

ALPHA™

EASY KEY® WITH AUTOMODE®

PROGRAMMING MANUAL

INTRODUCTION

Congratulations on your purchase of an ALPHA Electronic Message Center. You will find that ALPHA's Easy Key® operation provides you with the largest variety of message features available while also being the easiest method for you to understand and use.

Easy Key® operation is very simple, straightforward and most of all flexible. Automode® will deliver your messages in just **three easy steps**. And as you become more familiar with the operation of your ALPHA, you can utilize some very sophisticated features such as drawing your own graphics, forming multiple message files, setting automatic on/off times and many exciting modes. Once you begin experimenting, you will discover that ALPHA is fun to operate and is limited only by the amount of creativity that you invest.

If you require additional ALPHA message centers, your dealer can provide you with information on our complete line of products. From cost effective 2-inch character displays measuring 2 feet in length to large multiple line 4.5-inch character models measuring 6 feet in width, ALPHA has an electronic message center that will fit your communications needs and budget.

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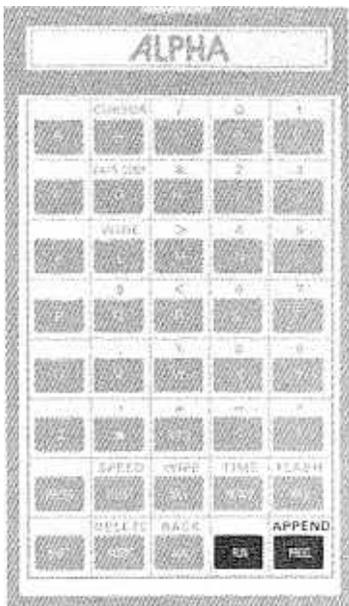
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Easy Start-Up

Our Easy Key® operation with Automode® makes entering messages as simple as writing your own name. Just plug your ALPHA into any standard electrical outlet and insert the keyboard. Then:



1. Depress the **PROG** key.
2. Enter your messages (up to 6000 characters).*
3. Depress the **RUN** key twice.

That's all there is to it! Your messages will automatically be displayed in several different attention-getting ways.

Your ALPHA also has many other powerful features that you may wish to experiment with. Please read this entire manual for complete instructions.

Manual Mode Selection

A "mode" is the manner in which a message is displayed on the ALPHA (examples: Flash, Hold, Rotate, etc.). If you do not enter a mode selection (as in the Easy Start-Up procedure outlined above), an "Automode®" function will automatically select modes for you. If you wish to enter specific modes for messages, use the following procedure:

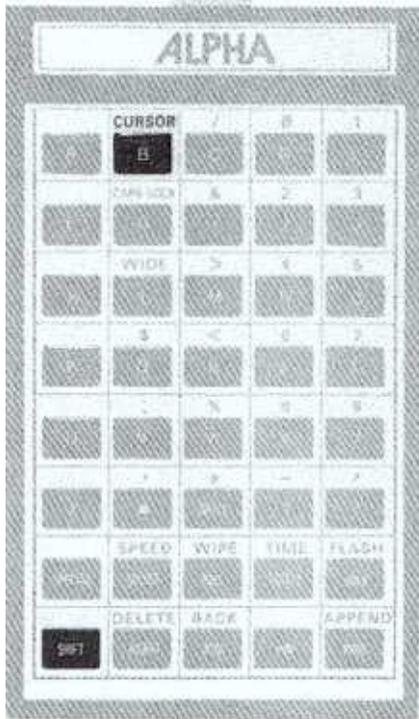
1. Depress the **PROG** key. "PROG TEXT" will appear on the display. Note: Each time you depress the **PROG** key you will be at the beginning, or start, of your message.
2. Depress the **HOLD** key or any other mode key (see sections 4 and 7 for mode descriptions). "[HLD]" will now appear on the display.* [HLD] is an abbreviation for Hold; this serves as a reminder of which message mode you are currently using. This abbreviation will not appear when your message is run.
3. Depress the **H**, **E**, **L**, **L**, **D** keys or enter any message you wish. Repeat steps 2 and 3 until all your messages are entered (up to 6000 characters).
4. Depress the **RUN** key. "END? Y/N" will appear on the display. Depress the **Y** key or **RUN** key to run your message. Depress the **N** key to return to your message if you wish to enter more information.

You may resume use of the Automode® function at any point by depressing the **SPECIAL** key, releasing it and then depressing the **A** key. The Automode® function will remain on until you turn it off by depressing another mode key.

*If PROG TEXT remains on the display you have depressed a mode or character key, follow the directions in Section 9 Part B.

