Sign-Pro

User Manual

ALPHA-AMERICAN PROGRAMMABLE SIGNS

Contents

General Questions[4]

What is Sign Pro?

Sign-Pro is an App for programming **Alpha** and **Betabrite** signs with your **iPhone**, **iPad**, or **iPod**.
Use **Sign-Pro** to compose, preview, and send messages to your **Alpha** or **Betabrite** sign.
Dictate and type your messages using **Sign-Pro Editor**. Easily insert travel modes, fonts, colors, built-in animations, time, date, and other eye-catching features into your messages.

Preview your messages with **Sign-Pro Simulator**. It shows you how your messages will look on your sign. **Sign-Pro Simulator** is especially helpful when your sign is located somewhere where you can't see your message after you send it.

Sign-Pro stores 100 messages for reuse as templates for creating new messages.
Customize your Sign-Pro Settings and your Default Message to make sign messaging quick, easy, and fun.

How does Sign-Pro send messages from my iPhone/iPad/iPod to my sign?

Sign-Pro can use the Wi-Fi or LTE Cellular wireless features of your iPhone/iPad/iPod to send messages to your sign, if your sign is connected to a Local Area Network. Learn how to connect your sign to a Local Area Network.

Sign-Pro can use the Bluetooth® 4.0 LE wireless feature of your iPhone/iPad/iPod to send messages to your sign if your sign has an Alpha BLE Wireless Adapter connected to its RS232 Serial Port.

Note: The Bluetooth® word mark and logos are registered trademarks owned by the Bluetooth SIG, Inc. and any use of such marks by Sign-Pro is under license. Other trademarks and trade names are those of their respective owners.

Will Sign-Pro run on any iPhone/iPad/iPod/M1 chip Macs?

Sign-Pro runs on devices using **iOS 8** or later. This includes:

- MacBook Air(with M1 chip)
- MacBook Pro(with M1 chip)
- iMac (with M1 chip)
- **iPad Pro(with M1 chip)**
- **iPhone** (models 4S and later)
- **iPod Touch** (5th and 6th generation)
- **iPad 2** does not support **Bluetooth® 4.0 LE** wireless communications, but **Sign-Pro** can use the **Wi-Fi** and **LTE Cellular** features of the **iPad 2** to transmit messages to a sign that is properly connected to a **Local Area Network**.
- **iPad 3** with High-Density Display
- **iPad 4** with Retina Display
- **iPad Air** (all models)
- **iPad Mini** (all models)
- **iPad Pro** (all models)

Devices that will not run **Sign-Pro**:

- **iPhone 4** and older **iPhones**
- The **iPod Touch 4th generation** and older **iPod** models
- **Original iPad**

What features are included in Sign-Pro?

- Compose sign messages with your **iPhone/iPad/iPod** using Speech-to-Text and the built-in Keyboard.

- Use **Wi-Fi**, **LTE Cellular**, or **Bluetooth® 4.0 LE** wireless technology to send messages to **Alpha** and **Betabrite** signs.
- Save up to 100 messages and use them as templates for editing new messages.

Easily insert **Alpha** and **Betabrite** **Special Feature Codes** into messages to:

- Format the messages
- Change the color of displayed text
- Change the font and size of displayed text
- Specify the position of displayed text
- Specify the way messages travel on and off the sign
- Change the speed of displayed words, sentences, and messages
- Insert the time of day and date into messages
- Insert built-in animations into messages
- and more.

What signs will Sign-Pro program?

Sign-Pro will program most of the Alpha and Betabrite indoor and outdoor signs produced by Adaptive Micro Systems over the past 30 years. See Will Sign-Pro program my sign?

How can I tell if my sign is compatible with Sign-Pro?

See Will Sign-Pro program my sign?

Can I use Sign-Pro to program a sign from another manufacturer?

No. Each sign manufacturer uses unique and proprietary software commands to program and control its signs.

Sign-Pro is designed for signs that use Alpha Sign Communications Protocol, the proprietary command language of Alpha and Betabrite signs manufactured by Adaptive Micro Systems.

Which Alpha and Betabrite signs are not Sign-Pro-compatible?

None Sign-Pro Compatible Signs

How much does Sign-Pro cost?

A free Beta version of the Sign-Pro App is available to anyone who would like to test Sign-Pro. The Beta version includes all Sign-Pro features, again, at no cost. The Beta version will expire when Sign-Pro is published in the App Store in a couple of months.

How do I get the free Beta version of Sign-Pro?

A. Contact Us to request the free Beta version of Sign-Pro.
B. Please include:

- Your name.
- The email address you use to download Apps on your iPhone/iPad/iPod.
- The Alpha or Betabrite sign model you will be programming with Sign-Pro.
- Tell us if you plan to use an Alpha BLE Wireless Adapter or an Ethernet connection with your sign.

C. You will receive two emails. One email will come from Test Flight with instructions for downloading the Test Flight App from the App Store. Another email will come from Sign-Pro with instructions and a redeem code for using Test Flight to download and install Sign-Pro. Please follow these instructions carefully, because if you skip a step, you will have to request another redeem code. To summarize:

- Use Contact Us to request the free Beta version of the Sign-Pro App.
- Receive instructions from Test Flight by email.
- Receive instructions and a redeem code from Sign-Pro by email.
- Follow the Test Flight instructions to download and install Test Flight.
- Follow the Sign-Pro instructions to download Sign-Pro using Test Flight.
- Follow the Sign-Pro instructions to properly install Sign-Pro.

Will Sign-Pro run on my Android device?

No. Sign-Pro is designed exclusively for the iPhone/iPad/iPod, and we have no plans to implement an Android version of Sign-Pro.

If having an App to compose and send messages to your Alpha or Betabrite sign would be helpful to you, consider investing in an inexpensive, used iPhone/iPad/iPod.

Supported iPhone/iPad/iPod/Macs with M1 chip models.

You will especially enjoy using the "speech to text" feature to dictate sign messages. The "speech to text" feature was introduced in iOS 5.1 for the iPhone 4S and 3rd Generation iPads, and "speech to text" has been included on all subsequent iPhone and iPad models.

Can I return Sign-Pro for a refund if I don't like it?

The Beta version is free. When Sign-Pro is released to the App Store, you will be able to download it, try out all of the Sign-Pro features, simulate your messages, and send test messages to your sign, all for free. If you don't like Sign-Pro after checking it out, don't buy it. Getting a refund from Apple is usually impossible.

What if I have questions or problems?

Contact Us and include:

- Your name.
- The email address you used to download Test Flight and Sign-Pro.
- The Alpha or Betabrite sign model you are programming with Sign-Pro (examples: Betabrite 1036, Betabrite 1026, Alpha 4160C, Alpha 220C).
- The iOS device you are using (examples: iPhone X, iPhone 6+, 12.9-inch iPad Pro (1st Generation)).
- The iOS version of your iOS device (example: iOS 11.2.6).
- Does your sign use an Alpha BLE Wireless Adapter or an Ethernet connection to receive messages?
- Your question or a description of your problem.
- If your sign is connected to a Local Area Network and your problem is related to sending messages, please consult with your Network Specialist or Network Administrator before contacting Sign-Pro

Are there any Sign-Pro video tutorials?

You will find numerous screen shots and animations on these pages, but there are no video tutorials at this time. Video tutorials will be published in the near future.

Are you planning Sign-Pro updates?

Sign-Pro will be updated when bugs are reported and fixed. If Sign-Pro is well-received, we will update Sign-Pro with user-requested features, and we will add features that we have implemented previously over the past 30 years: message sharing, message scheduling, playlists, counters, web tickers, user graphics and animations, multi-user messaging, time zone clocks, message loading, factory automation, social media messaging, Cloud file sharing, and much more, including Sign-Pro running on other platforms.

How do I request a new Sign-Pro feature?

Send a message using Contact Us.

Would you consider writing a custom sign App?

Yes, send a detailed message using Contact Us.

Connectivity Questions

Which sign connectivity is better, Bluetooth® wireless or Ethernet?

Each connectivity method has its advantages and disadvantages. Click or tap to review:

- Advantages and Disadvantages of using the Alpha BLE Wireless Adapter
- Advantages and Disadvantages of using Ethernet connectivity

Connecting your sign to a Local Area Network.

If you will be using Wi-Fi to send messages to your sign, there are three requirements to connect your Alpha or Betabrite sign to a Local Area Network (1-3 below). If you will be using LTE Cellular to send messages to your sign, there are four requirements (1-4 below).

1. Your sign must have a built-in Ethernet Port or an add-on Ethernet Adapter.
2. You must connect the Ethernet Port or Ethernet Adapter on your sign to your Local Area Network with a CAT5 Ethernet Cable or with a Wireless Bridge or Wi-Fi Device.
3. Your sign's Ethernet Port or Ethernet Adapter must be programmed with a unique IP address and a Subnet mask assigned by your Network Administrator.
4. If you will be sending messages to your sign over a public network using LTE Cellular or Wi-Fi, the IP address and the Port number of your sign's Ethernet Port, Ethernet Adapter, or Wireless Ethernet Device must be programmed into the Router for the Local Area Network by the Network Administrator.

Ethernet Port and Ethernet Adapter options.

There are two requirements for using **Sign-Pro** to program your sign:

- Your sign must use **Alpha Sign Communications Protocol**. For a list of the **Alpha** and **Betabrite** signs that use **Alpha Sign Communications Protocol**.
- **Sign-Pro** must be able to communicate wirelessly with your sign.

To use the **Wi-Fi** or **LTE Cellular** features of your phone to communicate wirelessly with your sign, your sign must be connected to your **Local Area Network**.

To connect to your **Local Area Network** your sign will need a built-in **Ethernet Port** or an add-on **Ethernet Adapter**. Here are three **Ethernet Port** and **Ethernet Adapter** options for **Alpha** and **Betabrite** signs:

1. **Built-in Ethernet Port**: Use a sign that has a built-in **Ethernet Port**. **Alpha** and **Betabrite** signs that have a built-in **Ethernet Port**.

2. **Alpha Ethernet Adapter:** The **Alpha Ethernet Adapter** is an add-on **Ethernet Adapter** for **Alpha** or **Betabrite** signs that have a powered **RS232 Serial Port**.

- The **Alpha Ethernet Adapter** does not need to be plugged into a **110-volt AC outlet**. It receives its power from the **RS232 Serial Port** with a **5-volt power feature**.
- To use the **Alpha Ethernet Adapter** your sign must have an **RS232 Serial Port**, and the **RS232 Serial Port** must have a **5-volt power feature**.
- List of signs that have an **RS232 Serial Port** with the **5-volt power feature**.
- The **Alpha Ethernet Adapter** comes with a properly-configured **RS232 Sign Cable** to connect the **Alpha Ethernet Adapter** to your sign.
- The primary components inside the **Alpha Ethernet Adapter** are made by **Lantronix**, one of the leading manufacturers of Ethernet devices.
- Many **Alpha Ethernet Adapters** have been installed over the years, and you or your **Network Specialist** will have very little trouble setting one up.
- **Adaptive Distributors** are familiar with setting up the **Alpha Ethernet Adapter** and with connecting **Alpha** and **Betabrite** signs to a **Local Area Network**.

