

DataMax

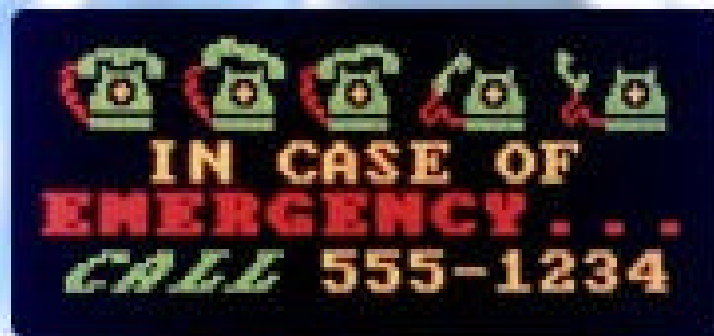
INDOOR LED MESSAGE CENTER

OWNER'S MANUAL QUICK START



Example Shown: 32x120T

TEXT &
GRAPHIC ANIMATION



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J.M. Stewart Corporation
Indoor LED Message Center
DataMax

TABLE OF CONTENTS

TOPIC	PAGE
<u>SOFTWARE INSTALLATION</u> - Explains how to install the software onto your computer.	1
<u>CONNECTING THE MESSAGE BOARD TO THE COMPUTER</u> - Explains how to connect cabling from the sign to your computer.	2
<u>PROGRAMMING TEXT MESSAGES</u> - Explains how to program messages with text only.	3-6
<u>PROGRAMMING STATIC GRAPHICS WITH TEXT</u> - Explains how to program stationary graphics with text.	7
<u>PROGRAMMING MOVING GRAPHICS WITH TEXT</u> - Explains how to program moving graphics with text.	8-9
<u>COMMANDS AND WHAT THEY DO</u> -Explains what each programming command does on the sign display.	10
<u>TROUBLE SHOOTING</u> -Reviews some common customer issues and their solutions.	11

J.M. Stewart Corporation

Message Display Board Quick Start

(DataMax)

Congratulations on the recent purchase of your J.M. Stewart Corp. Indoor LED Message Display Board!

This is a condensed version of the Installation Manual and the Software Manual. It has been designed to enable you to get basic messages on your sign in just a few minutes after loading the software. Pls. follow the steps below to put your first message on your message board. To do more advanced messages, please refer to your owner's manuals.

SC=Single Clicking DC=Double Clicking

SOFTWARE INSTALLATION

1. Begin by unpacking the contents on the box.
2. Inside you will find the message display board, mounting brackets/hardware, cable kit, software, Installation and software manuals and this document.
3. Begin by loading the software onto your computers' hard drive.
4. Close all other programs before installing the software.
5. Insert the Mim!Plus Software CD into your computer's CD drive.
6. The disk should start by itself. If not, go to **"My Computer"** and click on the CD drive.
7. A **"Welcome"** screen should appear within a minute.
8. SC **"Next"** if you have already closed all other programs.
9. Next you will see the **"Software License Agreement"** screen. Read it and SC **"Yes"**.
10. Next you will need to enter your name and the company name and then SC **"Next"**
11. The next screen shows the **"Destination Directory"** where the software will be loaded.
12. If the location that is shown does not have enough space for the software, SC on **"Browse"** and select another hard drive location. If it ok, SC **"Next"**.
13. Next you will see the **"Select Program Folder"** screen. SC **"Next"**.
14. Next you will see the **"Start Copying Files"** screen. SC **"Next"**.
15. The software is now being copied from the CD onto your hard drive. This will take a few minutes to complete.
16. The next screen will be the **"Setup Complete"** screen. SC on **"Finish"** to end installation.
17. The software installation is now complete.

