# Messaging Software User Manual





Copyright © 1999 Adaptive Micro Systems Form No. 9701-0202A 6/30/99

- NOTE: Messaging Software User Manual for BetaBrite Version 1.1 and Alpha Messaging Software Version 1.0
- NOTE: Due to continuing product innovation, specifications in this document are subject to change without notice.

Copyright © 1999 Adaptive Micro Systems, Inc. All rights reserved.

The distinctive appearance of this product is a Trade Dress of Adaptive Micro Systems, Inc.

BETA-BRITE, BIG DOT, and SMART ALEC are trademarks of Adaptive Micro Systems, Inc. registered in the United States Patent and Trademark Office.

Alec, ALPHA, AlphaLert, AlphaNET, AlphaNET *plus*, AlphaNET *plus* II, ALPHAVISION, Automode, Director, EZ KEY II, EZ95, PagerNET, PrintPak, PPD, Solar, and TimeNet are trademarks of Adaptive Micro Systems, Inc.

Visit our Internet World Wide Web site:

http://www.ams-i.com or e-mail us at sales@ams-i.com

General Information	1
Screen layout and overview	2
Beginning text messaging	5
Example 1- The Basics	5
Example 2- Creating your first message	6
Example 3- Using upper and lowercase in a 1 and 2-line message	12
Example 4- Editing the text of an existing message	15
Example 5- Reviewing your messages	17
Example 6- Turning messages on and off	18
Example 7- Zooming in and out of a message	20
Advanced Text Messaging	22
Example 8- Using fonts and colors in a message	22
Example 9- Making text flash	26
Example 10- Aligning or justifying text in a message	28
Example 11- Speeding up or slowing down messages	30
Example 12- Using special effects or Modes in a message	37
Example 13- Inserting animations, time, and date in a message	40
Example 14- Adding a Header to your message	45
Appendixes	50
Appendix A- Special effects or Modes available on a sign	50
Appendix B- Fonts available on signs	51
Appendix C- Colors available on signs	51
Appendix D- Animations available on signs	52

Messaging Software User Manual

# **General Information**

*Messaging Software* allows you to send messages to your sign using a computer.

- NOTE: Items or features that are grayed out in the software either are not supported by your type of sign, or not available in the software.
- NOTE: Items appearing throughout the manual in *italics* indicate software, or screen emphasis. This is what you will see on the screen.
- NOTE: Items appearing throughout the manual in **bold** indicate that you are to perform a function.

After you install the *Messaging Software* and start it up, this is what should appear on your computer screen:



# Screen layout and overview

Letter	Name	Description
A	Quit	Quits out of the messaging software.
В	Scroll Bar	When you type more text than will fit in the line windows that show on the screen, you can use the scroll bar to move up and down within the entire message. Either drag the scroll box, click in the scroll bar, or click on the up-and down arrows.
С	Preview this message	Sends the current message to the sign. No other messages show on the sign during preview.
D	Send All messages	Sends all available messages which are turned on. This also updates already running messages. When you are done previewing the current message, click OK.
E	On/off button	Use this button to indicate that this message will or will not be sent to the sign when all messages are transmitted or updated.
F	Text Preview window	Shows how the text will appear with the chosen character attributes. If text in the message is highlighted, the text preview reflects how that text appears. If no text is actually highlighted, the text review shows how the next typed will appear.
G	Status Bar	Shows that this Help system can be displayed by pressing F1. Also shows the number of the current message-in the order of creation-and the total number of messages.
Н	Listed in order of appearance on screen: Text styles (font) icon Text color icon Text flashing icon	Allows you to select one of several fonts for selections of text. Options include various widths, shadowing effect, and serif or sans-serif text. Allows you to select one of several colors for selections of text. The colors available depend on the type of sign you have. The top row(s) of colors are variations of red, yellow, and green. The bottom row has, in order: Horizontal Rainbow Diagonal Rainbow Mixed colors (Each character is a different color.) Autocolor (Each line is shown using colors that cycle through all available colors
I	Text Size	Options for height of text: "5" high, "7" high, "10" high, and "16" high (this will depend upon your sign type. "5", "7", "10", "16", and "24" indicate the number of rows of LED lights that are used for a character. Only upper case is available for "5" high, while both upper- and lowercase are available for "7", "10", "16", and "24" high. The default is "7" high.
J	Cut Copy Paste	Removes the selection from the message and places it on the Clipboard. Copies the selection to the Clipboard. Inserts the contents of the Clipboard where the cursor is, and replaces any selection. This command is available only if you have already cut or copied a selection.

