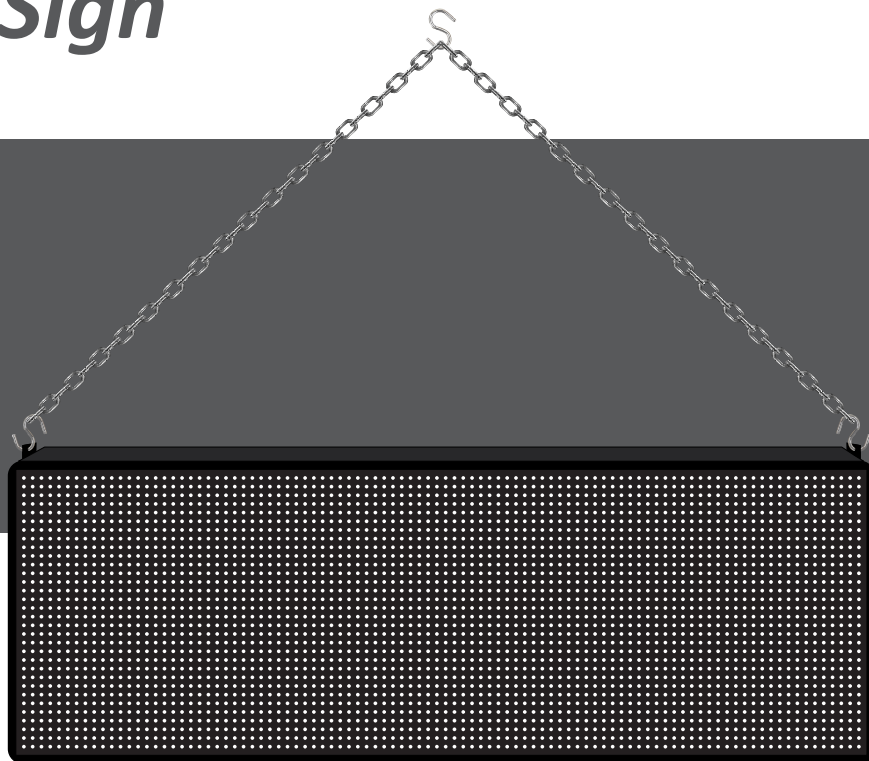


Window LED Sign

Mounting
Instructions
& User Manual



Mounting Instructions

Page 2

Software Installation & Use

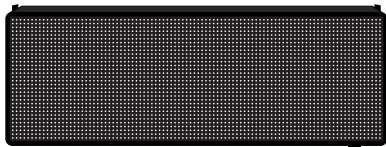
Page 3

MOUNTING INSTRUCTIONS



Ensure that what you are hanging the display from can support **at least 30 pounds**. Product is for **indoor use only**.

PARTS INCLUDED



Display unit



Power cable



4 "S" hooks



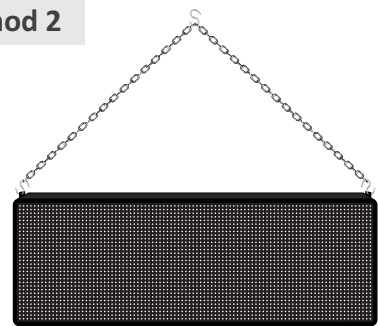
2 36-inch chains

HANGING METHODS

Method 1



Method 2



- 1 Remove the "S" hooks and chains from the enclosed bag.
- 2 Place an "S" hook through the holes on both mounting brackets on the sides of the display.
- 3 Attach one chain to each "S" hook and place another "S" hook at the end of each chain. You may adjust the length by placing the hooks closer to the center of the chain.
- 4 Hang each chain from a drop ceiling rail hook or wall anchor (not included). Alternately, you may hang both chains from a single center point. **Make sure the mounting method is rated to hold at least 30 pounds.**
- 5 Plug one end of the power cable into the display unit, and the other into a standard grounded 120-volt power receptacle. **Allow 90 seconds for the display to fully power up.**

Provided chains and hooks are not rated for weight over 30 pounds.

Do not share chains or hooks with any other items, as they could fail and cause injury or damage the display.



Your sign message is controlled using the provided **Sign Programmer** software and **USB drive**. The software requires a Microsoft Windows®-based PC to operate.

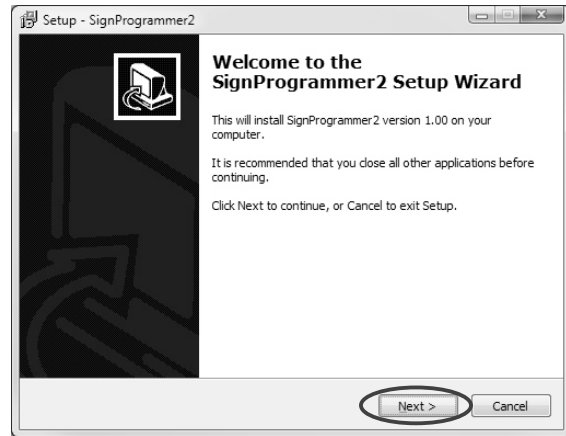
INSTALLING THE SOFTWARE

The software installation file is available **on the USB drive** that was provided with the sign.

Double click on the **signprogrammer.exe** file to start the installation process. If you use Windows® 7 or Windows® Vista, you may have to click **Yes** to the User Account Control window.

