LED Single-Line Software

File Edit Send

Font: 7*6 [Default] Color: Bright Red

Click **Lattice** icon to edit your graphic or logo.

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

The graphics of LED Single-Line Software

File Edit

Color: [Color palette]

MOVIE NEWS

Preview: MOVIE NEWS

ISM: [Input field]

Total 1 Lattice

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.

The total number of the graphics defined by the user.

The no. of the graphic that is editing now.

The preview of graphic is same as the content in the editing area.

The graphics of LED Single-Line Software

File Edit

New Ctrl+N
 Create Sending List Ctrl+S
 Exit(Esc) Ctrl+X

Select Create Sending List to create your own graphic list

Graphic A- Graphic H.

Graphic List

Available Graphics: MOVIE NEWS

Graphics to Sign: MOVIE NEWS

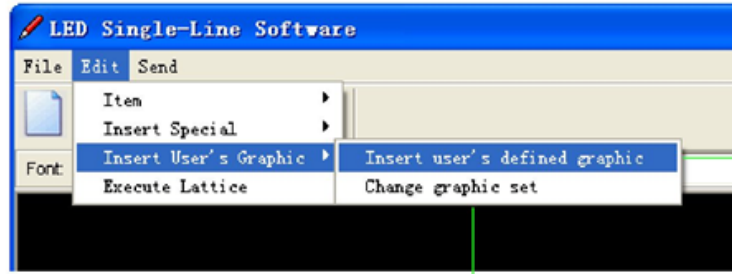
Save Browse Clear Send... Close

Click **Save** to store the current graphic list as "list" file.

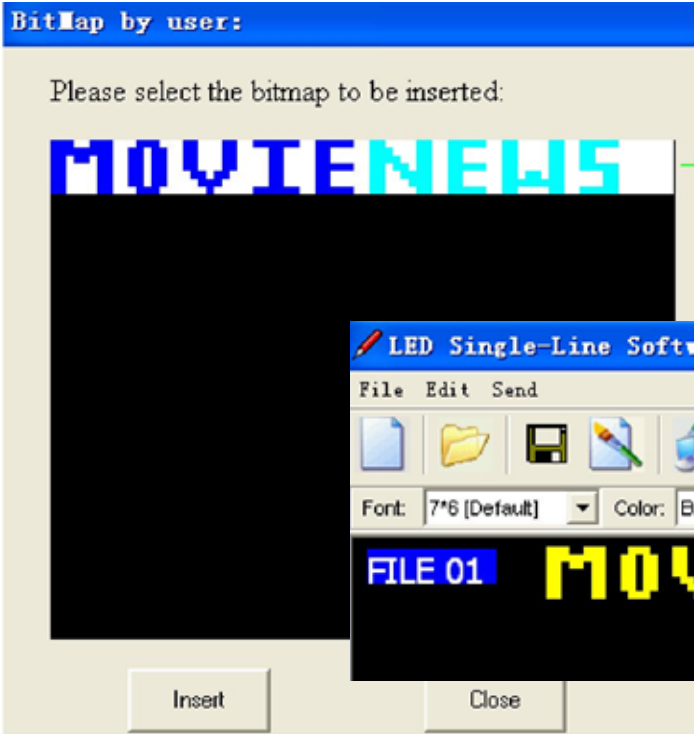
Click **Send...** to upload the current graphic list into the sign

Close the window

DISPLAYING your own custom graphics & logo

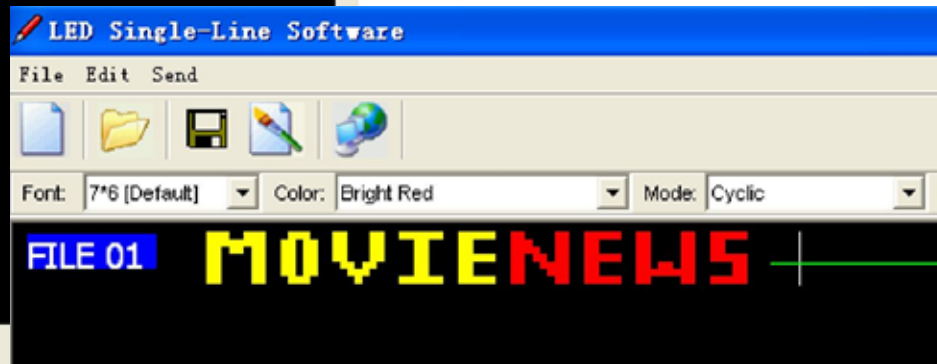


(1) Select **Insert user's defined graphic** to add your own graphic.