Letter	Name	Description	
К	Zoom control	Shows the lines of the message at the selected percentage of full size so you can zoom out to see more lines of the message at a smaller size, or into see fewer lines at a larger size.	
L	Listed in order of appearance: Animation/time/date	Allows you to include one of several preset animations in the display of the sign. (For example, selecting Cherry Bomb displays a firecracker with a burning fuse. When the fuse burns down, the bomb explodes.) Allows you to include time/date.	
М	Header/body	Defines a selection (one or more lines) in a message to be used as a header. The header line(s) will appear above of that message.	
N	Pause duration	Indicates the amount of time the message will be shown for reading on the sign.	
0	Listed in order of appearance on screen: Left Center Right justification	Left- Align text on the left. Center- Aligns text in the center. Right- Aligns text on the right.	
Р	Special effects modes	Modes are special effects applied to the way the messages are presented. They change the way a line of text appears on a sign.	
Q	New message	Creates a new (blank) message.	
R	Navigational Bar	First- When you have more than one message, this button will show the first one created.	
S	Navigational Bar	Previous-When you have more than one message and you are looking at any of the messages, except the first one, this button will show the previous message by order of creation.	
Т	Message indicator	Indicates what message you are currently on and or viewing.	
U	Navigational Bar	Next- When you have more than one message, and you are looking at any of the messages, except the last one, this bottom will show the next message by order of creation.	
		Note: If you begin a new message here, and you are on your last message, a new message will be created at the end.	
V	Navigational Bar	Last- When you have more than one message, this button will show the last one created.	
	Message Window	This set of one or more windows shows the contents of the message, including text and graphics. What you see is what you get.	
W		Note: If your sign has a "R" after its' model type, then the sign has only red color capabilities and the message will appear in red. (Example, 4120R).	
		Note: To delete text from the message, highlight the text and press the Delete/backspace key on your keyboard.	
		Note: To delete the entire message, first delete all the contents of the message, then press the Delete/backspace key on your keyboard once more.	

#### Messaging Software User Manual

Letter	Name	Description
Х	Title Bar	Indicates the sign model type.

# Beginning text messaging

# **Example 1- The Basics**

(1	) Type a message here.
Construction of the state of th	
	↓
Automode ▼         1.5 sec ▼         &            ■         ■         ★         75 % ▼	
Press F1 for Help	Page 1 - Message 1 /1
3 Click on	Click to make green. 2

# Example 2- Creating your first message

For the first message that you create, you will be using the "5" high font.

Step	Description	
Step 1	Click on the New message icon.	Image: Second state of the second
	Press F1 for Help	Page 1 - Message 1 /1
	L New message icon	

Step	Description
Step 2	Description         Using the Text size drop down arrow, select the "5" high font.         C Messaging Software - 1.1
	Image: 1       Image: 1 <td< th=""></td<>

Step	Description
	Click on the <i>Text color</i> icon. A list of available colors will appear. Select the <i>Light red</i> color.
3	▼ M M Msg : 1 M Send All Automode ▼ 1.5 sec ▼ Send All T5 % ▼ 5 ▼ 5 ♥ 5
	Press F1 for Help     Page 1 - Message 1 /1







# Example 3 - Using upper and lowercase in a 1 and 2-line message

This section shows you how to create messages on your signs using the default "7" high font.

Step	Description
	Click on the New message icon
1	Image: Second All Image: Press F1 for Help     Press F1 for Help     Page 1 - Message 1/2
	New Message icon
2	Using the <i>Text size drop down arrow</i> , select the default "7" high font.
3	Using the Shift key on your keyboard when necessary, type This is the second message





#### Example 4- Editing the text of an existing message

After typing in a message, you may want to add or remove text from it. The following is an example of this common situation.

In this example, we'll change the first message to say: "This is your first message, but now it's longer":



Step	Description
2	<ul> <li>Display the message on the sign by either:</li> <li>Clicking on the <i>Preview this message</i> icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below).</li> </ul>
3	This is how the messages will appear on the the one-line series signs:     This is how the messages will appear on the two-line series signs:       This is the THEN     This is the second message       Second     THEN       THEN     LONGER

## Example 5- Reviewing your messages

This example will show you how to review messages. This example will use the first and second message that you created.

Step	Description
1	Using the Navigational arrows, locate the first message that you created.
2	Using the Navigational arrows, locate the second message that you created.