3. **Lantronix UDS 1100 Device Server**: The **Lantronix UDS 1100 Device Server** is a versatile add-on **Ethernet Adapter** that will connect using either **RS232** or **RS485**. It can be used as an add-on **Ethernet Adapter** on any **Alpha** or **Betabrite** sign that has an **RS232 Serial Port** or **RS485 Port**.

1. The **Lantronix UDS 1100 Device Server** can connect to either an **RS232 Serial Port** or an **RS485 Port** on your sign.
2. The **Lantronix UDS 1100 Device Server** has a power cord, and it must be plugged into a **110-volt AC outlet**.
3. The **Lantronix UDS 1100 Device Server** does not come with a sign cable.
4. You may order the items you need to make an **RS232 Sign Cable** or an **RS485 Sign Cable**, or you may order a ready-made sign cable.
5. To read the **Users Guide** for the **Lantronix UDS 1100 Device Server**.
6. To read the **Lantronix UDS 1100 Connection and Device Programming Guide** for details on making a cable, testing, and programming the **Lantronix UDS 1100 Device Server** for use with an **Alpha** or **Betabrite** sign.
7. We suggest that you seek the assistance of your **Network Administrator** in selecting and setting up the **Lantronix UDS 1100 Device Server** for your sign.
8. The **Lantronix UDS 1100 Device Server** may be purchased online.

If you find another **Ethernet Adapter** or device that works well with **Sign-Pro**, please send us details that we can share with other users.

If your sign is on the list of signs that use **Alpha Sign Communications Protocol**, and your sign has a built-in **Ethernet Port** or add-on **Ethernet Adapter**, then you can use **Sign-Pro** to program your sign using

the **Wi-Fi** or **LTE Cellular** features of your **iPhone/iPad/iPod** once your sign is properly connected to your **Local Area Network**

What are the advantages and disadvantages of connecting my sign to a Local Area Network?

Advantages:

- Remote Messaging - When your sign is properly connected and configured on a Local Area Network, Sign-Pro can send messages to it from anywhere your iPhone/iPad/iPod has an LTE Cellular or Wi-Fi connection. The sign could be in the same room you are in, or the sign could be thousands of miles away.
- Convenience
    - You don't have to stand in the rain, snow, heat, or cold to program an outdoor sign.
    - You don't have to stand in harm's way to program a sign in a factory or high-traffic environment.
    - You don't have to worry about interference from other wireless systems and devices.
    - You don't have to be in your office to program the sign in your office.

Disadvantages:

- Technical Issues - Both your sign and your Local Area Network must be set up properly for Sign-Pro to transmit messages locally or remotely.
- Approvals and Technical Assistance - If your sign will be on a Local Area Network in a corporate environment, you will need the approval of your company and the assistance and cooperation of your Network Administrator.

How do I physically connect the Alpha Ethernet Adapter to my Sign?

To connect the **Alpha Ethernet Adapter** to your **Alpha** or **Betabrite** sign:

1. Connect one end of the RS232 Sign Cable (provided with the Alpha Ethernet Adapter) to the SIGN end of the Alpha Ethernet Adapter.
2. Connect the other end of the RS232 Sign Cable to the RS232 Serial Port of your sign. This is a jack that has six gold wires inside. It is sometimes marked "RS232" on your sign.

How do I physically connect the Alpha Ethernet Adapter to my Local Area Network?

To connect the **Alpha Ethernet Adapter** to your **Local Area Network**:

- Connect one end of a standard CAT5 Ethernet Cable to the ETHERNET end of the Alpha Ethernet Adapter.

- Connect the other end of the CAT5 Ethernet Cable to an RJ45 jack on your Local Area Network.

How do I physically connect the Lantronix UDS 1100 Device Server to my sign.

To co

1. The Lantronix UDS 1100 Device Server does not come with a sign cable. You will need to order the parts to make one or you may order a ready-made Sign Cable for your sign.
    a. For an AlphaEclipse sign you will need the following items:
        i. Lantronix Sign Cable Adapter
        ii. Instructions for assembling the AlphaEclipse Sign Cable and connecting it to your sign.
    b. For a first-generation Alpha signs, you will need the following items:
    c. Lantronix Sign Cable Adapter
    d. A length of shielded twisted-pair cable
    e. A DIN connector.
    f. Instructions for assembling the First-Generation Sign Cable.
    g. To order a ready-made First-Generation Alpha Sign Cable.
2. Connect the Lantronix Sign Cable Adapter to the Lantronix UDS 1100 Device Server.
3. Connect the Sign Cable to your sign.

How do I physically connect the Lantronics UDS 1100 Device to my local Area Network?

To connect the **Lantronix UDS 1100 Device Server** to your **Local Area Network**:

1. Connect one end of a standard CAT5 Ethernet Cable to the ETHERNET Port on the Lantronix UDS 1100 Device Server.
2. Connect the other end of the CAT5 Ethernet Cable to an RJ45 jack connected to your Local Area Network.
3. Plug the Lantronix AC power adapter into a 110-volt AC electrical outlet.
4. Plug the Lantronix AC power adapter cord into the power connector on the Lantronix UDS 1100 Device Server.

Program your Network Settings into your sign's Ethernet Adapter.

To connect to your **Local Area Network** your sign must have an **Ethernet Port** or **Ethernet Adapter**:

- It can have a built-in Ethernet Port.
- It can have an Alpha Ethernet Adapter connected to its RS232 Serial Port.
- It can have an Ethernet Adapter like the Lantronix UDS 1100 Device Server connected to its RS232 Serial Port or its RS485 Port.

The Ethernet Adapter must be set up with a unique IP address and a specific Subnet mask.

Ask your Network Administrator to provide the private IP address and the Subnet mask your sign will use.

Use the Windows™-based setup software and follow the instructions that were provided with your sign or your Ethernet Adapter to program the IP address and Subnet mask into the device.

In some cases, you may be able to give your IP address and Subnet mask to the company that you order the equipment from and ask them to program your network settings into your sign or Ethernet Adapter before they send it to you.

Enter your sign's IP address and Port number in Sign-Pro.

You must enter the IP address of your sign and the Port number of your sign's Ethernet Adapter in Sign-Pro Settings so that Sign-Pro can send messages to your sign.

In Sign-Pro Editor:

1. Tap to display Sign-Pro Settings.
2. Tap Display Address.
3. Tap Ethernet/WiFi.
4. For Wi-Fi connectivity only, enter the private IP address and Port number of your Ethernet Port or Ethernet Adapter. For LTE Cellular connectivity, enter the public IP address of your network and the Port number of your Ethernet Port or Ethernet Adapter.
5. Tap Save. Sign-Pro will use these settings until you change them.
6. Tap or anywhere under it to display Sign-Pro Editor.
7. Compose and Transmit a test message to the sign. See Sign-Pro Instructions for details.
8. If Transmit Message reports an error, contact your Network Administrator for assistance.

For additional details on specifying an Ethernet/WiFi Display Address in Sign-Pro Settings here.

Using Bluetooth® wireless technology with Sign-Pro.

Sign-Pro will use Bluetooth® 4.0 LE wireless technology to send messages to your sign if you have an Alpha BLE Wireless Adapter connected to the RS232 Serial Port of your sign.

To use this option your sign must have an RS232 Serial Port, and the RS232 Serial Port must have a 5-volt power feature.

What are the advantages and disadvantages of using the Alpha BLE Wireless Adapter?

Advantages:

- The Alpha BLE Wireless Adapter is designed specifically to connect an iPhone/iPad/iPod with Sign-Pro to Alpha and Betabrite signs.
- The Alpha BLE Wireless Adapter works seamlessly and flawlessly with Sign-Pro.
- Reasonable Price - Everything you need is included at one low price.
- Easy to Install and Use - In less than three minutes you can send a message to your sign!
    1. Connect the Alpha BLE Wireless Adapter to the RS232 Port of your sign with the RS232 Sign Cable provided.
    2. Detect and save the Alpha BLE Wireless Adapter Display Address in Sign-Pro Settings (see items 3-8).
    3. Compose a test message.
    4. Transmit the message to your sign.
- Outstanding Detection Distance - Detect the Alpha BLE Wireless Adapter up to 115-feet away (line of sight).
- Outstanding Cable Distance - The Alpha BLE Wireless Adapter doesn't have to be near the sign. You may order a longer RS232 Sign Cable to connect the Alpha BLE Wireless Adapter to your sign if necessary. Effectively extend the distance between your iPhone/iPad/iPod and your sign by using a longer RS232 Sign Cable between the sign and the Alpha BLE Wireless Adapter.

Disadvantages:

- Your **iPhone/iPad/iPod** must be less than 115 feet (line of sight) away from the **Alpha BLE Wireless Adapter** to send a message to your sign.
- There may be logistical or safety issues that make it difficult or impossible to stand within 115 feet of the sign. It may be possible to mitigate those problems by using a longer **RS232 Sign Cable** to connect the **Alpha BLE Wireless Adapter** to the sign, allowing the **Alpha BLE Wireless Adapter** to be located in a safer or more convenient area.
- There may be corporate rules or security measures that prohibit the use of wireless devices in the area.
- There may be "interference" from other wireless devices in the area.

Will I need Technical Support to install or use the Alpha BLE Wireless Adapter?

No.

Can I use any Bluetooth® wireless adapter with Sign-Pro?

No. Sign-Pro was designed for use with the Alpha BLE Wireless Adapter.

Before the Alpha BLE Wireless Adapter was developed, we tested several third-party Bluetooth® wireless adapters with Sign-Pro without success. In the process, we damaged the RS232 Serial Ports on several signs.

For this reason, we recommend that you do not attempt to use a third-party Bluetooth® wireless adapter.

We are unprepared and unable to assist you with setting up or configuring third-party Bluetooth® wireless adapters or attachment cables.

If your sign stops working, contact Adaptive Micro Systems at 800-558-7022. They will connect you with an Adaptive Distributor who can assist you with evaluation and repair.

Sign-Pro Instructions

Download and Install Sign-Pro on your iPhone or iPad.

Contact Us to request the free Beta version of Sign-Pro.

Please include:

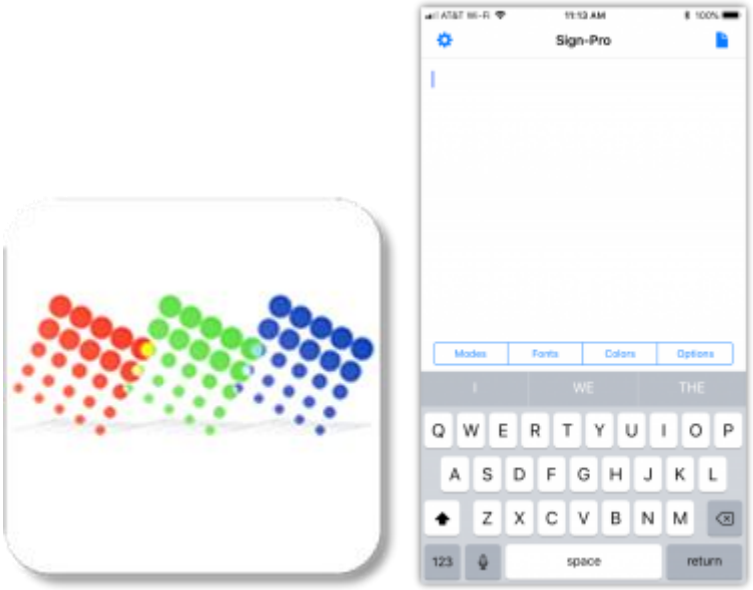
- Your name.
- The email address you use to download Apps on your iPhone/iPad/iPod.
- The sign model you will be programming with Sign-Pro.
- Will your sign use an Alpha BLE Wireless Adapter or an Ethernet connection to receive messages?