Section 2 _____ Cursor Key/Line Position

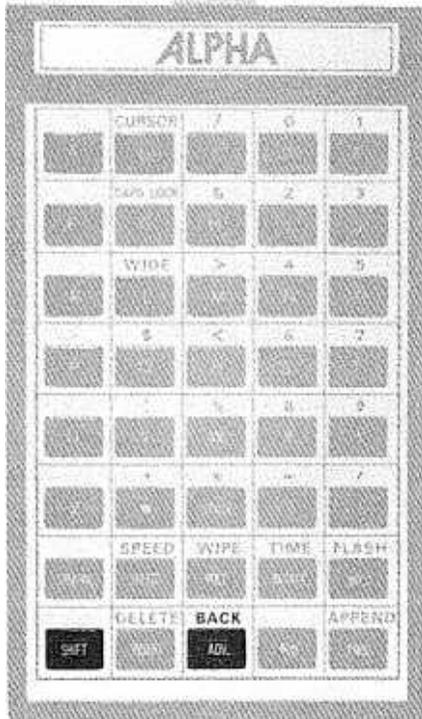
The cursor key allows you to select a specific line position for two line ALPHA models. If you do not have a two line model, you may proceed directly to Section 3.



1. Depress the **PROG** key.
2. Depress the **CURSOR** key (**SHIFT** plus **B**) repeatedly to choose your desired line position (also see Section 7 for choosing character height):
 - TOP** 5 or 7 row characters may be selected.
 - BOTTOM** 5 or 7 row characters may be selected.
 - MIDDLE** 5, 7 or 15 row characters may be selected.
 - FILL** 5 or 7 row characters may be selected. In this position, the top and bottom lines will automatically be filled with your message.

NOTE: TOP, BOTTOM and MIDDLE line positions are indicated with a three dot cursor. The FILL position is indicated by two three-dot cursors, one on the top line and one on the bottom line.

If you make a mistake while entering your message, don't panic! Correcting it is very easy by using the **ADV** (advance) and **BACK** (backspace) keys. For example, if you were trying to enter the word "HELLO" and you accidentally entered "HEELO", you must backspace to replace the second "E". To do this, hold down the **SHIFT** key while you depress the **ADV** key. (The **SHIFT** key on your keyboard works in a similar manner to that on a typewriter. In this instance, depressing the **SHIFT** plus the **ADV** keys will perform the **BACK** function.) Then:



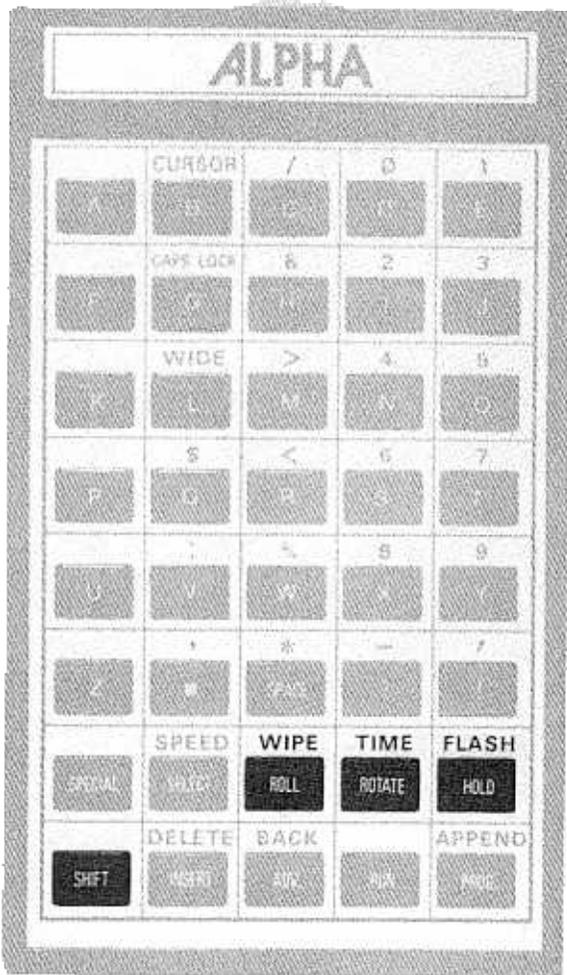
1. **Depress the **BACK** key until only "HE" appears on the screen.** If you back up too far, depress the **ADV** key to display "HE".
2. **Depress the **L** key.** You are now "writing over" the second letter "E" and correcting your mistake.
3. **Depress the **ADV** key until "HELLO" appears on the display.** You may now continue entering messages (or end your message at that point by depressing the **RUN** key twice.)

If you notice a mistake in your message after it is already running, you can also easily correct it:

1. **Depress the **PROG** key.** ("PROG TEXT" will appear on the display.)
2. **Depress the **ADV** key until you get to the point in your message where you wish to make a correction.** (If you advance too far, depress the **BACK** key).
3. **"Write over" the error by entering the correct character.**
4. **Depress the **ADV** key to get to the end of your message.**
5. **Depress the **RUN** key twice to run your message.**

REFER TO SECTION 8 FOR MORE ADVANCED EDITING TECHNIQUES.

Your ALPHA has several different ways of displaying messages, which we refer to as display "modes". Following is a list of basic display modes with a description of what they do:



FLASH: Your message flashes on the screen.

HOLD: Your message holds on the screen for several seconds.

ROLL UP: Rolls the previous message off

ROLL DOWN: the display while rolling the

ROLL LEFT: new message on. After

ROLL RIGHT: depressing the **ROLL** key, any

ROLL IN: of the six roll directions (up,

ROLL OUT: down, left, right, in, out) may be

chosen by depressing the

SELECT key; an arrow indicates

the direction of movement.