# Example 6- Turning messages on and off

Turning messages on and off to the sign indicates whether or not the message will be transmitted to the sign. To turn a message off from the sign, you must do the following:





# Example 7- Zooming in and out of a message

NOTE: Zoom is used only for viewing messages on a computer screen, not on the sign.

The Messaging Software has a Zoom feature which allows you to view a message at a closer range on the computer screen.

Step	Description
Step 1	Using the Navigational arrows, locate the second message that you created. Look at the Zoom control area, notice that this message was created while being at the 75% viewing capacity.
	Image: 2     Imal
	Press F1 for Help Page 1 - Message 1 /2
	Navigational Arrows
	Note: This is how the message will appear on your computer screen at 75%. The message will not appear this way on the sign.
	Highlight the message, and select the <i>Zoom control</i> range to 50%.
2	This is the second message
	Note: This is how the message will appear on your computer screen at 50%. The message will not appear this way on the sign.

Step	Description
	Highlight the message, and select the Zoom control range to 100%
3	This is the so nessace
	Note: This is how the message will appear on your computer screen at 100%. The message will not appear this way on the sign.

# **Advanced Text Messaging**

Before attempting this section, make sure you're familiar with the previous examples in the "Beginning text messaging" section of this manual.

#### Example 8- Using fonts and colors in a message

In this example, we'll create a message that uses different colors and fonts.

NOTE: Only those colors/fonts which are available for the particular sign will appear. Check with your sign model for color/font capabilities

Step	Description
	Click on the <i>New message</i> icon, a new screen will appear. Use the " $7$ " high font for this example.
	œ 7120c Messaging Software - 1.1
1	
	Press F1 for Help Page 1 - Message 2 / 3
	Select the "7" high font
	<i>New message</i> icon

Step	Description
	Click on the Text styles (font) icon, the fonts available for the message height will appear.
	Press F1 for Help Page 1 - Message 2 / 3
	L Text styles (tont) icon
2	List of available fonts for sign type.
	Note: Font availability depends upon your sign type. Check your sign type for a listing of available fonts.
	Click on the Sans Serif font T, this is how the font will appear when you type on the first line of the sign.
3	Sans Serif font T
	Using your Shift key when necessary, type, Welcome to the
4	Message reflects the <i>Sans Serif font</i> that we selected in step 3
	Now, we will change the color for the second line of the message.

Step	Description
	Click on the Text color icon, a list of the available colors will appear.
	Automode       1.5 sec       X
5	List of available colors
	Note: Color capabilities depend upon your sign type. Check your sign type for a listing of color capabilities.
	Click on the color <i>Brown.</i> The next line of text that you type will appear in this color.
6	Brown color
7	Press the Enter key on your keyboard and using the Shift key when necessary, Christmas Party
	Display the message on the sign by either:
	<ul> <li>Clicking on the <i>Preview this message</i> icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below).</li> </ul>
8	▶       >
	Preview this message icon Click on Send All



Messaging Software User Manual

#### Example 9- Making text flash

In this message, we'll use the message you previously created in "Example 8- Using fonts and colors in a message" on page to make the message flash.

Step	Description
1	Locate the message that you created in Example 8.
2	Press the Enter key on your keyboard
3	Click on the <i>Text flashing</i> icon.
4	Type, 1999

Step	Description
	<ul> <li>Display the message on the sign by either:</li> <li>Clicking on the <i>Preview this message</i> icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below).</li> </ul>
5	▶       ▶       ▶       ▶       ▶       ▲       Send All       ●         Automode       1.5 sec       ★       ★       75 %       7       ●       ●
	Preview this message icon Click on Send All
	This is how the message will appear on the one-line series signs:This is how the message will appear on the two-line series signs:
	Welcome Welcome to the THEN Christmas Party
	to the THEN
	Christmas THEN THEN THEN
6	Party    THEN      1000
	THEN
	This is the THEN
	THEN
	message .

# Example 10- Aligning or justifying text in a message

In this message, we'll create a message that is left aligned.

- NOTE: This feature is only available on the Director series signs.
- NOTE: Items or features that are grayed out in the software either are not supported by your type of sign, or not available in the software.