You will receive two emails. One email will come from Test Flight with instructions for downloading the Test Flight App from the App Store. Another email will come from Sign-Pro with instructions and a redeem code for using Test Flight to download and install Sign-Pro. Please follow these instructions carefully, because if you skip a step, you will have to request another redeem code.

To summarize:

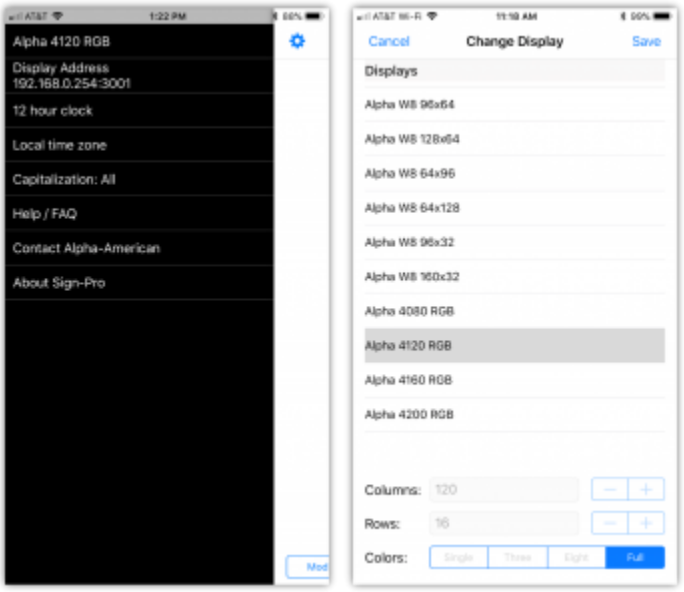
- Use Contact Us to request a free Beta version of the Sign-Pro App.
- Receive download instructions from Test Flight by email.
- Receive download instructions and a redeem code from Sign-Pro by email.
- Follow the Test Flight instructions to download and install Test Flight.
- Follow the Sign-Pro instructions and use the redeem code to download Sign-Pro using Test Flight.

Open Sign-Pro.

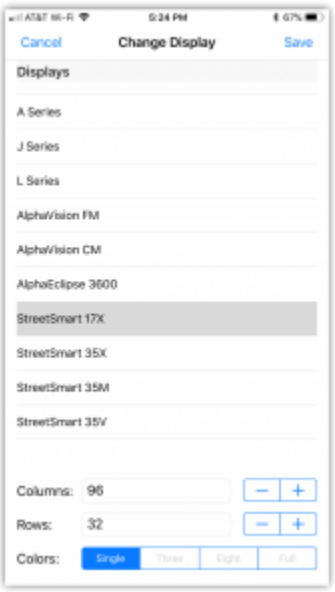


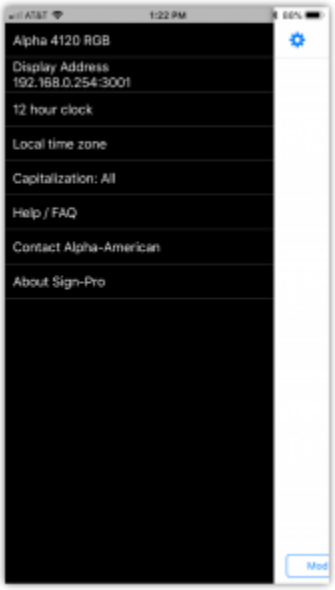
Tap the **Sign-Pro** App Icon to open **Sign-Pro** and display the **Sign-Pro Editor**.

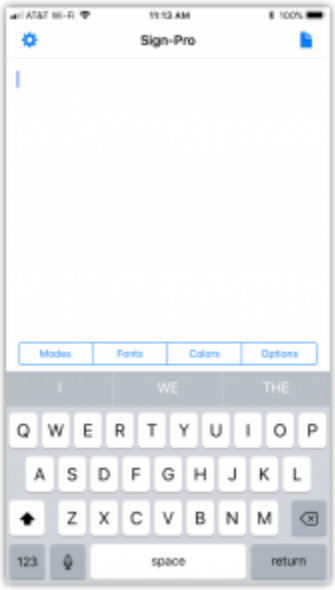
Enter your Sign Model.



- Tap ⚙ in the **Sign-Pro Editor** to display your **Sign-Pro Settings**.
- If your sign model is correctly listed on the top line of **Sign-Pro Settings**, your sign model is set.
- To select a different sign model, tap the top line to **Change Display**.
- Find and select (tap) your sign model in the displayed list (see below). If your **Alpha** sign model is not listed (first-generation **Alpha** signs are not listed), then select **Custom Sign** and specify rows, columns, and colors. A number of **Alpha**, **Betabrite**, and **AlphaEclipse** sign models have been offered in a variety of sizes and LED color options. If you specify one of these models, you must also specify rows, columns, and colors:
    - Tap the **+** and **-** symbols







to specify the number of rows of pixels and the number of columns of pixels your sign has.
    - Tap **Single** for Red and Amber models, **Three** for Tricolor models, **Eight** for 8-color models, or **Full Color** for RGB models.
    - Tap **Save** when you have finished selecting the row, column, and color values. **Sign-Pro** stores and uses your sign model settings in **Sign-Pro Simulator**.
    - If you do not specify the number of rows, columns, and colors correctly; the format and appearance of messages that you preview in the **Sign-Pro Simulator** will not match the format and appearance of messages that you transmit to your sign.

- Alpha 9650
- Alpha 9660
- Alpha 9670
- Alpha A Series
- Alpha Big Dot
- Alpha Director
- Alpha J Series
- Alpha L Series
- Alpha RoadStar
- Alpha Solar

- Alpha W8
- AlphaEclipse
- AlphaEclipse 3600
- AlphaEclipse StreetSmart 17X
- AlphaEclipse StreetSmart 35M
- AlphaEclipse StreetSmart 35V

- Alpha 4120R
- Alpha 4160 RGB
- Alpha 4160C
- Alpha 4160R
- Alpha 4200 RGB
- Alpha 4200C

- AlphaEclipse StreetSmart 35X
- AlphaVision CM
- AlphaVision FM
- Betabrite
- Betabrite Classic Window Sign
- Betabrite Prism
- Betabrite Window Display
- **Custom Sign**
- Alpha 215C
- Alpha 215R
- Alpha 220C
- Alpha 320C
- Alpha 330C
- Alpha 4080 RGB
- Alpha 4080C
- Alpha 4080R
- Alpha 4120 RGB
- Alpha 4120C
- Alpha 4200R
- Alpha 4240 RGB
- Alpha 4240C
- Alpha 4240R
- Alpha 7080C
- Alpha 7120C
- Alpha 7160C
- Alpha 7200C
- Alpha 9080C
- Alpha 9120C
- Alpha 9160C
- Alpha 9200C
- Alpha 9240C
- Alpha 9430
- Alpha 9440
- Alpha 9630
- Alpha 9640

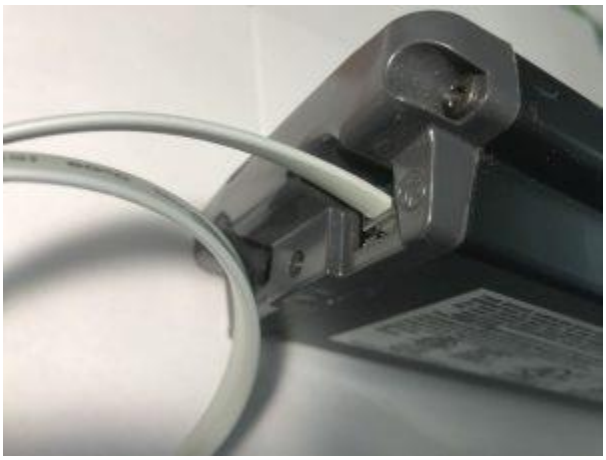
4. Tap  or anywhere under it to return to the **Sign-Pro Editor**.

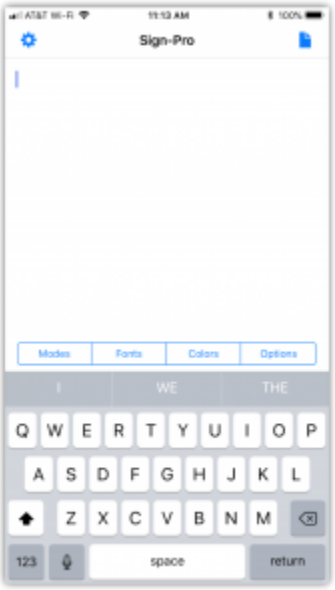
Enter your Sign Display Address.

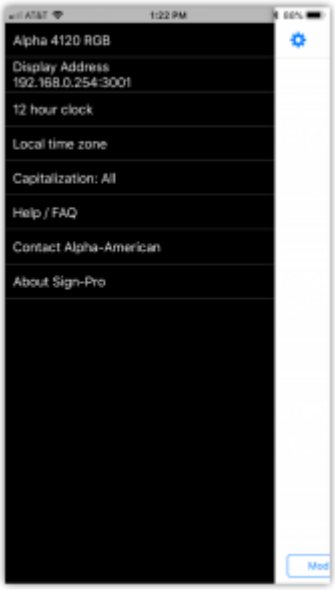
A. Your sign must have a **Bluetooth Address** or an **Ethernet/Wi-Fi Address** to receive messages from **Sign-Pro**.
B. If you are using an **Alpha BLE Wireless Adapter** follow these steps to enter a **Bluetooth Address** in **Sign-Pro**

Settings:

1. Connect the **Alpha BLE Wireless Adapter** to the **RS232 Serial Port** on your sign using the **RS232 Serial Cable** that came with your **Alpha BLE Wireless Adapter**. Note: The **RS232 Serial Port** has six gold conductors that you can see if you look inside the jack opening. A sign port with four gold conductors inside the opening is an **RS485**



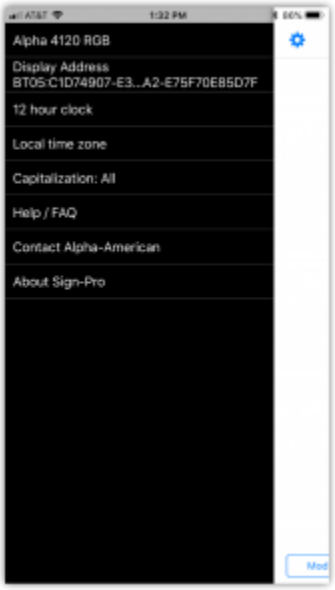


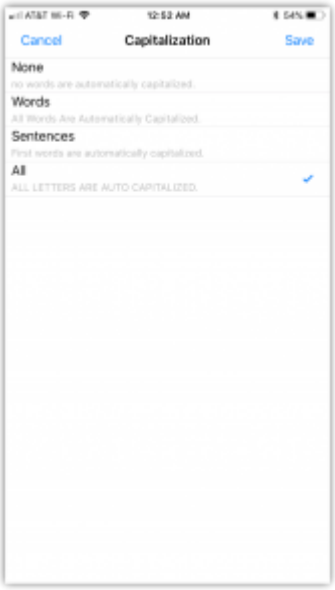


Port. A sign port with eight gold conductors is an **Ethernet Port**. Do not plug the **RS232 Serial Cable** into an **RS485 Port** or an **Ethernet Port**.