ROTATE: Rotates your message from

right to left horizontally across

the display.

WIPE UP: Your new message is wiped

WIPE DOWN: over the current one. After

WIPE RIGHT: depressing the **WIPE** key, any

WIPE LEFT: of the six wipe directions may

WIPE IN: be chosen by depressing the

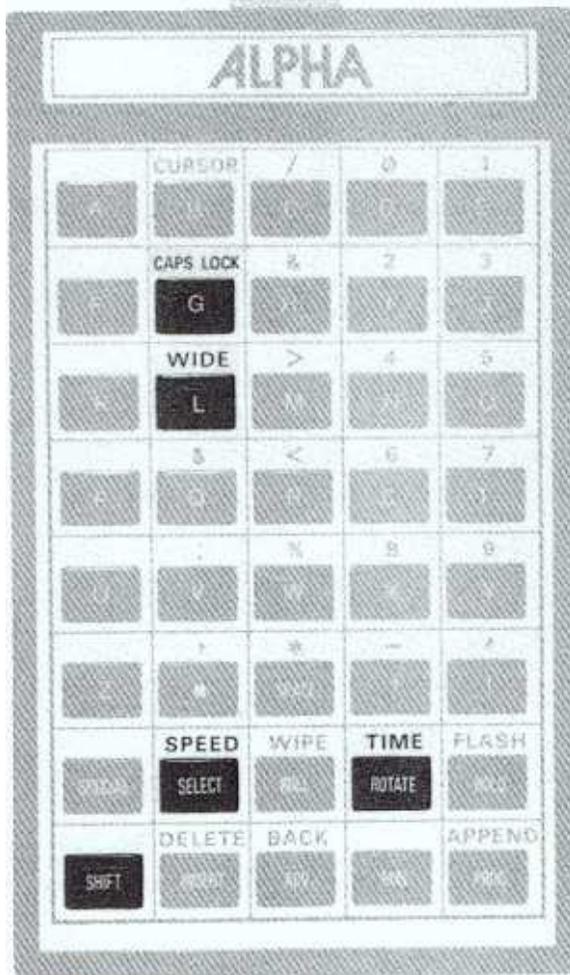
WIPE OUT: **SELECT** key; an arrow indicates

the direction of movement.

OTHER DISPLAY MODES ARE AVAILABLE BY USING THE **SPECIAL** KEY (SEE SECTION 7).

You have now completed the section for Beginner Programming. You may stop here or, if you wish to experiment with slightly more advanced message techniques, continue to Section 5.

Now that you're familiar with basic entry techniques, you may wish to begin experimenting with some of the ALPHA's many other capabilities. The following keys will perform functions that will add variety to your messages:



CAPS LOCK
(SHIFT & G)

These keys will generate lower case letters (on applicable models). To return to upper case, depress these keys once again.

WIDE
(SHIFT & L)

These keys will generate wide characters ("Wid", an abbreviation of "Wide", will appear on this display.) To return to "Slim" (normal) characters, depress these keys once again.

SPEED
(SHIFT & SELECT)

When depressed after any display mode, these keys will alter the operating Speed ("Sp") of that mode ("Sp3" will appear on the display). Depress the **SELECT** key to change the speed. There are five available choices: Speed 1 (slowest) through Speed 5 (fastest).

TIME
(SHIFT & ROTATE)

You may enter the time of day anywhere in your message by depressing the **TIME** key. (See Section 6 for instructions on setting the time.)

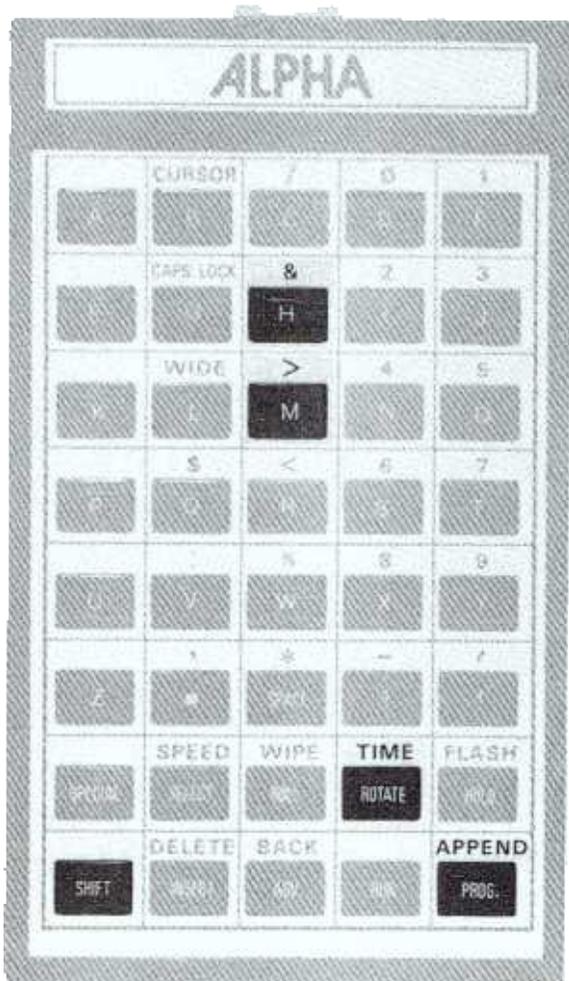
Another way to make your messages more interesting is by using "trailing" modes. A trailing mode is one that is entered at the end of a message, with no character keys immediately following it. This mode will perform its function upon the message that was entered immediately before it. For example:

- Depress the **PROG** key.
- Depress the **HOLD** key.
- Depress the **H**, **E**, **L**, **L**, **O** keys.
- Depress the **ROTATE** key.
- Depress the **RUN** key twice.