CONNECTING THE MESSAGE BOARD DISPLAY TO YOUR COMPUTER

1. Now you are ready to connect your computer to the message display board.
2. The simplest method is called a **Direct Connection**.
3. This method is only good for connecting the computer and a message display board that are 50 ft or less apart.
4. The PC cable kit that came in the box should contain:
 - One DB-9 pin Female serial cable to RJ11 phone line adapter (RED Label)
 - One DB-9 pin Male serial cable to RJ11 phone line adapter (GREEN Label)
 - 50 ft. of phone line cord
5. On the back of the computer, plug in the DB-9 pin Male serial cable to RJ11 phone line adapter (GREEN Label) into an open 9 pin Female serial port.
6. Next, plug one end of the phone line cord into the DB-9 pin Male serial cable to RJ11 phone line adapter (GREEN Label).
7. The message display board will have either two DB-9 Pin serial cable connections (one male and one female) coming from the back or two RJ11 jacks located on the back.
8. If the message display board has two DB-9 Pin serial cable connections, plug the DB-9 pin Female serial cable to RJ11 phone line adapter (RED Label) that came with the kit into the DB-9 Pin Male serial cable coming from the rear of the message display board.
9. Connect the other end of the phone line cord coming out of the DB-9 pin Male serial cable to RJ11 phone line adapter (GREEN Label) on the back of your PC to the DB-9 pin Female serial cable to RJ11 phone line adapter (RED Label) attached to the cable coming from the rear of the message display board. You are now ready to communicate with the message display board.
10. If the message display board has two RJ11 jacks on the back labeled RS232 and RS485, plug the other end of the phone line cord coming from the DB-9 pin Male serial cable to RJ11 phone line adapter (GREEN Label) on the back of the PC into the RS232 jack.
11. You are now ready to communicate with your message display board.
12. Go to next section on **PROGRAMMING TEXT MESSAGES** and send a test message.
13. Please read Installation Manual for instructions on other connections methods.
(Network & Modem)

1. To Begin, DC on the **Mim!Plus** Icon on your main desktop screen.
2. The first screen shown is the "**Setup Sign Dimensions**" screen. This is where you input the size of your message display board in height and width (pixels).
3. For this program, click on "32" for height and "120" for the width. Use down-arrow to show sizes, then SC "**OK**".
4. You should now be on line 1 of your program screen.
5. DC on the word "**End**" under the Command heading to open the "**Select Command**" screen.
6. These are all the function commands that you can use on this sign. (See back page for details)
7. SC on the word "**Text**" and then SC "OK". This will open the "**TEXT**" screen.
8. This is how to enter a text line on your message display board.
9. Type in the word "Holiday" and then SC on the "**Simulate**" button to see what this text will look like when displayed on the sign. The simulation screen is at the top of the page.
10. Notice how the text appears in the upper left hand corner of the simulation display located at the top of the screen. This is the default location for new text. You will usually need to reposition text. SC on "**OK**" to close simulation.
11. To make the positioning process easier, you can enlarge the simulation display.
12. From the top menu bar, SC on "**Options**" and then SC on "**Zoom In**" to make the display one size larger. You may need to do this 2-3 times to make the display large enough. This is handy for centering text or if you want to space several lines on one screen. Note: "**Ctrl + Z**" is shortcut to perform the same function.
13. To center this text on your display, DC on the word "Holiday" and then SC on the "**Position**" box on the lower part of the screen. (A white box should appear around the word "Holiday" on the simulation display at the top.)
14. Move your mouse to the right at the same height until the white box looks centered left to right. Then SC and the white box should go away.
15. SC on "**Simulate**" button again and the word should now be centered in the display at the top of the screen. If not, try again. It takes a little practice to get it exactly centered. SC on "**OK**" to close simulation.

16. Now we want to add a second line to that same display.
17. DC on the word **"End"** and then DC on the word **"Text"**
18. Type in the word **"Celebration"** and then SC on the **"Simulate"** button.
19. Notice how the word **"Celebration"** appears in the upper left hand corner of the simulation screen.
20. To change the word location, SC on **"Position"** and move the white box across to the right and down until it is centered on the bottom of the simulation screen. SC when you have the text in the right location and then SC **"OK"**.
21. NOTE: When you selected the **"Simulate"** button from the **"TEXT"** screen, it only displays the line of text you are entering. Now SC on the **"Simulate"** box above the **"Command"** column. By using this **"Simulate"** button, both lines of text you have entered are displayed at the same time. SC on **"OK"** to close simulation screen. This is only a temporary screen display and will revert back to a blank screen or previous simulation.
22. Now lets change the color of the word **"Celebration"** by DC on the word **"Celebration"** under the **"Parameter Summary"** heading.
23. Just under the word **"Celebration"** is the **"Color"** box that contains the (Text, Back, Edge, Shadow, Trans and Protect) color designations.
24. To determine the color for the text you are currently entering. SC on down arrow under **"Text"** to show color options available.
25. Choose **green** by SC on the colored bar and then SC on the **"simulate"** button to show the text with the new color. SC **"OK"** to close simulation.
26. To change the size of the word **"Celebration"**, DC on the word **"Celebration"**.
27. Just under the **"Color"** box on the left side of the **"TEXT"** screen is the **"Font Size"** box.
28. SC on the down arrow to the right of the box to show font size options available.
29. Use Up/Down arrows to find font size options. Choose **"e8x15"** by SC on the size.
30. SC on **"Simulate"** to see what it will look like on the message display board. SC on **"OK"** to close simulation.
31. Because the type is larger, it now falls below the bottom of the display. To correct this, SC on **"Position"** and move the white box up until the bottom is above the bottom of the display frame and then SC.