Step	Description
	Click on the <i>Text color</i> icon. The list of colors will appear. Select the <i>Light green color</i> icon.
	Automode ▼     1.5 sec ▼     &        ■     ■     ★       10     ★       75 % ▼     7
2	List of available colors on the Director
	Light green color
	Click on the Left justification icon.
3	Automode         1.5 sec
	Left justification icon
	Type, Today's meeting cancelled
4	Today's meeting
	cancelled
	Display the message on the sign by either:
	• Clicking on the <i>Preview this message</i> icon to display the message on the sign.
	<ul> <li>Clicking on Send All which will display the message until it's deleted (shown below).</li> </ul>
5	▶ K K Msg: 1 ▶ M A Send All
	Automode ▼     1.5 sec ▼     &        ■     ■     ★       75 ×     7 ×
	Preview this message icon
	Send All icon

#### Example 11- Speeding up or slowing down messages

Speeding up and slowing down a message refers to how long the sign will hold the message. In the first example we'll speed up the message by creating a message that is held on the sign for 1 second.

In the second example we'll slow the message down and have it held on the sign for 3 seconds.

Step	Description
	Click on the New message icon.
	📾 4120c Messaging Software - 1.1
1	
	Automode     ▼     1.5 sec     ▲     ▲     ●     ●       ■     ■     ●     ▲     75 %     7     ✓
	Press F1 for Help Page 1 - Message 1 /4
	New message icon



Step	Description
4	Click on the Sans Serif 7 font.  Sans Serif "7" high font
5	Click on the Text color icon. A list of the available colors will appear. Select the Brown color icon.
	Note: Color capabilities depend upon your sign type. Check your sign type for a listing of color capabilities.
6	Reninder, 401k Meeting on 9/20/99
7	<ul> <li>Display the message on the sign by either</li> <li>Clicking on the <i>Preview this message</i> icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below)</li> </ul>
Each line	of your message will appear on the screen for one second, and then the next message will appear.





Step	Description
	Click on the <i>Text color</i> icon and select the <i>Light green</i> color. Using your Shift when necessary type, Profit Sharing meeting postponed until 9/20/99
	Automode     2 sec     K       Image: Sec
11	Light green color
	Profit sharing meeting postponed until
	9/20/99
	Display the message on the sign by either:
	Clicking on the <i>Preview this message</i> icon to display the message on the sign.
	• Clicking on <b>Send All</b> which will display the message until it's deleted (shown below)
12	M         Msg : 1         M         Ga         Send All         Ga
	Automode     2 sec     3.     B
	Preview this message icon Click on Send All



#### Example 12- Using special effects or Modes in a message

Special effects (or "modes") determine the way text and graphics move on a sign. For example, using the Roll up mode, we'll make the message Roll up on the sign.

Click on the New message icon to create a new message.           1         Image: 1 Image	Step
1       Image: Ima	Cli
2	1
	Us
Roll up       1.5 sec       Send All         Automode       75 %       7         Hold       1.5 sec       Sec         Hold       75 %       7         Help       Page 1 - Message 1/6         Roll up       Roll up         Roll up       Roll up         Roll down       Roll down         Roll left       Special effects drop down arrow.         Select the Roll up mode for this example.	2

Step	Description
3	Type, Hello
4	<ul> <li>Display the message on the sign by either:</li> <li>Clicking on the Preview this message icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below)</li> </ul>



#### Example 13- Inserting animations, time, and date in a message

Animation is a pre-programmed Graphic which can be used and displayed with messages.

Now, we'll do an example using Animation and text in a message.

NOTE: Graphic abilities are not available on all sign models. Check your sign for graphic capabilities.

Step	Description
1	Click on the New message icon.
2	Click on the Animation/time/date icon, a list of the available animations will appear.



Step	Description
5	<ul> <li>Display the message on the sign by either:</li> <li>Clicking on the <i>Preview this message</i> icon to display the message on the sign.</li> <li>Clicking on Send All which will display the message until it's deleted (shown below).</li> </ul>
	Preview this message icon Click on Send All





#### Example 14- Adding a Header to your message

NOTE: The Header function is available on multi-line signs only. Check your sign for Header availability.

A Header can be used to title the message.



	Click on the <i>Header/body</i> icon which will take you to the <i>Header set-up screen</i> .
	Header/body icon
	Header/body set-up screen
	🖙 4120c Messaging Software - 1.1
2	
	HEADER
	Image: Model         Image: Hold Report         Image: Send All         Image: Sen
	Automode     ▼     1.5 sec     X     B     B     S     S       ■     ■     ★     75 %     7     7
	Press F1 for Help Header - Message 1 /8

	Using the <i>drop-down</i> arrow, select the "7" high font
	œ 4120c Messaging Software - 1.1
	HEADER
3	Image: Automode     1.5 sec       Automode     1.5 sec
	Press F1 for Herp Header - Message 1 78
	Using the Shift key on your keyboard when necessary, type Coming events:
4	Coming Events:

	Click on the Header/body icon to return to the Message screen.
	📾 4120c Messaging Software - 1.1
	Coming soon:
	HEADER
5	H         H         H         Send All         Image: Send All
	Automode         1.5 sec         ▲         ▲         ▲         ●
	Press F1 for Help Header - Message 1 /8
	Click on the <i>Header/body</i> icon to return to the <i>Message</i> screen as shown below
	🖙 4120c Messaging Software - 1.1
	Ling the Shift key on your keyboard when percentary type Dispits June 12, 1000
	using the sinit key on your keyboard when necessary, type Fichte June 12, 1999
6	Picnic June 12, 1999

	Display the message on the sign by either:
	• Clicking on the <i>Preview this message</i> icon to display the message on the sign.
	Clicking on <b>Send All</b> which will display the message until it's deleted (shown below).
7	□ M Msg : 1 ► M & Send All ●
	Automode     1.5 sec     3     1.5 sec     75 %     75 %     75 %
	Preview this message icon
	Click on Send All
	This is how the message will appear on the two line signs:
8	Coming Soon: Picnic June 12, 1999

# Appendixes

# Appendix A- Special effects or Modes available on a sign

Modes	Big Dot	210C Module	215C	215R	220C	320C	330C	4080C	4120C	4120R	4160C	4160R	4200C	4200R	4240C	4240R	7080C	7120C	7160C	7200C
Automode	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Flash	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Hold	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	<	1
Interlock	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rotate S	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rotate C	1	1	1	1	1	1	1													
Roll Up	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Roll Down	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Roll Left	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Roll Right	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Roll In	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Roll Out	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Scroll	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Slide	1		1	1		1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Snow	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Sparkle	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Spray	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Starburst	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Switch	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Twinkle	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Wipe Up	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Wipe Down	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Wipe Left	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Wipe Right	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	<	1
Wipe In	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Wipe Out	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	<	1

#### Appendix B- Fonts available on signs

Fonts	Big Dot	210C Module	215C	215R	220C	320C	330C	4080C	4120C	4120R	4160C	4160R	4200C	4200R	4240C	4240R	7080C	7120C	7160C	7200C
5 High font	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	~	1
7 High font	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

## Appendix C- Colors available on signs

NOTE: Sign models appearing with the letter "C" after their name indicates that the sign has color capabilities for the messages.

Sign models appearing with the letter "R" after their name indicates that the sign only has the capability of producing red for the messages.

Colors	Big Dot	210C Module	215C	215R	220C	320C	330C	4080C	4120C	4120R	4160C	4160R	4200C	4200R	4240C	4240R	7080C	7120C	7160C	7200C
Red	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Light Red	1		1			1	1													
Green	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1
Light Green	1		1			1	1													
Amber	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1
Brown	1		1			1	1													
Orange	1		1			1	1													
Yellow	1		1			1	1													
Rainbow 1	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1
Rainbow 2	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1
Mixed Colors	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1
Autocolor	1	1	1		1	1	1	1	1		1		1		1		1	1	1	1

## Appendix D- Animations available on signs

NOTE: Sign models appearing with the letter "C" after their name indicates that the sign has color capabilities for the messages.

Sign models appearing with the letter "R" after their name indicates that the sign only has the capability of producing red for the messages.

Animations	Big Dot	210C Module	215C	215R	220C	320C	330C	4080C	4120C	4120R	4160C	4160R	4200C	4200R	4240C	4240R	7080C	7120C	7160C	7200C	Beta Brite 1036
Welcome	1	1	1	1	1	1	1	1	1	1	1	1	1	~	~	~					1
Slot Machine	1	1	1	1	1	1	1	~	1	1	1	1	1	~							1
Trumpet		1			1																1
No Smoking	1	1	1	1	1	1	1	~	1	1	1	1	1	1							1
Don't Drink	1	1	1	1	1	1	1	1	1	1	1	1	1	1							1
Fish		1			1																1
Fireworks	1	1	1	1	1	1	1	1	1	1	1	1	1	1	~	~					1
Balloons		1			1																1
Cherry Bomb	1	1	1	1	1	1	1	1	1	1	1	1	1	1	~	~					1
Time/Date	1	1	1	1	1	1	1	1	1	1	1	1	1	1	<	<		~	1	1	1
Running Animal	1		1	1		1	1	~	1	1	1	1	1	1							
Thank You	1	1	1	1	1	1	1	1	1	1	1	1	1	1							1
News Flash		1			1																1
Turbo Car	1		1	1		1	1	1	1	1	1	1	1	1							