The word "HELLO" will appear on your display, hold for a few seconds, and then rotate completely off the screen. You can use trailing modes in various combinations to create exciting visual effects.

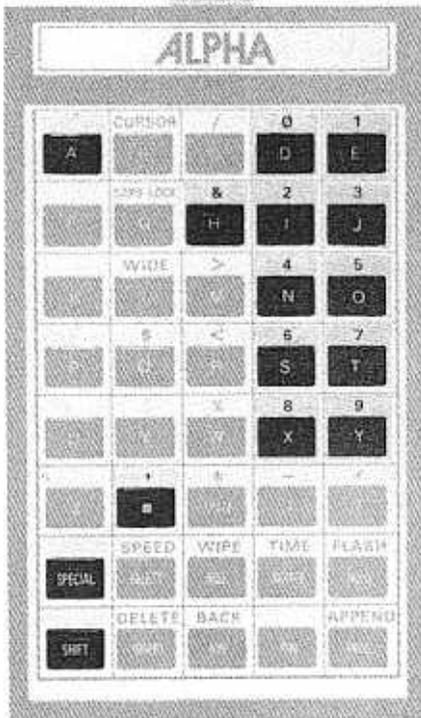
Once you have set the correct time, ALPHA will maintain it as long as the unit is plugged in. If you do unplug it or experience a loss of power for any reason, you will need to reset the time as follows:

1. Depress the **PROG** key.
2. Depress the **TIME** key (**SHIFT** & **ROTATE**).
3. The time will be displayed. Depress the **H** key to set the hours and the **M** key to set the minutes.
4. When the correct time has been set, depress the **RUN** key.



Depress the **SPECIAL** key, release it and then depress one of the following keys to call up additional modes, characters and character heights not outlined on your keyboard:

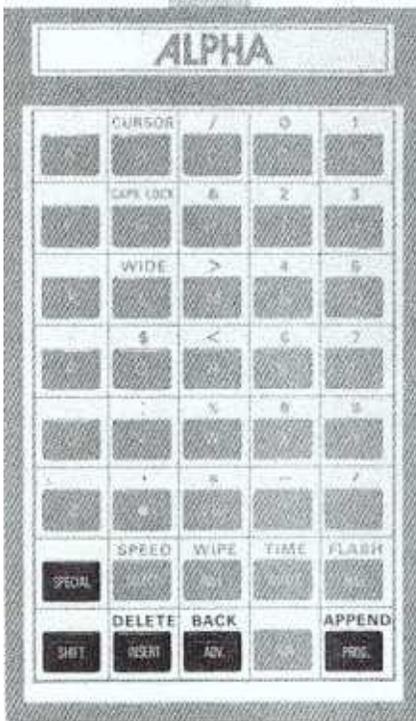
- SPACE** Will insert a half-space.
- \$** Will enter a cent symbol.
- .** Starts a new line for all modes except Rotate.
- H** Height - Available only on two line ALPHA models. Allows you to change the character height; press the **SELECT** key repeatedly to choose between 5-, 7- and 15-dot high characters.



SPECIAL MODES. Use these modes wherever you would normally enter any message mode. Depress the **SPECIAL** key, release it and then depress the corresponding character key (s0, s1, s2, etc. will appear on the display as an abbreviation of the SPECIAL mode). NOTE: These modes vary from model to model.

- A - AUTO MODE** Will turn on the Automode® function. Your ALPHA will automatically select modes for your messages. “[AUT]” will appear on the display.
- 0 - TWINKLE** Your message will oscillate on the display with a twinkling effect.
- 1 - SPARKLE ON** Your new message will sparkle on the display over the current message.
- 2 - ROVING DOT** Writes your new message over the current one with a dot that bounces from side to side, top to bottom.
- 3 - INTERLOCK** Alternating rows of dots interlock your message into the center of the display from each end.
- 4 - SWITCH** Alternating characters of your message slide off the display in different directions (first character slides up, the next down, etc.) New characters appear on the display in the same manner.
- 5 - SLIDE ACROSS** Your message slides onto the display from right to left, one character at a time.
- 6 - SPRAY ON** Your message will spray on and across the display from the right to left side.
- 7 - STARBURST ON** Random starbursts explode your message onto the display.
- 8 - “WELCOME”** The word “Welcome” is written across the display.
- 9 - SLOT MACHINE** Slot machine symbols randomly appear across the display.

Your ALPHA has several editing keys that will assist you in making revisions to your messages. You must first depress the **PROG** key and then the **ADV** key to advance to the point in your message where you wish to make changes. Then make your revision by using any of the following keys:

**INSERT**

When depressed, "INS" will appear on the left side of the display. All following entries will be inserted after the last character on the right. (You may insert one letter, one word or as much information as you wish.) To deactivate the INSERT function, depress the **INSERT** key once again.