PROGRAMMING TEXT MESSAGES Cont.

SC=Single Clicking

DC=Double Clicking

32. Now SC on "**Simulate**" to show the new location. SC on "**OK**" to exit simulation display.
33. To change the font style of the letters, DC on the word "Holiday" under the "**Parameter Summary**" heading.
34. To designate a font style, use your mouse to SC inside the box (X) on the lower left hand side of the "**TEXT**" screen next to the font name. In this case, SC in the box next to "**3D**".
35. Because the word "Holiday" is currently green, we want to make the shadow a contrasting color. (Yellow shadows do not display as well as red or green.)
36. To designate which color will be used for the shadow, SC on the down arrow below the word "**Shadow**" in the center of the "**TEXT**" screen and then SC on the **green** bar.
37. SC on "**Simulate**" to see this change and then SC on "**OK**" to close simulation.
*Changing the font style will sometimes require you to reposition the text again.
38. This screen is now complete and we want to enter the next screen's information. We must first tell the program how long we want this screen to display before the next screen is shown.
39. DC on the word "**End**", SC on the command "**Delay**" and then SC on "**OK**".
40. The "**DELAY**" screen will display with the default delay time of "**1000**" ms in the window. This represents 1 second of display time before the next screen is shown. Enter the number "**2500**" and SC "**OK**". This screen will now be shown for 2.5 seconds before moving to the next screen.
41. Now that we have entered the text into the screen and we have told the program how long to display the screen, we need to clear the screen so new text can be added.
42. DC on the word "**End**", DC on the "**Clearscr**" command and then SC "**OK**". This command clears all previous entries so the next screen can be shown. If you do not include this command, new screen items will be display on top of previous entries.
43. Now SC on the "**Simulate**" box above the "**Command**" column and see what happens. The text should come up centered, in different colors and sizes and should display for 2.5 seconds and then go blank. SC on "**OK**" to close simulation.
44. All of the text we have displayed so far has just appeared on the display (Instant). You have the ability to choose how the type enters the display. i.e. (from the left, right, top or bottom)

PROGRAMMING TEXT MESSAGES Cont.

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45. DC on the word "Holiday" and then look on the right side of the "TEXT" box for a box titled "Display Mode" Use the down arrow on the right side to select "Push Up" and SC on "Simulate" to run a simulation.
46. Notice how the text appears from the bottom of the page. There are many different display modes available. Try several different modes and run simulations to view.
47. When programming a display, try to use a different mode for each screen. It will give the sign a lot more movement and get more people to read the messages. SC on "OK" to close simulation.
48. To save this program, SC on "File" from the top menu bar and then SC on "Save As".
49. To name the program, highlight just the asterisk (*.PRG) under "File Name" and type "TRAIN", then SC "OK". The file will be saved as "TRAIN.PRG".
50. We now want to send this message to your message display board. SC on "Command" from the top menu bar and then SC on "Transmit Message".
51. Since we are using Direct Connect, make sure that the "Direct Connection" bubble is filled and then SC on "OK". The message should now be sent to the sign in a couple of seconds.
52. Look at your message display board to make sure the message has been transmitted.
53. If you see an error message on your computer, refer to the TROUBLE SHOOTING section in the back of this guide. If you see no error message and the display looks correct, you are finished.
54. **Congratulations!** You have now put a text messages on you message display board with multiple lines, different; colors, sizes, font styles and display modes. Play with other color combinations, font sizes, font styles and display modes to get the most impact from your display.