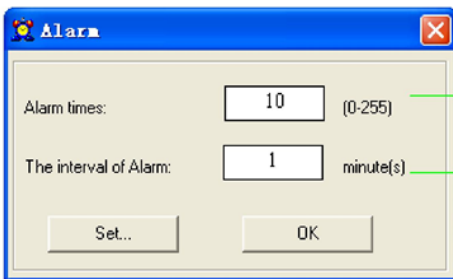
Note: Change graphic set is not applicable in this manual.

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



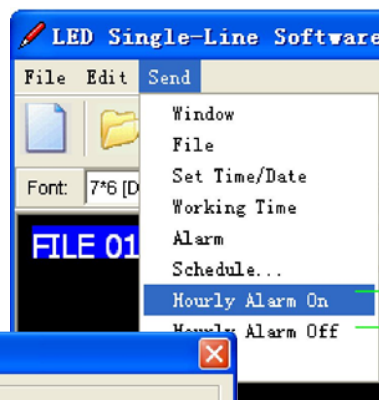
(3) Your graphic is inserted in **FILE 01**

Set Alarm Times



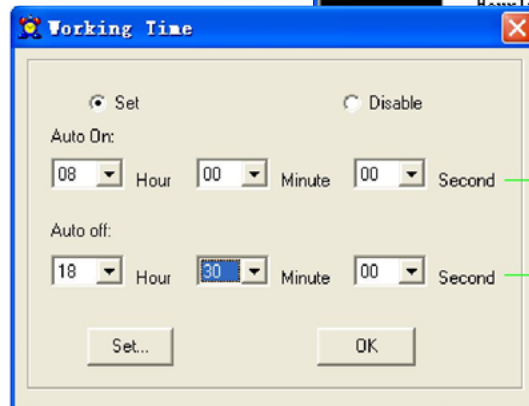
The sign will alarm for 10 times

The interval of each two alarms is 1 minute.



set the hourly alarm on.

set the hourly alarm off.



To power on the sign at 08:00 automatically

To power off the sign at 18:30 automatically.

LIMITED 1 YEAR WARRANTY

C-M Glo, LLC warrants that this product will be free from defect due to material and workmanship under normal use for a period of one (1) year from the date of purchase. Please retain receipt for proof of purchase. Proof of purchase is required for any warranty claim. Warranty is void if product is abused, disassembled, or exposed to atmosphere or conditions other than stated within instructions. If product fails within the specified time, return sign with all accessories, original packing material and a copy of the sales receipt to C-M Glo, LLC. Your sign will be repaired or replaced within six weeks of receipt of your unit. Please ship your sign to:

C-M Glo, LLC
1201 N. 4th Street
Watertown, WI 53098
(920) 261-1000

DISCLAIMER OF WARRANTY

Warranty is invalid if purchaser fails to properly operate and/or maintain the product. This Warranty is not transferable to third parties. There is no warranty for fitness for a particular purpose. This Warranty is in lieu of all other warranties expressed or implied. No representative or any other person is authorized or permitted to make any Warranty changes or assume on behalf of C-M Glo, LLC any liability not strictly in accordance with this Warranty.

C-M Glo, LLC shall not be liable for special or consequential loss or damages, direct or indirect, such as, but not limited to, damage or loss of property or equipment, loss of profit or revenue, loss of use of the product, cost or replacement of the product, or claims for service interruptions.

Tampering, accident, abuse, negligence, unauthorized repairs, or other causes unrelated to defective materials or workmanship will void this Warranty. This warranty does not cover costs associated with shipping the product to the manufacturer. This warranty does not cover replacement of remote battery.