**DELETE
(SHIFT &
INSERT)**

When depressed, this will delete the last character or mode on the right.

**APPEND
(SHIFT &
PROG)**

When depressed while you are entering a message, this will advance you to the end of your message.

**AUTO-ADVANCE
(SPECIAL &
ADVANCE)**

When depressed while you are entering a message, this will automatically advance through your messages until you depress any key to stop. You may then use the **ADV** or **BACK** keys to locate the exact position of your change. AUTO-ADVANCE will always begin at your current position in the message and if no key is depressed, will stop at the end of your message.

**AUTO-BACK
(SPECIAL &
BACK)**

When depressed while you are entering a message, this will automatically backspace through your messages until you depress any key to stop. AUTO-BACK will always begin at your current position in the message and if no key is depressed, will stop at the beginning of your messages.

You have now completed the section on Intermediate Programming. You may stop here or, if you wish to experiment with ALPHA's most advanced features such as drawing dots pictures, proceed to Section 10.

Easy Key® allows you the capability of forming separate message ("text") files. You will assign a name (A, B, C, etc.) to each file; you may then run each file separately, together or according to the time of day (see Section 11).

Part A. Setting the Size and Name of Each File.

1. **Depress the key.**
"PROG TEXT" will appear on the display.
2. **Depress the key repeatedly.** As you depress the key, you will step through "PROG DOTS", "SET ORDER" and "FORM FILE". Stop when "FORM FILE" appears on the display.
3. **Depress the key.**
"FORM TEXT" will appear on the display.
4. **Depress the key again.**
"FORM TEXT A" (A=file name) will appear on the display.
5. **Depress the key.**
Each time you depress the key, an existing file name will appear. "NEW TEXT?" will also appear as a choice.
6. **Depress the key** when your desired file name appears. If you are forming a new file ("NEW TEXT?"), you must first assign a name to this file. When "NEW TEXT?" appears, depress the key. "NEW TEXT x" will appear. Depress the key repeatedly to step through file names; when your desired name appears, depress the key.
7. "TEXT x 0000" (x=file name, o=size of file) will appear on the display.
You will now determine the size of this file. **Depress the key repeatedly** to step through the available file sizes. ("DEL" - Delete - will also appear as a choice only if you are re-forming an existing file. Delete will not appear for Text File A.)
8. **Depress the key** when your desired file size appears. If you choose "DEL", that file's name and contents will be deleted. Use caution when you are re-forming an existing file; if you choose a new size that is smaller than the actual message contents of that file, it will be erased.
9. **Repeat steps 4-8 for each text file.**

Part B. Entering a Message into Each Text File

Now that you have named each file and set their sizes, you may enter a message into each file. Message entry is slightly different once you have formed multiple files, but it is still accomplished by following a few simple steps:

- 1 **Depress the key.** "PROG TEXT" will appear on the display.
2. **Depress the key.**
"TEXT FILE A" (A=file name) will appear on the display.
3. **Depress the key repeatedly** to step through existing file names.

4. **Depress the key** when your desired file name appears. The file name will appear on the left side of the display, and will remain stationary while you are entering a message into that file.
5. If you wish to use Automode®, simply **begin entering your messages**. If not, enter your mode and then begin entering your messages.
6. When you have completed entering your messages, **depress the key twice**. This message will immediately begin to run on your ALPHA.

Part C. Deleting Text Files

Follow these steps to delete your files. (As a safety precaution, ALPHA never allows you to delete Text File A. You may simply “type over” the old information with your new messages.)

1. **Depress the key.**
2. **Depress the key** repeatedly until “FORM FILE” appears on the display.
3. **Depress the key.** “FORM TEXT” will appear on the display.
4. **Depress the key** once to display “FORM TEXT A”. **Depress the key** repeatedly until the name of the file that you wish to delete appears.
5. **Depress the key.**
“Text x 0000” will appear on the display. **Depress the key** repeatedly until “DEL TEXT x” appears. Then depress the key.
6. **Repeat steps 4-5** until your desired Text files have been deleted.

One of the most versatile and exciting features of Easy Key® operation is that it allows you to “draw” whatever you wish on the display, whether it be a picture, cartoon, company logo or a message in your own handwriting. The procedure for this is as simple as it is fun.

Part A. Drawing Pictures in Dots Files

Your ALPHA has automatically set aside one file for use in drawing dots pictures (Dots File A). If you wish to draw only one dots picture, complete the following steps. (If you would like to store more than one dots picture, first follow the directions in Part C.)