2. Your sign must be turned on (the sign's power cord must be connected to the sign and plugged into a standard **110-volt AC electrical outlet**).
3. • In **Sign-Pro Editor** tap ⚙ to display **Sign-Pro Settings**.
4. Tap **Display Address**.
5. Tap **Bluetooth**.
6. **Sign-Pro** lists the **Alpha BLE Wireless Adapters** that it detects.
7. Tap a detected **Alpha BLE Wireless Adapter** to select it.
8. Tap **Save** to specify the **Alpha BLE Wireless Adapter Address** as your default **Sign-Pro Display Address**.
9. Tap ⚙ or anywhere under it to return to the **Sign-Pro Editor**

Set your Capitalization Default.

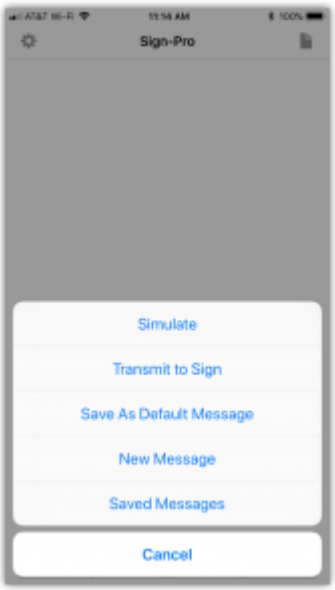




By default, **Sign-Pro** capitalizes every letter that you type or dictate into a message. To change your **Sign-Pro Capitalization** default:

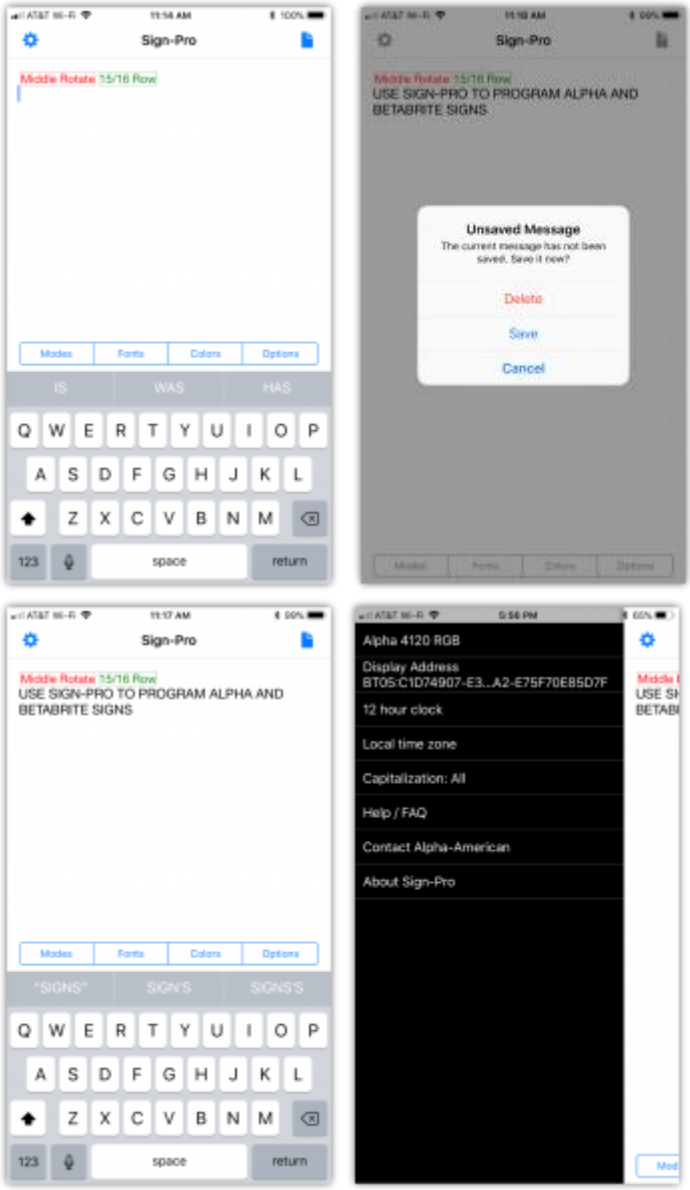
1. Tap ⚙ to display your **Sign-Pro Settings**.
2. Tap **Capitalization.**
3. Tap **None**, **Words**, **Sentences**, or **All** to set your default preference.
4. Tap **Save** to return to **Sign-Pro Settings**.
5. Tap ⚙ or anywhere under it to return to your **Sign-Pro Editor**.

Compose a Message.



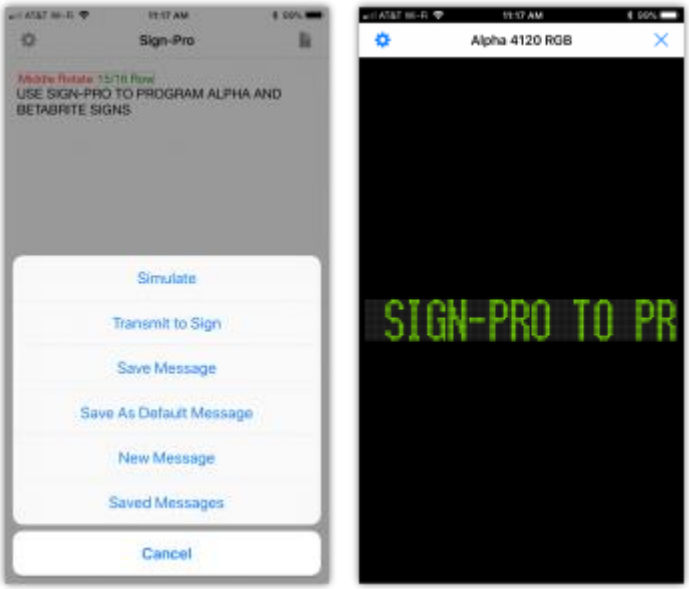
A. Tap 🗎 to display the **Sign-Pro Message Options Menu**.
B. Tap **New Message** to copy your **Default Message** into the **Sign-Pro Editor**.
C. If there is an unsaved message in the **Sign-Pro Editor**, **Sign-Pro** prompts **Unsaved Message** - **Delete, Save, Cancel.**

- Tap **Delete** and the unsaved message will be replaced by a copy of your **Default Message**.
- Tap **Save** and the unsaved message will be saved in your **Saved Messages** list, and your **Default Message** will be copied into the **Sign-Pro Editor**.
- Tap **Cancel** to review your existing message and determine whether you wish to save it, delete it, or edit it.



D. **Compose your message using Speech-to-Text and the Keyboard.**
E. To use **Speech-to-Text**: tap (the microphone symbol) on the bottom row of the keyboard and speak your message. Tap when finished.
F. Use the **Keyboard** to edit your message.
G. The text that you dictate and type is added to any existing text in your **Default Message**, and the message will be formatted by the **Special Feature Codes** you have saved in your **Default Message**.
H. By default, the typed and dictated characters display in UPPER CASE. Your **Capitalization** defaults may be changed in **Sign-Pro Settings** (tap).

Preview your Message with **Sign-Pro Simulator**.



1. Tap  to display the **Sign-Pro Message Options Menu**.
2. Tap **Simulate** to preview your message in portrait or landscape orientation.
3. If the sign model shown on the title bar is not your specific sign model, the format and appearance of the message running on **Sign-Pro Simulator** will not match the format and appearance of the message when it is transmitted and running on your sign.
4. The travel modes, position, character size, and color of messages are controlled by your **Sign-Pro** defaults, by the **Special Feature Codes** you insert into your messages, and by the sign model you have.
5. Tap **X** to exit **Sign-Pro Simulator**.

Transmit your Message to your Sign.

1. Tap  to display the **Sign-Pro Message Options Menu**.
2. Tap **Transmit to Sign** to send your message to your sign.
3. If the **Display Address** is set correctly in **Sign-Pro**, and your sign is properly connected and running, **Sign-Pro** will display **Transmit Successful**, and your message will display on your sign.

Save your Message.

1. Tap to display the **Sign-Pro Message Options Menu**.
2. Tap **Save Message** to save your message in your **Saved Messages** list.

Reuse a Saved Message.

A. Tap  to display the **Sign-Pro Message Options Menu**.
B. Tap **Saved Messages** to display your list of saved messages.
    a. **Sign-Pro** will let you save 100 messages.
    b. The **Default Message** is shown first.
    c. The oldest saved message is shown last.
    d. You may delete a saved message by left-swiping the saved message. A partial left swipe displays **Delete**. Tap **Delete** to remove the saved message or swipe right to cancel **Delete**. A complete left swipe deletes the message in one step

Tap anywhere in a saved message, and **Sign-Pro** will copy that message into the **Sign-Pro Editor**. If an unsaved message happens to be in the **Sign-Pro Editor**, **Sign-Pro** prompts "**Unsaved Message** - **Delete, Save, Cancel**" and requires you to respond before it will copy a saved message over an unsaved message in the **Sign-Pro Editor**.

- Tap **Delete** and the unsaved message in the **Sign-Pro Editor** will be replaced by a copy of the message you selected in your **Saved Messages** list.
- If you tap **Save**, the unsaved message will be added to your list of **Saved Messages**, and **Sign-Pro** will copy the message that you selected in your **Saved Messages** list into the **Sign-Pro Editor**.
- Tap **Cancel** to review the unsaved message in the **Sign-Pro Editor** to determine whether to save it, delete it, or edit it.

D. After copying a **Saved Message** into the **Sign-Pro Editor**, you may edit the message as you would edit any new message. If you save it again, it will save as a new message. The original message in the **Saved Messages** list will not be changed or removed.

Format your Message.

You have composed a message and previewed it with **Sign-Pro Simulator**. Perhaps you have transmitted your message to your sign.

1. Would you like to change the way your message comes on and goes off the screen?
2. Would you like to speed up the message or slow it down?
3. Would you like to change the font or the size of the characters in your message?
4. Would you like to flash some of the words?
5. Would you like to change the colors of some of the characters, words, phrases, or sentences?
6. If you have a sign that can display more than one line at a time, would you like to freeze the text on one line while the text on another line keeps changing, for example, displaying "CONGRATULATIONS" on the top line, and displaying a series of names, one after the other, on the bottom line?
7. Would you like to keep two words together that are currently being displayed on two lines instead of one?
8. Would you like to display the current time of day in your message, for example, "The time is 12:30 PM"?
9. Would you like to have the animations that are built into the firmware of your sign display along with your messages?

Of course, you would, and **Sign-Pro** will let you do all of those things, and more, very easily.

Message formatting is controlled by **Special Feature Codes**.