PROGRAMMING STATIC GRAPHIC IMAGES WITH TEXT SC=Single Clicking DC=Double Clicking

1. Begin by opening the file you saved with your text message, SC on **"File"**, SC on **"Open"**, and then DC on **"TRAIN.PRG"**.
2. The file should have 5 lines including the **"End"** line.
3. DC on the word **"End"** and then DC on **"Show"**.
4. This takes you to the **"SHOW"** screen.
5. SC on **"Graphics File"** on the left and then DC on **"GRAPHICS"** on the right.
6. On the left side you will see an alphabetical listing of the graphic image files beginning with **"BIR001.CUT"**.
7. The letters at the beginning are an abbreviation of the name of the image. In this case, it is a bird.
8. The 3 digits of numbers that follow indicate a different version of that same image. In this case, the bird's wings are open differently on each image.
9. These are still images that can be placed around text message to give them increased impact.
10. Use the down arrow on the left box to find the **"BTFY001.CUT"** (Butterfly) image and SC on that line and then SC on **"OK"**.
11. SC on **"Simulate"**. Just like the text, the default location is the top-left. SC on **"OK"**
12. SC on **"Position"** and just like the text, you see a little white box appear around the image. Use your mouse to move the image to the far right and then SC.
13. SC on **"Simulate"** and see that the image has moved to the new location.
14. You can combine static images and text to really get attention.
15. SC on **"OK"** to enter the image into the program. DC on **"End"**.
16. DC on **"Text"** and type **"Spring Picnic"**, change the text color to "yellow" and then move the text to the bottom left hand corner of the display. When finished, SC on **"OK"**.
17. Run the simulation screen to see how the program looks so far.
18. On line 7, enter your company name, color it red and leave it in the default position.
19. Run the simulation screen and see how it looks. Adjust type size and position as necessary. If your company name is too long to fit here, use another name that fits.
20. Add a 2 second **"Delay"** (2000ms) and a **"ClearScr"** line and then SC **"File"** & **"Save"**.
21. You can now combine static graphics and text on your new message display board.

1. Begin by opening the "TRAIN.PRG" file.
2. You should have 10 lines on the display currently.
3. DC on "End", then DC on "Slide".
4. This takes you to the "SLIDE" screen.
5. SC on "Slide File" on the left. The "Open Graphics File" screen will now be displayed.
6. Under the folder titled "GRAPHICS" on the right hand side are 6 folders labeled with three letters. (DLC, DLR, MLC, TLC, TLR, & XLC) They get larger as you move to the bottom. If you have a (16 x 120) or (24 x 120) size message display, you will only use the first four folders.
7. SC on "DLC" and then use the down arrow to scroll down through the file names until you find "FTBL003.CUT" (Football) SC on the line to highlight, then SC "OK".
8. From the "SLIDE" screen, SC on "Simulate".
9. Notice the football is moving very quickly from left to right at the top of the screen and it does not totally leave the screen on the right hand side.
10. We want to slow the football down and have it move from right to left in the center of the screen.
11. The first thing to do is to slow the speed. SC on the down arrow under the word "Speed" on the left hand side. Move the arrow up to the number 2 and SC. Speeds range from 0-9.
12. Now we want to change the direction the football is moving from (left to right) to (right to left).
13. At the bottom of the "SLIDE" there is a "From" box and a "To" box each with two boxes to the right containing numbers. These numbers represent the (x, y) coordinates for the start and end location of the graphic image.
14. If you have a 24 x 120 sign display and you are looking at your display from the front, the top left-hand corner is represented by (0,0) and the bottom right-hand corner is represented by (24,120).
15. In order to get the football to move from right to left, we will need to change the numbers on the "From" side to be (120,0) and we need to change the "To" side to (0,0). SC on "Simulate" to view.