1. **Depress the key.**
“PROG TEXT” will appear
2. **Depress the key** until “PROG DOTS” appears. Then **depress the key.** If you have formed multiple dots files, “DOTS FILE A” will appear (if not, advance to step 4). **Depress the key** repeatedly to step through existing dots file names.
3. **Depress the key once the desired file name appears.** The dots file name will not appear on the display to prevent it from covering up any part of your picture. If you forget which file you are in, depress the key to display “DOTS FILE x”. Then depress the key to return to the drawing. (If only one DOTS file exists, then depressing the key will display “PROG DOTS”.)
4. **Begin “drawing” your picture.**
A flashing dot will appear that will act as your “pen” while you draw. The following keys control the movement of the dot (depress only these keys until you have completed drawing):
 - Dot moves up
 - Dot moves down
 - Dot moves right
 - Dot moves left
 - Depressing the key will light up the dot in the current position of the flashing dot. Depressing the key will also erase a dot that is already lit. Holding down a direction key and the key will draw a line of dots.
5. **Depress the key twice to “save” your dots picture.** “RUN FILE” will now appear on your display. You must depress the key twice to save your picture in memory. (If you wish to erase the contents of a file that was already saved, depressed the key while you are within that file. Your ALPHA will ask if you wish to clear the DOTS FILE. Depress the key to erase the drawing or depress the key to return to that dots file.)

Part B. Running a Dots File in Your Messages

To display your dots picture, you must enter it into a message (text) file just as you would any other character or mode.

Depress the key. “PROG TEXT” will appear.

2. **Depress the key.** If you have formed multiple text files, “TEXT FILE A” will appear (if not, advance to step 4).

3. Depress the key repeatedly to step through text file names. Depress the key when the desired name appears.
4. Enter your messages.
5. When you come to the point in your message where you wish to enter your picture, depress the key, release it and then depress the key (P=dots Picture). "PA" (A=dots file name) will appear on the display. Depress the key repeatedly to call up existing dots file names.
6. When your desired dots file name appears, continue entering messages as you usually would.

Part C. Setting the Name and Size of Dots Files

1. Depress the key.
"PROG TEXT" will appear on the display.
2. Depress the key repeatedly until "FORM FILE" appears on the display.
3. Depress the key.
"FORM TEXT" will appear on the display. Depress the key once so that "FORM DOTS" appears on the display.
4. Depress the key again.
"FORM DOTS A" will appear on the display.
5. Depress the key.
Each time you depress the key, existing dots file names will appear. "NEW DOTS?" will also appear as a choice.
6. Depress the key when your desired file name appears. If you are forming a new file ("NEW DOTS?"), you must first assign a name to this file. When "NEW DOTS?" appears, depress the key. "NEW DOTS x" will appear. Depress the key repeatedly to step through file names; when you desired name appears, depress the key.
7. "DOTS x oooo" will appear on the display. NOTE: Dots file sizes indicated by the number of columns on your display. Each column represents one character of memory. Depress the key repeatedly to step through the available file sizes. ("DEL" - Delete - will appear as a choice only if you are re-forming an existing file.)
8. Depress the key when your desired size appears. (If you choose a file size that is smaller than the total number of columns on your display, when programming the dots file, a vertical line will appear to indicate your file size. You will have all the area to the right of this line in which to draw. If your file size consists of the total number of columns on your display, do not light up more than 50% of the dots.)
9. Repeat steps 4-8 for each Dots file.

When you have entered multiple files into your display, you may run one file by itself, run them all together, or schedule them to run automatically at different times of the day. Before you set a Run Order, be sure that your ALPHA is set to the correct time of day (refer to Section 6).

Part A. Running a Single File

If you are currently entering a message and you depress the key twice, the ALPHA will automatically run that message. (If only 1 file exists, Steps 2 and the 1st part of 3 will be skipped.) If you wish to run an alternate message, follow the steps below.

1. **Depress the key** until "PROG TEXT" is displayed.
2. **Depress the key.**
"RUN FILE" will appear on the display.
3. **Depress the key.**
"RUN File x" will appear on the display.
4. **Depress the key.**
Each time you depress the key, a different file name will appear. When your desired file name appears, depress the or key to run that file.

Part B. Setting A Run Order for Multiple Files

1. **Depress the key.**
"PROG TEXT" will appear on the display.
2. **Depress the key repeatedly** until "SET ORDER" appears. Then depress the key.
3. "x ON time" (x=file name; time=time you wish this file to run) will appear on the display. **Depress the key repeatedly** to step through all the available ON times; they are listed in ten minute intervals. ALWAYS and NEVER* will also appear as choices. When your desired ON time appears, **depress the key** to store it in memory.
4. "x OFF time" will appear (x=time this file will stop running). **Depress the key** to step through all of the possible OFF times. (If ALWAYS or NEVER were chosen as ON times, OFF time will not appear for this file). When your desired OFF time appears, **depress the key.**

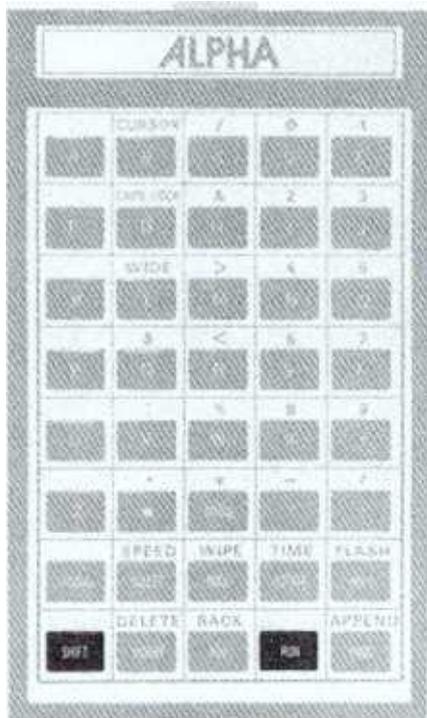
*If you choose ALWAYS as on ON time, that file will always appear along with any other files scheduled to run. If you choose NEVER, you may still run that file by following the procedure outlined in Part A. NEVER allows you to store a file in memory until you are ready to display it. NEVER is located at the end of the time selections.