Sign-Pro has grouped the **Special Feature Codes** in four categories:

1. **Modes** - these **Codes** control the way your messages travel.
2. **Fonts** - these **Codes** control character fonts and character sizes.
3. **Colors** - these **Codes** set the color of the text of your messages.
4. **Options** - this is a catch-all category that includes **Time Code**, **Date Codes**, **Speed Codes**, **Animation Codes**, and more.

The **Sign-Pro Editor** has menu buttons for each category of **Special Feature Codes**.

You will find a detailed explanation of the Special Feature Codes and guidelines for using them in Formatting Messages.

To insert **Special Feature Codes** into a message with **Sign-Pro Editor:**

1. Place the cursor by tapping in front of the character, word, phrase, or sentence you want to format.
2. Tap the menu that contains the Special Feature Code you want to use.
3. Select (tap) the Special Feature Code and tap any additional Special Feature Code associated with the Codes you select.
4. Sign-Pro inserts the Special Feature Codes into your message at the cursor position you specify.

To preview your message to see the effect of the **Special Feature Code** on your message:

1. Tap  to display the **Sign-Pro Message Options Menu**.
2. Tap **Simulate** to preview the message in **Sign-Pro Simulator**.
3. Tap **X** to return to **Sign-Pro Editor**.

Continue inserting **Special Feature Codes** as needed.

Preview your message from time-to-time to see how the message format and appearance are changing.

When you are satisfied with your message:

1. Tap  to display the **Sign-Pro Message Options Menu**.
2. Tap **Transmit to Sign** to send your message to your sign.
3. Tap  to display the **Sign-Pro Message Options Menu**.
4. Tap **Save Message** to save your message in your **Saved Messages** list.

Designing attractive, eye-catching sign messages requires a combination of patience, attention to detail, an eye for aesthetics, and a working knowledge of the technology you are learning to use here. We encourage you to become familiar with the **Special Feature Codes** in **Sign-Pro** as described in **Formatting Messages** and to use them in your messages.

Create a Default Message.

Sign-Pro has a **Default Message** that overrides the factory defaults of **Alpha** and **Betabrite** signs. You can replace the **Sign-Pro Default Message** with your own **Default Message**.

Here are the steps to create your own **Default Message**:

1. Tap  to display the **Sign-Pro Message Options Menu**.
2. Tap **New Message** to open the current **Default Message** in **Sign-Pro Editor**.

3. Insert the **Special Feature Codes** that you want in your **Default Message**. Include **Position Codes**, **Mode Codes**, **Speed Codes**, **Font Codes**, **Color Codes**, and any other **Special Feature Codes** or text that you will need when you are composing and editing a **New Message**.
4. Include text that will test the formatting of your message. You will remove the text before you save the **Default Message**.
5. Tap  to display the **Sign-Pro Message Options Menu**.
6. Tap **Simulate** to preview your new **Default Message**.
7. Click **X** to close **Sign-Pro Simulator** and return to **Sign-Pro Editor**.
8. If you are satisfied with the appearance of your new **Default Message**, remove the test text from your **Default Message**, leaving only the **Special Feature Codes** and text that you want to use when you are composing a **New Message**.
9. Tap  to display the **Sign-Pro Message Options Menu**.
10. Tap **Save as Default Message** to save your **Default Message**.
11. Each time you tap **New Message**, **Sign-Pro** copies your **Default Message** into the **Sign-Pro Editor**.
12. The contents of your **Default Message** provide a quick start for composing new messages.

Customize your Sign-Pro Settings Defaults.

You may set **Sign-Pro Settings** defaults for the following features:

- Sign Model - see Enter your Sign Model.
- Connectivity - see Enter your Sign Display Address.
- Capitalization - see Set your Capitalization Default.
- Mode - see Create a Default Message and Mode Codes.
- Position - see Create a Default Message and Position Codes.
- Character Size and Font - see Create a Default Message and Character Codes.
- Color - see Create a Default Message and Color Codes.
- Speed - see Create a Default Message and Speed Codes.
- Default Message - See Create a Default Message.

Formatting Messages

Special Feature Codes

Use **Special Feature Codes** to:

1. Specify the position of your messages (top line, middle line, bottom line, all lines, left side, or right side).
2. Specify how your messages enter and exit the display.
3. Specify how fast or slow your messages play.
4. Change the color of messages (on multi-color signs).
5. Change the font, width, and height of the characters in your messages.
6. Insert animations into messages (on signs with built-in animations).
7. Display the current time of day in your messages.
8. Display the current date in your messages (on signs with the date feature).
9. Display the current temperature in your messages (on signs with a temperature sensor).
10. Change the spacing between the lines of a message (on multi-line signs with the line spacing feature).
11. Change where lines in a message end, to keep two or more words together on the same line.
12. Insert page breaks into messages that span more than one page. This is a handy feature with multi-line signs.

Special Feature Codes Menus

Sign-Pro Editor has four **Special Feature Codes** menus:

Modes
- Mode Codes
- Position Codes

Fonts
- Character Codes

Colors
- Color Codes

Options
- Time of Day Code
- Date Codes
- Temperature Codes
- Speed Codes
- Line Spacing Codes
- New Line Code
- New Page Code
- Animation Codes

Message Programming Guidelines

These guidelines for using **Sign-Pro Editor** and **Special Feature Codes** will help you program consistent, predictable messages:

1. The format and appearance of a message are determined by the **Special Feature Codes** programmed by you or used by default, the content of the message, and the sign model being used. Blank lines in the message are ignored and have no effect on the message.

2. Pressing the **Sign-Pro Editor** return key 

inserts a **New Line** Code into your message. The **New Line** Code is used to end lines or to begin new lines in a message. The **New Line** Code is also used to insert a blank line in your message.

3. Position and Mode Codes automatically start a new line. For this reason, a **New Line** Code that is immediately followed by Position and Mode Codes is probably unneeded, since it inserts a blank line that you may not want in your message. You would especially notice the blank line if you were programming a multi-line sign. You may remove unneeded **New Line** Codes using the procedure described in item 4.

4. To remove a **Special Feature Code** from your message, use your finger or stylus to touch and hold the **Special Feature Code** to display **Select, Select All**. Lift your finger or stylus and tap the delete (backspace) key  to remove the **Special Feature Code**.

5. Always start a message with Position and Mode Codes that specify where the message will appear on the sign and how the message will transition on the display.

    - Position and Mode Codes at the beginning of a message control how the message enters the display, and for most Modes, how the message exits the display if there are no Position and Mode Codes at the end of the message.

    - Position and Mode Codes at the end of a message specify how the message exits the display.

6. Two pairs of Position and Mode Codes with no text between them may cause the sign to act unpredictably. To correct the condition, either insert message content after the first pair of Position and Mode Codes or remove one of the pairs of Position and Mode Codes.

7. The **Top** and **Bottom** Position Codes, and the **Left** and **Right** Position Codes are usually used in tandem.

    - When you use the **Top** Position Code, there is a presumption that you will also use the **Bottom** Position Code.

- When you use the **Bottom** Position Code, there is a presumption that you will also use the **Top** Position Code.
- When you use the **Left** Position Code, there is a presumption that you will also use the **Right** Position Code.
- When you use the **Right** Position Code, there is a presumption that you will also use the **Left** Position Code.

8. When the **Top** and **Bottom** Position Code or the **Left** and **Right** Position Codes are being used, the Position and Mode Codes programmed first in a **Sign-Pro** message reserve and leave a portion of the display area for the content of the counterpart Position and Mode Codes programmed second. To be more specific:
    - When the **Top** Position Code is programmed first, at least five rows of pixels are reserved for message content at the bottom of the display.
    - When the **Bottom** Position Code is programmed first, at least five rows of pixels are reserved for message content at the top of the display.
    - When the **Left** Position Code is programmed first, at least five characters of space are reserved for message content at the right of the display.
    - When the **Right** Position Code is programmed first, at least five characters of space are reserved for message content at the left of the display.
9. The first Position and Mode Codes used in a message will use as much of the available display area as the message content needs. The counterpart Position and Mode Codes have only the remaining display area to use. For this reason, the programming sequence of Position and Mode Codes (whether you program the Top Position and Mode Code first or the Bottom Position and Mode Code first) is important. The Position and Mode Codes and message content that are programmed first in a **Sign-Pro** message take all the space they need. The Position and Mode Codes and message content that are programmed second can use only the remaining space.
    - For example, let's assume you have a three-line sign, and you have a four-line message, and you want to split your message into top and bottom segments with two lines of message content in each segment.
        - If you program the top segment first, the message will display on lines one and two. The two message lines in the bottom segment will display on line three, one line at a time.

        - Conversely, if you program the bottom segment first, the two message lines in the bottom segment will display on lines two and three, and the two message lines in the top segment will display on line one, one line at a time.

    - This same principle applies to message content programmed in the left position and right position of a sign. The content programmed first takes the space it needs, and the content programmed second displays in the remaining space.

10. Font, Color, and Options Codes may be used in any order.

11. **Special Feature Codes** must precede the text they control. For example, if you want the word HELLO to be red, the **Red** Color Code needs to be inserted before the word HELLO. If you insert a **Red** Color Code after the word HELLO, it will not affect the color of the word HELLO.

12. The list of **Special Feature Codes** has grown over the past thirty years as new signs and new programming features have been developed. **Alpha** and **Betabrite** signs will recognize the **Special Feature Codes** that were included when they were built, but they will not recognize **Special Feature Codes** that were developed and introduced later. This caveat applies to all **Alpha** and **Betabrite** signs sold over the past thirty years. If an **Alpha** or **Betabrite** sign predates and does not recognize a **Special Feature Code** that you send to it with **Sign-Pro**, the sign will simply ignore the instruction.

    - Note: Some **Alpha** and **Betabrite** models have firmware chips or flash memory that can be updated to a newer revision level with all of the sign features that are included in the newer revision level to display a **Current Firmware List** with the current revision level for **Alpha**, **Betabrite**, and **AlphaEclipse** signs that can be updated.

Position Codes

Position Codes specify where your message will display on the sign.

- **Sign-Pro** prompts for a Position Code whenever a Mode Code is selected.
- Position Codes and Mode Codes specify the travel style and the position of the message on the sign.
- Position Codes and Mode Codes always display in pairs with the Position Code displayed first (Examples: **Middle Rotate**, **Top Hold**, **Fill Wipe Up**)

There are six Position Codes:

1. Fill - this Position Code displays the message using all of the lines on a multiple-line sign.
   - If you are programming a two-line sign, and the message is short enough to fit on a single line, Fill displays the message on the center line of the sign.
   - If you are programming a two-line sign and the message exceeds the capacity of one line, Fill displays as much of the message as possible on the top line of the sign and displays the remainder of the message on the bottom line of the sign.
   - If you are programming a two-line sign and your message exceeds two lines, Fill displays the first two lines of your message and then displays the remainder of the message on a second screen, and a third, if necessary, using the same pattern (fills the middle line only, or fills the top line, and then fills the bottom line).

2. Top - this Position Code displays the message on the top line of a multiple-line sign. See Special Feature Guidelines items 4-6 for additional information on this Position Code.
3. Left - this Position Code displays the message left-justified on the left side of a sign. The Left Position Code is a relatively recent Special Feature Code, and it is available only on certain sign models. See Special Feature Guidelines items 4-6 for additional information on this Position Code.
4. Middle - this Position Code displays the message on the center line of a multi-line sign, or on the single line of a one-line sign.
5. Bottom - this Position Code displays the message on the bottom line of a multiple-line sign. See Special Feature Guidelines items 4-6 for additional information on this Position Code.