Select all of the default options by clicking the **Next** button, and complete the installation by clicking the **Finish** button.

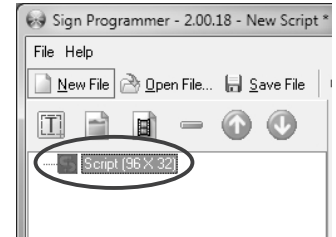
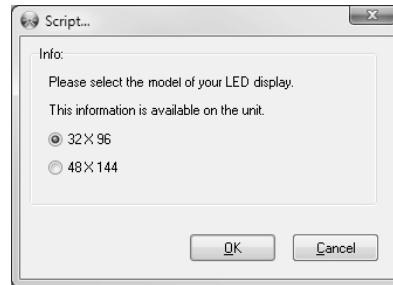
Once installed, the **Sign Programmer** icon will be available on your desktop and in your Start menu. Click on the icon to start.



CONFIGURING THE SOFTWARE

Before using the software, you must first select your model. This information is available on the unit or with your order information.

If you need to change this value in the future, double-click **Script** in the left tree view.



ADDING TEXT

Sign Programmer can add a text message to your sign.

Click the **New Text** button  in the toolbar.

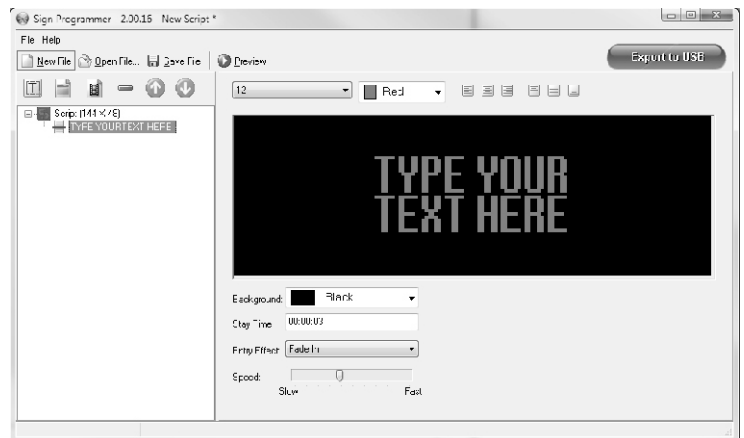
Type the message into the black box. The text alignment can be changed using the alignment buttons:



The **size** and **color** of the text can be changed by selecting it and changing the appropriate selector tool:



The **background color** can also be selected:





The **Stay Time** is the duration that the text will stay on the sign. Stay times are listed as **hours : minutes : seconds**, and does not include the time used by the Entry Effect.


Select an **Entry Effect** if you would like the text to transition on and off of the display. The Speed of the effect can be controlled with the slider.

ADDING IMAGES & VIDEO CLIPS

Sign Programmer makes it easy to add the included images and video clips to your sign.




Click the **Image**  or **Video Clip**  button in the toolbar and select the image or video clip you would like to display.

With images, you may select a **Stay Time**, **Entry Effect** and **Speed** of the effect. Video clips will stay on the display for their full duration.

You may add your own images to the included library by clicking , browsing to and selecting the image. Because the image will be automatically resized to fit your display, it is recommended to use images with similar proportions and without a lot of detail. Images can be removed by deleting them from C:\Users\[username]\SignProgrammer2\library_image



ORDERING, REMOVING & PREVIEWING ITEMS


If you have more than one item being shown, you may adjust their order using the   buttons. Items can be removed with the  button.

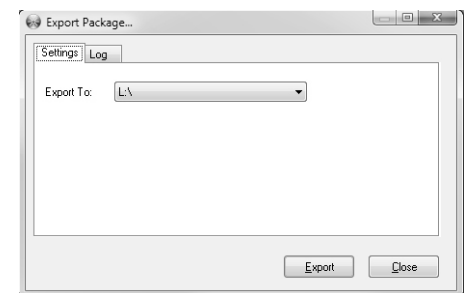
Once your content has been configured, click  to view what will be shown on your sign. Once you have finished previewing, click the **X** in the top right of the Preview window to close it.

Sign Programmer supports up to 20 total items for display. Exceeding 20 total items is not supported by the software.

PLACING YOUR MESSAGE ON THE SIGN


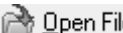
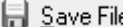
A **USB drive** is used to move your message from the computer to the sign. It is recommended to use the USB drive that came with your sign, as others may not be formatted correctly. **The USB drive must not contain other data or folders.**

- 1 **Plug in** the USB drive into an open USB port on your computer. When the computer recognizes the USB drive, make note of the drive letter.
- 2 Click  in the top toolbar.
- 3 Select your USB drive from the **Export to** list, and then click **Export**.
- 4 You will be alerted if the export was successful. **Close** the Export window and **remove** your USB drive from the computer.
- 5 **Plug in** the USB drive into the USB port on the sign. Once prompted by the display, the transfer is complete. You may now safely remove the USB drive from the sign.



WORKING WITH SCRIPT FILES

A script file contains all of the information that you have entered into Sign Programmer. Script files are stored on your computer so that they may be changed at a future date.

- To create a **new** script file, click .
- To **open** an existing script file, click  Browse to the file location and click **Open**.
- To **save** your open script file to your computer, click .

When Sign Programmer is closed and later restarted, it will open the last script file that was saved.