Section 11 _____ Running A File and Setting A Run Order

5. If you have formed multiple text files, the next text file name will appear along with an ON time. **Repeat steps 3 and 4 until "RUN ORDER" appears on the display.** (If you do not want the ALPHA to run according to the order you just set, depress the key at this point to display "RUN FILE" and follow the procedure in Part A for Running A Single File.)
6. **Depress the key.**
Your ALPHA will now run your files according to your RUN ORDER.

Once you have set up a RUN ORDER for your text files and you wish to: change the order, or the time, or any part of each files contents and then go back to your RUN ORDER:

- **Depress the key and RUN FILE will appear.**
- **Then depress the key and RUN ORDER will appear.**
- **Now depress the or key to run your messages according to your RUN ORDER (always, never or according to the time of day for each file).**



Those ALPHA models that are equipped with speakers can generate a tone when any key except the **SHIFT** key is depressed. If you would like your ALPHA to emit tones while you are entering messages, depress and hold the **SHIFT** key while depressing the **RUN** key. This will turn on the tone. To turn the tone back off, depress the **SHIFT** and **RUN** keys once again.

Several ALPHA models have the ability to display messages in combinations of different colors. If your model has this capability, you may change colors as follows:

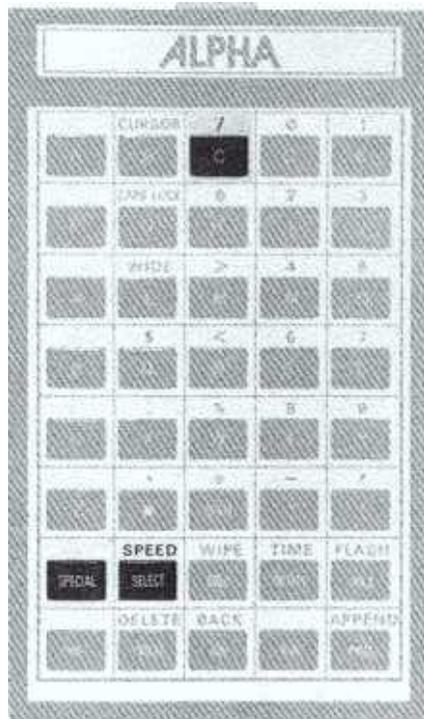
Selecting Character Colors

1. If you did not already do so, depress the **PROG** key. Then enter a mode or character.
2. **Depress the **SPECIAL** and then the **C** keys.** An abbreviation of a color other than the current color will be displayed.
3. **Depress the **SELECT** key to step through the available color choices.**
4. **When the abbreviation of your desired color appears, enter the message you wish to appear in that color (you may switch colors between messages, words or even characters).**

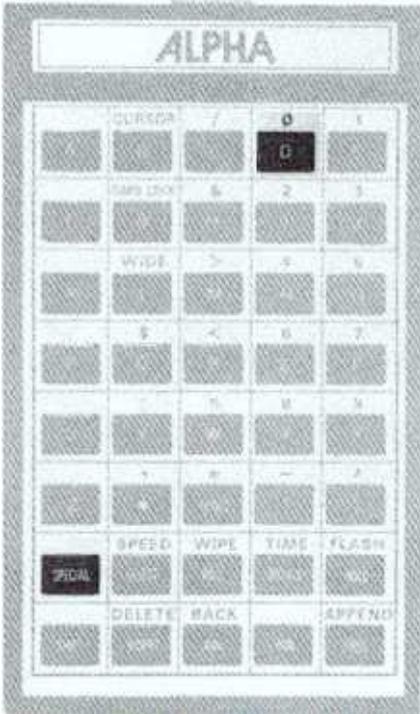
Note: Background color is not available.

Dots Files (see Section 10)

1. The flashing dot acting as a cursor will appear in the current color selected.
2. Depress the **SELECT** key to step through the available color choices (the flashing dot will change colors to indicate the choices).
3. When the flashing dot appears in your desired color, depress the **INSERT** key, this will enter your desired color of dot into memory. You may now move on to the next dot.



You have the ability to transfer (“download”) information from your display to one or several other ALPHA message centers. This can save you valuable programming time if you wish to display identical information on multiple units; you won’t need to enter the same message into each model individually.