6. Right - this Position Code displays the message right-justified on the right side of a sign. The Right Position Code is a relatively recent Special Feature Code, and it is available only on certain sign models. See Special Feature Guidelines items 4-6 for additional information on this Position Code.

    - On one-line signs (signs that are 7-pixels or 8-pixels high), all Position Codes display the message on the one line.
    - On signs with more than one line (signs that are 16-pixels high, 24-pixels high, 32-pixels high, or more), Top, Bottom, and Middle Position Codes display the message on the top, bottom, or middle line (respectively). Fill displays the message using all of the available lines on the sign.
    - On all signs, using any combination of Position and Mode Codes, when the message fills the display, the remainder of the message displays on one or more additional screens.
    - Sign-Pro and Special Feature Codes format messages on the Sign-Pro Simulator according to the specifications of the sign selected in Sign-Pro Settings.
    - Sign-Pro and Special Feature Codes format messages on actual signs according to the specifications of the signs.

Mode Codes

Mode Codes control how each line of your message enters and exits the display.

- Mode Codes always follow a Position Code.
- **Sign-Pro** prompts for a Position Code after a Mode Code is selected.
- Position and Mode Codes always display in pairs with the selected Position Code displayed first (Examples: **Top Hold**, **Bottom Roll Up**, **Fill Snow**).

When Position and Mode Codes are used at the beginning a message (or line), they control the way the message (or line) enters and exits the display, unless a trailing Mode Code is inserted at the end of the message (or line) to specify a different way for the message (or line) to exit the display.

- Illustration: The **Roll Left** Mode Code causes the message (or line) to enter and exit from right to left.

- Roll Left Mode using 7-Pixel Characters on a Two-Line Sign

Roll Left Mode using 16-Pixel Characters on a Two-Line Sign

When Position and Mode Codes are used following a message (or line), they control the way the message (or line) exits the display.

- Illustration: The **Roll Left** Mode Code causes the message (or line) to enter from right to left. The **Roll Right** Mode Code at the end of the message causes the message (or line) to exit from left to right.

Roll Left Mode and Roll Right Mode using 7-Pixel Characters on a Two-Line Sign

Unless otherwise specified in the Mode Code Descriptions (next section), Speed Codes do not change the speed of the Mode Code effect (the rolling, wiping, snowing, sparkling, rotating, etc.). Speed Codes do, however, shorten or extend the message pause time of Mode Codes that pause messages.

Mode Code Descriptions

Use Mode Codes to program how your messages enter and exit the display:

Automode

When **Automode** Mode Code is used in a message, either intentionally or by default, the message is animated by randomly-selected Mode Codes, that change whenever a **New Line** Code is encountered. Each of the various Mode Codes is illustrated below.

Flash

Flash Mode using 7-Pixel Characters on a Two-Line Sign

Flash Mode using 16-Pixel Characters on a Two-Line Sign

Displays your message centered on the display and flashes the message on and off several times. If the message is longer than the display area, the next segment of the message appears and flashes. This sequence repeats until the entire message has been displayed. The **Flash** Mode Code affects an entire message. It cannot be used to flash selected characters, words, or phrases. The **Fonts** menu includes the **Flash** Character Code that flashes characters, words, or phrases. Speed Codes can be used to extend or shorten the time a message flashes (its pause time) before the next message is displayed.

Hold

Hold Mode using 7-Pixel Characters on a Two-Line Sign

Hold Mode using 16-Pixel Characters on a Two-Line Sign

The **Hold** Mode Code freezes characters, words, or phrases on the sign for the time increment specified by the current or default Speed Code, or until another part of the programmed message moves into the same area on the display. As you can see on many of the Mode Code illustrations that follow, on a multi-line sign, the **Hold** Mode Code can freeze a word, phrase, or title on one line, while other Mode Codes display characters, words, or phrases on the other line(s) of the display.

Speed Codes may be used to shorten or extend the hold time (i.e., the pause time). Be careful not to use a Speed Code that creates an unneeded delay between the display of the holding message and the display of message content on another line of the sign. In the example below, the hold time is eliminated by using a **No Hold Time** Speed Code. That enables the message on the bottom line to display immediately after the top line message displays, with no delay between the display of the top line message and the bottom line message. Tap the image below to view the message and the simulation.

Interlock

Interlock Mode using 7-Pixel Characters on a Two-Line Sign

Interlock Mode using 16-Pixel Characters

Alternating rows of pixels move rapidly from each end of the display area to display a centered message or phrase.

Roll Down

Roll Down Mode using 7-Pixel Characters on a Two-Line Sign

Roll Down Mode using 16-Pixel Characters on a Two-Line Sign

The message enters at the top of the display, moves down quickly to the specified position, pauses momentarily to be read, then quickly moves down and off the display.

Roll In

Roll In Mode using 7-Pixel Characters on a Two-Line Sign

Roll In Mode using 16-Pixel Characters on a Two-Line Sign

Two halves of the message enter quickly from the right and left ends respectively and join together to display the message centered on the sign. After a brief pause, the characters in the two halves of the message move quickly to the horizontal center of the display and disappear.

Roll Left

Roll Left Mode using 7-Pixel Characters on a Two-Line Sign

Roll Left Mode using 16-Pixel Characters on a Two-Line Sign

The message enters and moves quickly from the right end of the sign to the center, pauses momentarily to be read, and moves quickly to the left and off the display.

Roll Right

Roll Right Mode using 7-Pixel Characters on a Two-Line Sign

Roll Right Mode using 16-Pixel Characters on a Two-Line Sign

The message enters and moves quickly from the left end of the sign to the center, pauses momentarily to be read, and moves quickly to the right and off the display.

Roll Out

Roll Out Mode using 7-Pixel Characters on a Two-Line Sign

Roll Out Mode using 16-Pixel Characters on a Two-Line Sign

Two halves of the message emerge from the horizontal center of the sign, moving quickly right and left respectively until the centered message is displayed. After pausing momentarily to be read, the message

splits at the horizontal center position, and the two halves move quickly right and left respectively, and disappear at the right and left ends of the display.

Roll Up

Roll Up Mode using 7-Pixel Characters on a Two-Line Sign

Roll Up Mode using 16-Pixel Characters on a Two-Line Sign

The centered message enters at the bottom of the display, moves up quickly to the specified position, pauses momentarily to be read, and moves quickly up and off the display. Speed Codes do not change the "roll" speed. Speed Codes shorten or extend the message pause time.

Rotate

Rotate Mode using 7-Pixel Characters on a Two-Line Sign

Rotate Mode using 16-Pixel Characters on a Two-Line Sign

The message enters the right end of the display, travels continuously left across the screen and exits the display one character at a time, like a stock market ticker display. Speed Codes do not change the travel speed.

Scroll

Scroll Mode on a Two-Line Sign

Scroll Mode on a Two-Line Sign
Note that Scroll Mode displays 7-pixel Characters even if you specify a larger Font

The message enters at the bottom of the screen, moving up one row of pixels at a time without pausing, and exits one row of pixels at a time at the top of the display. Speed Codes may be used to slow down or speed up the scrolling motion.

Slide

Slide Mode using 7-Pixel Characters on a Two-Line Sign

Slide Mode using 16-Pixel Characters on a Two-Line Sign

The characters of the message move into position, one character at a time from right to left, until the centered message is displayed. After a brief pause, the message disappears as the next message begins.

Snow

Snow Mode using 7-Pixel Characters on a Two-Line Sign

Snow Mode using 16-Pixel Characters on a Two-Line Sign

Dot pixels sprinkle down from the top of the display like snow, building the characters of the centered message. After a brief pause, the message disappears as the next message begins.

Sparkle

Sparkle Mode using 7-Pixel Characters on a Two-Line Sign

Sparkle Mode using 16-Pixel Characters on a Two-Line Sign

The new message appears gradually as the dots pixels of the new message replace the dot pixels in the old message. After a brief pause, the message disappears as the next message begins.

Spray

Spray Mode using 7-Pixel Characters on a Two-Line Sign

Spray Mode using 16-Pixel Characters on a Two-Line Sign

The dot pixels of the message move rapidly from right to left, building the message from left to right. After a brief pause the message disappears, and the next message begins.

Starburst

Starburst Mode using 7-Pixel Characters on a Two-Line Sign

Starburst Mode using 16-pixel Characters on a Two-Line Sign

Large graphics, resembling snowflakes, appear and disappear in random locations on the display, as the centered message appears and pauses before disappearing as the next message begins.

Switch

Switch Mode using 16-Pixel Characters on a Two-Line Sign

Switch Mode using 7-Pixel Characters on a Two-Line Sign

Alternating characters move rapidly on and off the display from the top and bottom to form the centered message or phrase.

Twinkle

Twinkle Mode using 7-pixel Characters on a Two-Line Sign

Twinkle Mode using 16-Pixel Characters on a Two-Line Sign

The message enters in an oscillating dot pattern, pauses, and disappears as the next message segment appears.

Wipe Down

Wipe Down Mode using 7-Pixel Characters on a Two-Line Sign

Wipe Down Mode using 16-Pixel Characters on a Two-Line Sign

The characters in the message are revealed from the top of the characters down by lighting the pixels, one row of pixels at a time. When the message is revealed, it pauses to be read, then exits by "un-lighting" each row pixels from the top down, one row of pixels at a time.

Wipe In

Wipe In Mode using 7-Pixel Characters on a Two-Line Sign

Wipe In Mode using 16-Pixel Characters on a Two-Line Sign

The characters of the message are revealed, one column of pixels at a time simultaneously from the right and left ends of the display to the center of the display. When the entire message has been revealed, it pauses to be read. The characters of the message are "un-revealed" as the columns of pixels are "un-lighted" simultaneously from the right and left ends of the display to the center of the display, one column of dots at a time.

Wipe Left

Wipe Left Mode using 7-Pixel Characters on a Two-Line Sign

Wipe Left Mode using 16-Pixel Characters on a Two-Line Sign

The characters of the message are revealed from the right end of the display to the left end, one column of dots at a time. The completely revealed message pauses for a moment to be read, and then it is "un-revealed" one column of dots at a time from the right end of the display to the left.

Wipe Right

Wipe Right Mode using 7-Pixel Characters on a Two-Line Sign

Wipe Right Mode using 16-Pixel Characters on a Two-Line Sign

The characters of the message are revealed from the left end of the display to the right end, one column of dots at a time. The completely revealed message pauses for a moment to be read, and then it is "un-revealed" one column of dots at a time from the left end of the display to the right.

Wipe Out

Wipe Out Mode using 7-Pixel Characters on a Two-Line Sign

Wipe Out Mode using 16-Pixel Characters on a Two-Line Sign

The characters of the message are revealed, one column of pixels at a time simultaneously from the center of the display to the right and left ends of the display. When the entire screen has been revealed, the message pauses to be read. The characters of the message are "un-revealed" as the columns of pixels are "un-lighted" simultaneously from the center of the display to the right and left ends of the display, one column of dots at a time.

