

# SOFTWARE INSTALLATION & USE



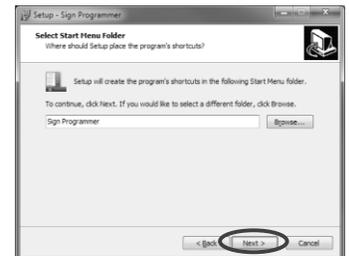
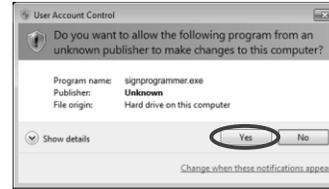
Your sign message is controlled using the provided **Sign Programmer** software and **USB drive**. The software requires a Microsoft Windows®-based PC to operate.

## INSTALLING THE SOFTWARE

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

- 1 Double click on the **signprogrammer.exe** file to start the installation process.
- 2 If you use Windows® 7 or Windows® Vista, you may have to click **Yes** to the User Account Control window.
- 3 Click the **Next** button to start the software installation.
- 4 Accept the default destination location by clicking the **Next** button.
- 5 Accept the default Start Menu Folder by clicking the **Next** button.
- 6 Confirm your selections by clicking the **Install** button.
- 7 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.



## ADDING TEXT

Sign Programmer can add a one-line or two-line message to your sign.

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



**Type** the message into the black box.

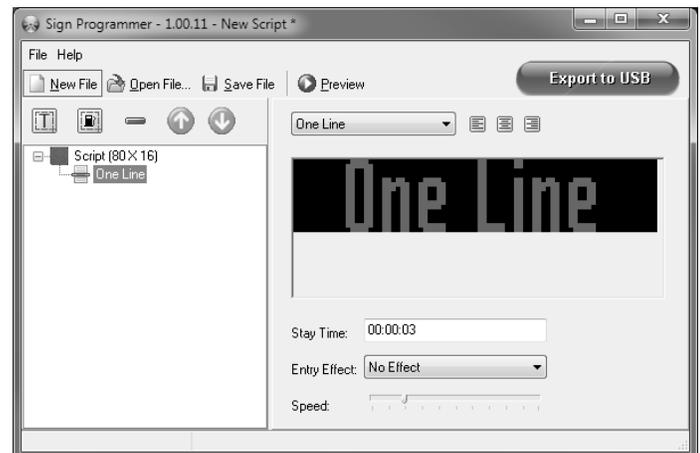
The text alignment can be changed using the alignment buttons:



For a two-line message, change the drop down above the black box to



This will allow you to fit more text on to the sign:



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.

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## ADDING GAS PRICES

Sign Programmer makes it easy to add gas prices to your sign.

Click the **New Gas Price** button in the toolbar:

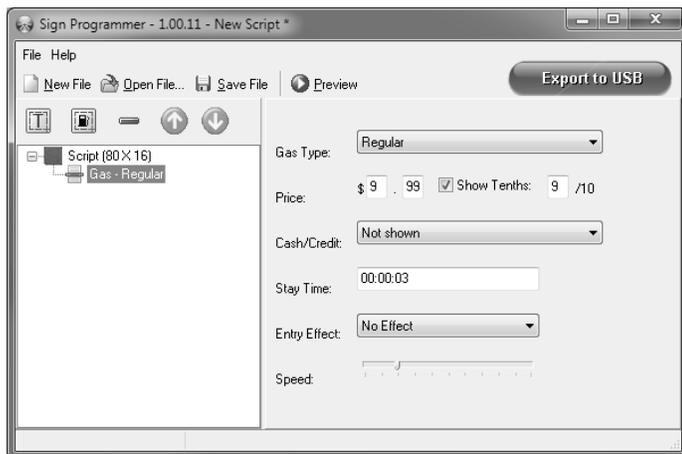


Select the **Gas Type**, **Price** (in dollars, cents and tenths) and whether **Cash/Credit** will be displayed.

Your selections will be automatically formatted for the sign:



As with regular text, you may select a **Stay Time**, **Entry Effect** and **Speed** of the effect.



## 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  **Preview** 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 Click the folder icon**  next to the Export To box. Select your USB drive from the folder list. Click **OK** and then **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. *See photo 8.* The transfer will be automatic, and the file will begin playing momentarily. Once the file begins playing, the transfer is complete. You may now safely remove the USB drive from the sign.

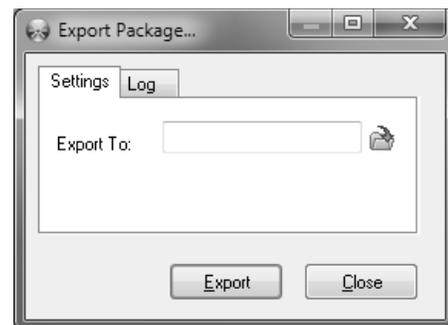


Photo 8

## 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  **New File**
- To **open** an existing script file, click  **Open File**. Browse to the file location and click **Open**.
- To **save** your open script file to your computer, click  **Save File**

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