You may download messages between all ALPHA message centers equipped with Easy Key® operation, regardless of size or model. Any ALPHA may function as the sending or receiving display. Just follow these steps:

1. Connect the models together with the Easy Connect Cable* or T connectors* and Communication Cable* (each round plug fits into the matching round DIN connector on the outside of the ALPHA case. For model 210A, you must remove the back access door to reach the DIN connector).
2. Plug the keyboard into the model you will be using as the “master programmer”. Enter your messages and then depress the **RUN** key twice. (If you have formed multiple files, be sure to depress the **RUN** key twice as each file is completed.)
3. Depress the **PROG** key.
4. Depress the **ADV** key twice.
5. Depress the **SPECIAL** key, release it and then depress the **0** key. All of this unit’s contents will be downloaded to the other model(s), which will automatically begin displaying that information upon completion. (If you would like the other model(s) to display only certain files or run according to a specific schedule, you must plug in the keyboard and set a Run Order or Delete Files individually - see Sections 9 and 11.)

*SEE Optional Accessories (Appendix F)

Occasionally a problem may occur in the operation of your ALPHA. If a problem does occur, the following list of symptoms and corrective actions may solve it. If you continue to experience difficulties with your display, please contact your ALPHA dealer immediately.

SYMPTOM	CORRECTIVE ACTION
Nothing appears on display	<ol style="list-style-type: none"> 1 Depress the <input type="checkbox"/> PROG key to see if "PROG TEXT" appears on the display. 2. Check to see that your ALPHA is plugged into a live outlet. 3. Check to see that the AC Adaptor is securely inserted into your ALPHA. 4. Check to see that a message is entered into your ALPHA (see Section 3 or 9). 5. In the case of power failure (especially due to electrical storms), unplug the unit and let it sit for a few seconds. Then reapply power. 6. Run the self test program-see Appendix E. Then try entering a new message.
Keyboard does not operate properly	<ol style="list-style-type: none"> 1 Check to see that the keyboard connector is securely inserted into the ALPHA. It should be inserted approximately $\frac{1}{8}$ of an inch. 2. Make sure that the <input type="checkbox"/> PROG key has been depressed prior to entering any information into the ALPHA. (If multiple files have been programmed, the <input type="checkbox"/> ADV key must then be pressed.)

Incandescent Lamp Test

ALPHA incandescent products also have the ability to perform a self test program that will not erase memory:

1. Depress the **PROG** key.
2. Depress the **ADV** key twice.
3. Depress the **SPECIAL** key, release it, and then depress the **L** key.
4. The sign will now display a rotating block of lamps. This will cycle repeatedly until the test is stopped. To stop the test program, depress the **PROG** key.

The following accessories are available to enhance the operation of your ALPHA. Contact your dealer for information on pricing and availability.

MESSAGE LOADER Order no. 1065-1111

A portable, handheld device that records, stores and transfers information between all models with Easy Key® operation.

EASY CONNECT CABLE Order no. 1088-8400

A 25-foot cable that links all Easy Key® models together (used in the Message Transfer function outlined in Appendix C.)

PROFESSIONAL CARRYING CASE

Transport your ALPHA and all its accessories in this high quality, convenient case.

BLACK PEDESTAL STAND

Used to mount the Window Sign models. Attaches in minutes; available in 4-ft. and 5-ft. heights. Model 542 requires one stand; model 563 requires two stands. As a safety precaution, Adaptive Micro Systems, Inc. recommends use of these stands **only** if all legs of the base are securely bolted to the floor.

Order no. (4 ft.) 1050-9400

Order no. (5 ft.) 1050-9500

INFRARED CONTROL KIT

Kit consists of one IR Keyboard, one IR Receiver, and one IR Control Chip.

T CONNECTOR Order no. 1088-3004

Links model to model with communications cables. Color coded simple 3-wire connection.

COMMUNICATION CABLE (RS485) Order No. 1088-8000

Links model to model. Use with T connectors. 1000-Ft. Length.

Appendix G _____ Warranty Information

Adaptive Micro Systems, Inc. warrants to the original purchaser that the ALPHA product will be free from defects in workmanship and materials for a period of one year from the date of purchase.

Adaptive Micro Systems will, without charge, repair or replace, at its option, defective product or component parts upon delivery to the factory service department accompanied by proof of the date purchased in the form of a sales receipt.

To obtain warranty coverage, this product must be registered by completing the enclosed warranty registration card within fifteen days from the date of purchase to:

Adaptive Micro Systems, Inc.
7840 North 86th Street
Milwaukee, WI 53224

Exclusions: This warranty does not apply in the event of any misuse or abuse of the product, or as a result of any unauthorized repairs or alterations. This warranty does not apply if the serial number is altered, defaced or removed. Incandescent lamps used in ALPHA incandescent products are not covered by this warranty.

NOTE: Local ordinances prohibiting the use of flashing signs in storefront windows may exist in some locations. Compliance with local ordinances is the sole responsibility of the customer.

Should your ALPHA need any servicing, it must be returned to AMS. Please call your local dealer to receive a return merchandise authorization number before sending your ALPHA back for servicing.

Appendix H _____ Canadian Radio Interference Regulations

“This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus set out in the radio interference regulations of the Canadian Department of Communications.”

“Le présent appareil numérique n’émet pas de bruits radio-électriques dépassant les limites applicables aux appareils numériques de la classe A prescrites dans le Règlement sur le brouillage radioélectrique édicté par le ministère des Communications du Canada.”



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