Wipe Up

Wipe Up Mode using 7-Pixel Characters on a Two-Line Sign

Wipe Up Mode using 16-Pixel Characters on a Two-Line Sign

The characters in the message are revealed from the bottom of the characters to the top by lighting the pixels, one row of pixels at a time. When the message is revealed, it pauses to be read, then exits by "un-lighting" each row pixels from the bottom to the top, one row of pixels at a time.

Cycle Color

Cycle Color Mode using 7-Pixel Characters on an RGB Two-Line Sign

Cycle Color Mode using 16-Pixel Characters on an RGB Two-Line Sign

The characters in the message display and pause according to the default or current Speed Code as the color of the characters cycles in a continuously-changing rainbow pattern before being replaced with the next part of the message.

Clock

Clock Mode using 16-Pixel Characters on an RGB Two-Line Sign

Clock Mode using 7-Pixel Characters on an RGB Two-Line Sign

The message is revealed in a sweeping circular motion as if it were being "painted" and "erased" by the sweeping hands of a rapid clock.

Speed Codes

Speed Codes control the speed of the message.

- The use of a Speed Code is optional. If you do not enter any **Special Feature Codes** in your message, the default is **Speed 4**.
- If you enter a Speed Code in your message, it must follow a **Position/Mode Code**.
- A Speed Code overrides the default Speed Code for all subsequent Position/Mode Codes.

There are seven Speed Codes:

- **Speed 1** - the message enters or appears at the normal speed of the specified Mode, but there is a several second long pause before the Mode transitions again. **Speed 1** is the slowest Speed Code.
- **Speed 2** - the message enters or appears at the normal speed of the specified Mode, and pauses somewhat less time than the **Speed 1** pause.
- **Speed 3** - the message enters or appears at the normal speed of the specified Mode, and pauses somewhat less time than the **Speed 2** pause.
- **Speed 4** - the message enters or appears at the normal speed of the specified Mode, and pauses briefly. **Speed 4** is the default Speed Code until you specify a Speed Code in your message.
- **Speed 5** - the message enters or appears at the normal speed of the specified Mode. The pause for reading is the shortest of all the Speed Codes other than **No Hold Time**.
- **No Hold Time** - this Speed Code has no pause after a Mode transition. The content of a message displays very rapidly. The **No Hold Time** Speed Code is frequently used with the **Hold** Mode Code to display a sequence of characters or words in one position.
- **Custom** - choosing this Speed Code allows you to specify the length of the pause between Mode transitions on signs that support the feature. Enter the delay time in seconds to hold the current and each subsequent page of the message. The range is from 0.1 to 409.5 seconds.

Color Codes

Color Codes specify the color of the displayed message.

- The use of Color Codes is optional. If you do not enter a Color Code in your message, the sign and **Sign-Pro** default to using the **AutoColor** Code.
- Color Codes must be entered before the words they color. If you place a Color Code after a word, it will not color that word.

Sign-Pro includes the following Color Codes:

- Red
- Green
- Amber
- Light Red
- Light Green
- Brown
- Orange
- Yellow
- Rainbow 1
- Rainbow 2
- Mix
- AutoColor
- RGB...

Character Codes

Character Codes specify the font, character height, and width of the characters in a message.
The use of Character Codes is optional. If you do not enter Character Codes in your message, then the sign and **Sign-Pro** default to using the **Seven Row Normal** Character Code.
There are fifteen Character Codes:

- **15/16 Row Normal** - this Character Code displays San Serif characters that are 16 pixels high on a sign that has 16 rows of pixels. It displays 15-pixel high characters on a sign that has more than 16 rows of pixels.
- **15/16 Row Fancy** - this Character Code displays Serif characters that are 16 pixels high on a sign that has 16 rows of pixels. It displays 15-pixel high characters on a sign that has more than 16 rows of pixels.
- **Ten Row** - this Character Code displays Serif characters that are 10 pixels high on a sign that has more than 10 rows of pixels.
- **Seven Row Normal** - this Character Code displays San Serif characters that are 7 pixels high.
- **Seven Row Fancy** - this Character Code displays Serif characters that are 7 pixels high.
- **Five Row** - this Character Code displays San Serif characters that are 5 pixels high.
- **Condensed** - this Character Code is used with the Rotate Entry/Exit Mode Code to remove one or two pixels from the width of each character, as the characters travel across the screen in Ticker Tape fashion. The visual effect of this Character Code enables more characters of a message to be on the screen at one time.
- **Normal** - this Character Code is used to reset the Normal, Fancy, Ten Row, and Five Row Character Codes back to standard width.
- **Wide** - this Character Code widens the Normal, Fancy, Ten Row, and Five Row Character Codes.
- **Double Wide** - this Character Code doubles the width of the Normal, Fancy, Ten Row, and Five Row Character Codes.
- **Flashing** - this Character Code may be used to make characters, words, sentences flash on and off.
- **Double High** - this Character Code doubles the pixel height of the Normal, Fancy, Ten Row, and Five Row Character Codes.
- **True Descenders** - on multiple-line signs that have enough rows of pixels to display the descenders, and using the Normal, Fancy, Ten Row, and Five Row Character Codes, this Character Code displays the descenders of the lower case characters g, j, p, q, y below the baseline, instead of displaying miniature uppercase characters without descenders for those five letters.
- **Fixed Width** - this Character Code displays all characters (letters, numbers, punctuation marks, symbols, special characters) and spaces using the same width, with the message left-justified from left to right on the sign, starting in the first character position in the row. This Character Code is used to display aligned columns of numbers and characters.
- **Shadow** - on signs with more than one color that support the **Shadow** feature, the Shadow Character Code adds one more pixel to the width of Normal, Fancy, Ten Row, and Five Row

Characters, and displays the extra pixels in a different color than the selected or default color, producing a two-color character with the second color simulating a shadow effect.

Time of Day Code

The Time of Day Code displays the current time of day in your message.

- The time format - 12-hour clock or 24-hour clock - is specified in **Sign-Pro Settings**.
    - When the time of day is displayed in 12-hour format, the displayed time of day is followed by the characters AM or PM (Examples: 12:22 AM 2:15 PM).
    - When the time of day is displayed in 24-hour format, the displayed time is 00:00 at midnight, 12:00 at noon, and 23:59 at one minute to midnight.
- The clock in **Alpha** and **Betabrite** signs is synchronized to the clock time of your iPhone when a message containing the **Time of Day** Code is transmitted to the sign.
- Signs that have a real-time clock chip and a working internal Lithium battery will maintain the correct time, even when they are unplugged.
- **Betabrite** signs do not have a real-time clock chip. They will display and maintain the correct time once the time has been set either manually, using the Infrared Remote Keyboard, or automatically by transmitting a message containing the Time of Day Code to the sign. When the sign is unplugged and plugged back in, the time must be reset.
- Use the **Special Feature Codes** in the **Modes**, **Fonts**, **Colors**, and **Options** menus to display the time of day in the desired color, font, position, and mode.
    - **Position Codes** control the where the time of day displays on the sign.
    - **Mode Codes** control how the time of day transitions on and off the sign.
    - **Color Codes** set the color of the displayed time of day.
    - **Character Codes** control the font, character height, and width of the displayed time of day.
    - **Speed Codes** control how long the displayed time of day pauses on the sign.

Animation Codes

Pre-programmed graphic animations are built into many **Alpha** and **Betabrite** signs. The animations may be displayed on your sign by inserting the desired Animation Codes into your message.

- **Sign-Pro** prompts for a Position when an Animation Code is selected.
- The animations operate differently depending on the Position that is specified.
- Mode Codes are not required when Animation Codes are used; however, using the **Hold** Mode Code after the Cherry Bomb animation, makes the Cherry Bomb explode into the message.
- No other **Special Feature Codes** are required when Animation Codes are used.

On **Alpha** signs that have Animated Graphics, the Animations include:

- **Cherry Bomb** - the fuse on a cherry bomb burns down to the bomb, and the bomb explodes with a beep. If the **Hold** Mode Code is used as an exit Mode Code following the Cherry Bomb animation, the Cherry Bomb appears to explode into the message.
- **Don't Drink and Drive** - a car collides with a bubbling cocktail glass, ejecting its passenger and displaying the message "Please Don't Drink and Drive."
- **Fireworks** - exploding, cascading fireworks display in a random pattern.
- **No Smoking** - a burning cigarette is extinguished, flipped with a finger and replaced with the No Smoking symbol.
- **Running Animal** - an animal runs across the display from right to left.
- **Slot Machine** - a slot machine spins with random results.
- **Turbo Car** -a car appears races across the display.
- **Thank You** - "Thank You" is written in script from left to right.
- **Welcome** - "Welcome" is written in script from left to right.

On **Betabrite** signs that have Animated Graphics, the Animations include:

- **Cherry Bomb** - the fuse on a cherry bomb burns down to the bomb, and the bomb explodes with a beep. If the **Hold** Mode Code is used as an exit Mode Code following the Cherry Bomb animation, the Cherry Bomb appears to explode into the message.
- **Don't Drink and Drive** - a car collides with a bubbling cocktail glass, ejecting its passenger and displaying the message "Please Don't Drink and Drive."
- **Fireworks** - exploding, cascading fireworks display in a random pattern.
- **No Smoking** - a burning cigarette is extinguished, flipped with a finger and replaced with the No Smoking symbol.
- **Slot Machine** - a slot machine spins with random results.
- **Thank You** - "Thank You" is written in script from left to right.
- **Welcome** - "Welcome" is written in script from left to right.
- **News Flash** - The words "News Flash" are displayed.
- **Trumpet** - musical notes emerge from a trumpet.

- **Party Balloons** - balloons emerge from the bottom of the display and disappear at the top of the display.
- **Fish Animation** - a fish "swims" across the display.

On **Betabrite Prism** signs, the Animations include:

- **Welcome** - "Welcome" is written in red block letters outlined in black on a green background.
- **Fireworks** - exploding, cascading fireworks display in a random pattern on a black background.
- **Sale** - "Sale" is written in colorful block letters on a dark blue background.
- **Smile** - the word "Smile" and a happy face symbol display on a dark blue background.
- **Happy 4th** - the words "Happy 4th" display in gold letters outlined in black on a blue background.
- **Thank You** - "Thank You" is written in gold letters outlined in black on a red background.
- **No Smoking** - the words "No Smoking" display on a colorful background in gold letters outlined in black, with the letters O in both words in red. The letters O become No Smoking symbols.
- **Fish Animation** - two small fish chased by a pink shark "swim" across the display from right to left.
- **Don't Drink and Drive** - a large, yellow, convertible car collides with a bubbling cocktail glass, ejecting its passenger and displaying the message "Please Don't Drink and Drive."
- **Open** - the word "Open" displays in green letters outlined in black on a blue background.
- **News Flash** - the words "News Flash" display in black letters on a green background.
- **Close** - the word "Closed" displays in yellow letters outlined in black on a green and purple background.
- **Christmas** - three reindeer pull a sleigh with Santa from left to right followed by the words "Merry Christmas" display in yellow outlined in black on a blue background.
- **Flag** - a colorful slice of the American flag with white stars and red and white stripes waves on a blue background.
- **Time** - the time of day in 12-Hour format and the letters AM or PM displays in red letters on a black background.
- **Date** - the current date displays in the format mm/dd/yy red letters on a black background.