16. Notice that the football is now moving in the correct direction, but it stops on "0" and does not leave the screen on the left-hand side. The left side of the graphic is the end point.
17. To Correct this, we must decrease the first number on the "**To**" side to allow the football to leave the screen. Based on the size of the football, we will need to allow the football to travel about 22 more spaces to leave the screen.
18. Change the "**To**" side numbers to (-22,0) and do a simulation. The football should now leave the screen completely.
19. The final change you want to make is to get the football centered in the screen. The second number controls the graphic's vertical location on "**To**" and "**From**".
20. Since both numbers are zero now, we need to change them to "**5**" on each side. Remember that the top of the graphic and not the middle references its vertical location. Change the second digit to "**5**" on both "**To**" and "**From**" and SC on "**Simulate**".
21. The graphic is now running slower from the right to the left and in the center of the display, as we wanted.
22. If you wanted the football to appear to rise as it travels across the screen, change to second number on "**From**" side to "**10**" and the second number on the "**To**" side to "**0**" and Simulate.
23. You can now add text above and below the path of the football to advertise the next football game your team will play.
24. SC on "**End**" and DC on "**Text**".
25. Enter your team's name on the top line and color it green
26. Enter the game time toward the bottom and color it red.
27. This will give you a nice display to revise and use for every game.
28. You can have the football go over text if you would like by positioning your text in the center of the display.
29. **Congratulations!** You now have the ability to add moving graphics, change their direction, speed and path. Combined with the other basic skills shown in this quick start, you can get started putting creative messages on you new J.M. Stewart Corp. Indoor LED Message Display Board.

COMMANDS AND WHAT THEY DO

- # Include-** Lets you to bring in a saved program file into the current program.
- Bar-**  Lets you put a colored bar on the display. (Above, below or between text)
- Box-**  Lets you put a colored outline box around text or graphics.
- Call-** Lets you to call up other programs to be used in any part of this program.
- ChgColor-** Lets you change the color of the type/background on the screen.
- ClearScr-** **Required** to clear the screen before adding new type or graphics
- COMMENT-** Lets you add a comment in the display file for a presenter.
- Date-** Lets you display current date from your computer, choose format/color.
- Day-** Lets you display the current day from your computer, choose color only.
- Delay-** **Required** to hold an image the screen for a specified number of seconds.
- End-** **Required** at the end of the program to get the program to start at the top.
- FText-** Lets you add a text file from your computer.
- Goto-** Lets you redirect the message program to a specific line in the program.
- Loop-** Lets the screen continuously replay the same program over and over.
- Mslide-** Lets you display multiple graphics, up to 10 graphic images on one line.
- Repeat-** Lets you repeat a line on section of the message without retyping.
- Return-** Lets you return to normal program after you have used "Call" or "Goto".
- Rotation-** Lets you spin a piece of type or graphic horizontally or vertically.
- Schedule-** Lets you schedule the date & time a message will be shown on the screen.
- Show-** Lets you enter static graphic images to be displayed on the screen.
- Slide-** Lets you enter moving graphic images to be displayed on the screen.
- Text-** Lets you enter verbiage to be displayed on the screen.
- Time-** Lets you display the current time from your computer.
- XScroll-** Lets you show moving text on the screen, from left to right or right to left.
- YScroll-** Let you show moving text on the screen, from up to down or down to up.

TROUBLE SHOOTING

Below are some of the most common issues encountered while programming your message display board. Please check each of these items if you are getting the message "**Download failed: unknown error occurred or no sign connected**".

<u>Problem</u>	<u>Solution</u>
1. Wrong Com Port setting.	Change Com Port setting for the Serial port you are using on your computer. If you do not know what the Com port number is, change the Com Port number on under " Options " and then " Com Port Settings " Change Com Port number and then send a test message- Trial and error.
2. Wrong baud rate selected.	Change the baud rate by SC on " Options " and then " Com Port Settings ". Change baud rate and send a test message.
3. Wrong display ID is selected.	Double-check to make sure you have entered the sign ID correctly. Unplug display and plug in again. Watch the initial display for the sign ID No. Change the ID range under " Command " and " Transmit Message " to match this ID. " 0 " is default.
4. Display not turned on/no power.	Check to make sure sign is plugged into a working outlet and that you see lights on the display when first plugged in. Try a different outlet. Check cord.
5. Cable is not connected properly.	Double-check all cable connections beginning with the back of the PC. Tighten as necessary.
6. Display is defective.	Damaged in shipping. Call J.M. Stewart customer service dept. 1-800-237-3928 .