Sign Questions

Will Sign-Pro program my sign?

There are two requirements for **Sign-Pro** to program your sign:

1. Your sign must use **Alpha Sign Communications Protocol**.
2. **Sign-Pro** must be able to communicate with your sign using **Wi-Fi, LTE Cellular,** or **Bluetooth®** wireless technology.

Signs with Alpha Sign Communications Protocol.

- Alpha A8 Series
- Alpha A16 Series
- Alpha A20 Series
- Alpha 215C
- Alpha 215R
- Alpha 220C
- Alpha 320C
- Alpha 330C
- Alpha 420C NEMA 12
- Alpha 420R NEMA 12
- Alpha 4000C Series
- Alpha 4080C
- Alpha 4120C
- Alpha 4160C
- Alpha 4200C
- Alpha 4240C
- Alpha 4000R Series
- Alpha 4120 RGB MNS
- Alpha 4160 RGB MNS
- Alpha 4080 RGB MNS
- Alpha 4000 RGB MNS-O Series
- Alpha 4080 RGB MNS with POE
- Alpha 4200 RGB
- Alpha 4240 RGB
- Alpha 4160 RGB
- Alpha 7000C Series
- Alpha 7080C
- Alpha 7120C
- Alpha 7160C
- Alpha 7200C
- Alpha 7000 NEMA 4 & 4X Series
- Alpha 7120C NEMA 4
- Alpha 7120C NEMA 4X
- Alpha 7160C NEMA 4
- Alpha 7160C NEMA 4X
- Alpha 7200C NEMA 4
- Alpha 7200C NEMA 4X
- Alpha Premiere 9000 Series
- Alpha Premiere 9080C
- Alpha Premiere 9120C
- Alpha Premiere 9160C
- Alpha Premiere 9200C
- Alpha Premiere 9240C
- Alpha 9000i RGB Series
- Alpha 9430i RGB
- Alpha 9440i RGB
- Alpha 9630i RGB
- Alpha 9640i RGB
- Alpha 9650i RGB
- Alpha 9660i RGB
- Alpha 9670i RGB
- Alpha BigDot
- AlphaEclipse 2500 A Series
- AlphaEclipse 2500 R Series
- AlphaEclipse 2600 A Series
- AlphaEclipse 2600 R Series
- AlphaEclipse 2601 A Series
- AlphaEclipse 2601 R Series
- AlphaEclipse 3500 A Series

- Alpha Solar Series
- AlphaEclipse StreetSmart 17 Series
- AlphaEclipse StreetSmart 35 Monocolor Series
- AlphaEclipse StreetSmart 35 RGB Series
- Alpha W8 Series
- Alpha 4120R
- Alpha 4160R
- Alpha 4200R
- Alpha 4240R
- Alpha 4000 NEMA Series
- Alpha 4120R NEMA 12
- Alpha 4120C NEMA 12
- Alpha 4240R NEMA 12
- Alpha 4240C NEMA 12
- Alpha 4000 RGB Series
- Alpha 4080 RGB
- Alpha 4120 RGB
- Betabrite Classic Window Display
- Alpha Director Series
- Alpha Ticker Series
- Alpha J Series
- Alpha L Series
- AlphaEclipse RoadStar Series
- AlphaEclipse 3500 R Series
- AlphaEclipse 3501 A Series
- AlphaEclipse 3501 R Series
- AlphaEclipse 3600 RGB Series
- AlphaEclipse 3601 RGB Series
- Alpha Personal Priority Display (PPD) R
- Alpha Personal Priority Display (PPD) G
- AlphaVision Character Matrix Series
- AlphaVision Full Matrix Series
- Betabrite 1040
- Betabrite 1026
- Betabrite 1036
- Betabrite Director
- Betabrite Prism (models with RS232 Serial Port)
- Betabrite Window Display Monocolor Series
- Betabrite Window Display RGB Series

Alpha, Betabrite, AlphaEclipse, and AlphaVision sign features.

Adaptive Micro Systems is the manufacturer of Alpha, Betabrite, AlphaEclipse, and many other signs sold under their own label and private labels over the past 30 years. The list below includes most of those sign models.

- More detailed product information on these signs — Installation Manuals, User Manuals, Programming Manuals, Technical Memos, shop drawings, networking and connectivity documentation, etc. – may be found on the Adaptive Micro Systems website and on the Alpha-American Programmable Signs website.
- Note: Sign-Pro will program sign models that use Alpha Sign Communications Protocol. For a specific list of those models.

My Betabrite Prism doesn't have an RS232 Serial Port.

The Betabrite Prism was manufactured in two configurations.

1. Models that were sold at Sam's Club have a USB Port only.
2. Models that were sold by Adaptive Distributors have two ports: a USB Port and an RS232 Serial Port.

If your Betabrite Prism has a Universal Serial Bus (USB) Port only (no RS232 Serial Port), you will not be able to use Sign-Pro to program your sign. Betabrite Prism signs with a USB Port and no RS232 Serial Port must be programmed using the Betabrite Infrared Programming Keyboard (1072-9001) or using Betabrite Prism Messaging Software for Windows (1196-600501B) and a standard USB Cable. The Betabrite Infrared Programming Keyboard may be purchased from an Adaptive Distributor or click here.

Signs with a 5-volt RS-232 Serial Port.

The Alpha and Betabrite signs in this list have a 5-volt power feature in their RS232 Serial Port. The Alpha BLE Wireless Adapter and the Alpha Ethernet Adapter may be used with these signs.

- Alpha 213C
- Alpha 215C
- Alpha 215R
- Alpha 220C (models manufactured after February 1, 2000)
- Alpha 320C
- Alpha 330C
- Alpha 420 NEMA 12 Models
    - NEMA sign models require a NEMA RS232 Modular Adapter; see Alpha NEMA Series Installation Instructions.
    - Alpha 420C NEMA 12
    - Alpha 420R NEMA 12
- Alpha 4000 Series
    - If there are RS232/RS485 pins next to the IR receiver under the right end cap, the jumper should be on the two RS232 pins.
    - Alpha 4080C
    - Alpha 4120C
    - Alpha 4120R
    - Alpha 4160C
    - Alpha 4160R
    - Alpha 4200C
    - Alpha 4200R
    - Alpha 4240C
    - Alpha 4240R

- Alpha 4000 NEMA Series
    - If there are RS232/RS485 pins next to the IR receiver, the jumper should be on the two RS232 pins.
    - NEMA sign models require a NEMA RS232 Modular Adapter; see Alpha NEMA Series Installation Instructions.
    - Alpha 4120R NEMA 12
    - Alpha 4120C NEMA 12
    - Alpha 4240R NEMA 12
    - Alpha 4240C NEMA 12
- Alpha 7000 Series
    - If there are RS232/RS485 pins next to the IR receiver under the right end cap, the jumper should be on the two RS232 pins.
    - Alpha 7080C
    - Alpha 7120C
    - Alpha 7160C
    - Alpha 7200C
- Alpha 7000 NEMA 4 & 4X Series
    - If there are RS232/RS485 pins next to the IR receiver, the jumper should be on the two RS232 pins.
    - NEMA sign models require a NEMA RS232 Modular Adapter; see Alpha NEMA Series Installation Instructions)
    - Alpha 7120C NEMA 4
    - Alpha 7120C NEMA 4X
    - Alpha 7160C NEMA 4
    - Alpha 7160C NEMA 4X
    - Alpha 7200C NEMA 4
    - Alpha 7200C NEMA 4X
- Alpha Premiere 9000C Series (models with a RS232 Serial Port)
    - Alpha Premiere 9080C (with RS232 Serial Port)
    - Alpha Premiere 9120C
    - Alpha Premiere 9160C
    - Alpha Premiere 9200C
    - Alpha Premiere 9240C
- Alpha Big Dot
- Betabrite 1026
- Betabrite 1040
- Betabrite 1036
- Alpha Director Series (shipped after July 1, 2000)
- Alpha Personal Priority Display (PPD) Models
- Alpha Serial Clock

Signs that cannot be programmed with Sign-Pro.

Sign-Pro will not program the following **Alpha** and **Betabrite** signs:

- Signs that do not use Alpha Sign Communications Protocol. This includes:
  - AlphaEclipse Excite Series
  - EZ View Series
  - AlphaVision PC Series
  - AlphaVision PC
  - AlphaVision PCIII
  - AlphaVision Infinity
  - Alpha Indoor Video Wall
- Signs that are configured to be programmed with Ooh! Media
  - Signs that are programmed with Ooh! Media are designed to display video clips and video messages and include video features and capabilities that are not available in Sign-Pro.
  - While it is possible to convert some Ooh! Media sign models to work with Sign-Pro; we advise against doing that.
  - If you are interested in programming an Alpha or Betabrite sign with Sign-Pro, please consider purchasing or renting a new or refurbished sign for use with Sign-Pro, and continue programming your existing Alpha or Betabrite sign with Ooh! Media.
  - Contact Us or any Adaptive Distributor about purchasing or renting a new or refurbished Alpha or Betabrite sign for use with Sign-Pro. The prices are very reasonable, and special deals are available.
- Alpha and Betabrite signs that were programmed for a specific application. Examples include signs with a permanent lottery message or a permanent custom advertisement.
- Signs that do not have an RS232 Serial Port, RS485 Port, or Ethernet Port.
- Some Betabrite Prism sign models only have a Universal Serial Bus (USB) Port.
- First-generation Alpha 210A and Alpha 220 models (in plastic enclosures) have no communications ports.
- Signs that use Alpha Industrial Protocol. If you have a sign that uses Alpha Industrial Protocol, and you would like to convert the sign to use Alpha Sign Communications Protocol, click or tap Contact Us to learn if the firmware can be replaced in your sign.ro will not program the following Alpha and Betabrite signs:

Can first-generation Alpha signs be programmed with Sign-Pro?

First-generation **Alpha** signs that have an **RS485 Port** can be programmed with **Sign-Pro**. This includes the following models:

- 221
- 221C
- 430A
- 440A
- 460A
- 480A
- 710
- 715
- 790i

To program first-generation Alpha signs with Sign-Pro, you must connect your sign to your Local Area Network using an add-on Ethernet Adapter that outputs RS485 Communications, such as the Lantronix UDS 1100 Device Server.

- You will need a CAT5 Ethernet Cable to connect the Lantronix UDS 1100 Device Server to your Local Area Network.
- You will need an RS485 Sign Cable to connect the Lantronix UDS 1100 Device Server to your sign.

You can make your own RS485 Sign Cable, or you can purchase a ready-made RS485 Sign Cable.

You may use the Lantronix UDS 1100 Device Server and an RS485 Sign Cable to connect to any Alpha or a Betabrite sign that has an RS485 Port and uses Alpha Sign Communications Protocol.

First-generation Alpha signs use a version of Alpha Sign Communications Protocol that pre-dates many sign features that have been added to Alpha and Betabrite signs over the past 30 years. If you program your sign with a Special Feature Code that was introduced after your sign was made, the Special Feature Code will be ignored by the sign. This is true for all Alpha and Betabrite signs. They ignore Special Feature Codes that they don't recognize. Some sign models have firmware that can be updated. There are no firmware updates available for first-generation Alpha signs