

Description

The *IR Message Loader* is used to get messages from one sign and copy them to other signs. The *IR Message Loader* can also be attached to a PC running *AlphaNet plus for Windows Software*, and the software can send and store messages in the *IR Message Loader*.

For further information on the *IR Message Loader*, see the table below:

IR Message Loader (p/n 1071-1113)		
Item	Name	Description
A	<i>MEMORY LOCATION</i> switch	Allows selection of one of the three 10,000 byte memory portions.
B	<i>DATA VALID</i> indicator	Indicates valid data in the memory location currently selected.
C	<i>DATA</i> indicator	This indicator comes on whenever data is being sent or received via the serial port or the infrared transmitters.
D	infrared transmitters	Used to transmit messages stored in the <i>MEMORY LOCATIONS</i> to signs.
E	<i>BAT. LOW</i> indicator	When lit, indicates that the battery should be replaced.
F	<i>TRANSMIT</i> button	When transferring a message from a sign or PC into the <i>IR Message Loader</i> , pressing this button stores the message in the selected <i>MEMORY LOCATION</i> . When transferring a message from the <i>IR Message Loader</i> into a sign, pressing this button sends the message in the currently selected <i>MESSAGE LOCATION</i> to a sign.
G	Serial port	A RJ11 jack that contains a bidirectional RS485 port and an RS232 receive port.

Transferring messages from the sign to the IR Message Loader

To copy all the stored messages from the sign to the *IR Message Loader*, follow these steps:

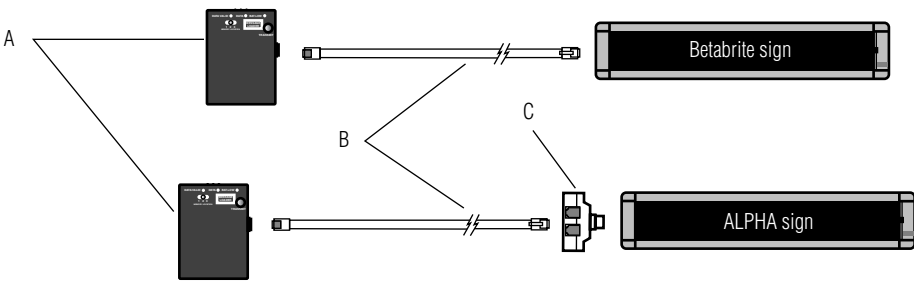
1. For *ALPHA* signs: Connect the RS485 cable (p/n 1088-8621) to the *ALPHA* sign and the *IR Message Loader*. Use the T-connector on the sign if necessary.

For *Betabrite* signs: Connect the RS232 cable (p/n 1088-8628) to the *Betabrite* sign and the *IR Message Loader*.

NOTE: If you have a news receiver (or any other serial cable) attached to the *Betabrite* sign, it must be disconnected before connecting the *IR Message Loader*.

2. Position the switch to the *MEMORY LOCATION* (1, 2, or 3) that messages will be transferred to.
3. Press the **Transmit** button and release. "PROG TEXT" appears.
4. After two seconds, the *Data* light appears while the message is being loaded.
5. When the *Data* light goes off and the *Data Valid* light appears, the transfer is complete. Messages resume running on the sign.

Table 1: Transferring messages from a sign into an IR Message Loader



Item	Part #	Description
A	1071-1113	IR Message Loader
B	1088-8628	3-foot 6-conductor IR Message Loader cable for Betabrite signs
	1088-8621	3-foot 6-conductor IR Message Loader cable for ALPHA signs
C	1088-3004A	T-connector

NOTE: *ALPHA/Betabrite* EMC: Signs with RJ11 serial connectors and IR capabilities.
Original EMC: 210B, 221B, 221C, 710, 715, 790i, 430A, 440A, 460A, 480A

Transferring messages from the computer to the IR Message Loader

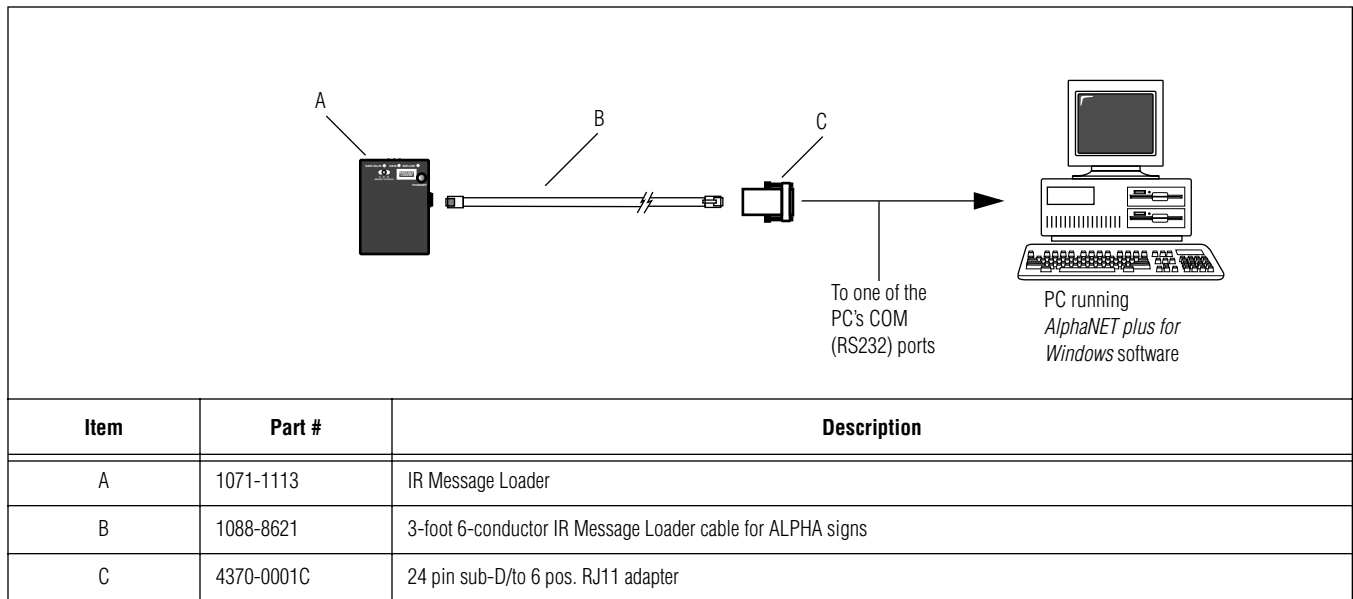
Use *AlphaNET plus for Windows* Software to create your messages, and then transmit the message files to the *IR Message Loader* the same way you transmit messages to a sign. To transfer messages from your computer to the *IR Message Loader*, complete the following steps:

NOTE: For further information on *AlphaNET plus for Windows* Software, see the **AlphaNET plus for Windows User Manual** p/n 9708-8081.

1. Connect the computer to the *IR Message Loader* (insert the adapter 9-position or 25-position) into the computer's serial port. Connect one end of the cable to the adapter and the other end of the cable to the *IR Message Loader* as shown below.
2. Set the COM port on your computer to 7E2.
3. Position the switch to the *MEMORY LOCATION* (1, 2, or 3) that messages will be transferred to.
4. Press the **Transmit** button and release.
5. Wait at least two second and then transmit your message from *AlphaNET plus for Windows* Software within ten seconds. Repeat step 5 if you need more time to transmit.

The *Data* light appears while the message is being loaded.
When the *Data* light goes off and the *Data Valid* light appears, the transfer is complete.

Table 2: Transferring messages from the computer to the IR Message Loader



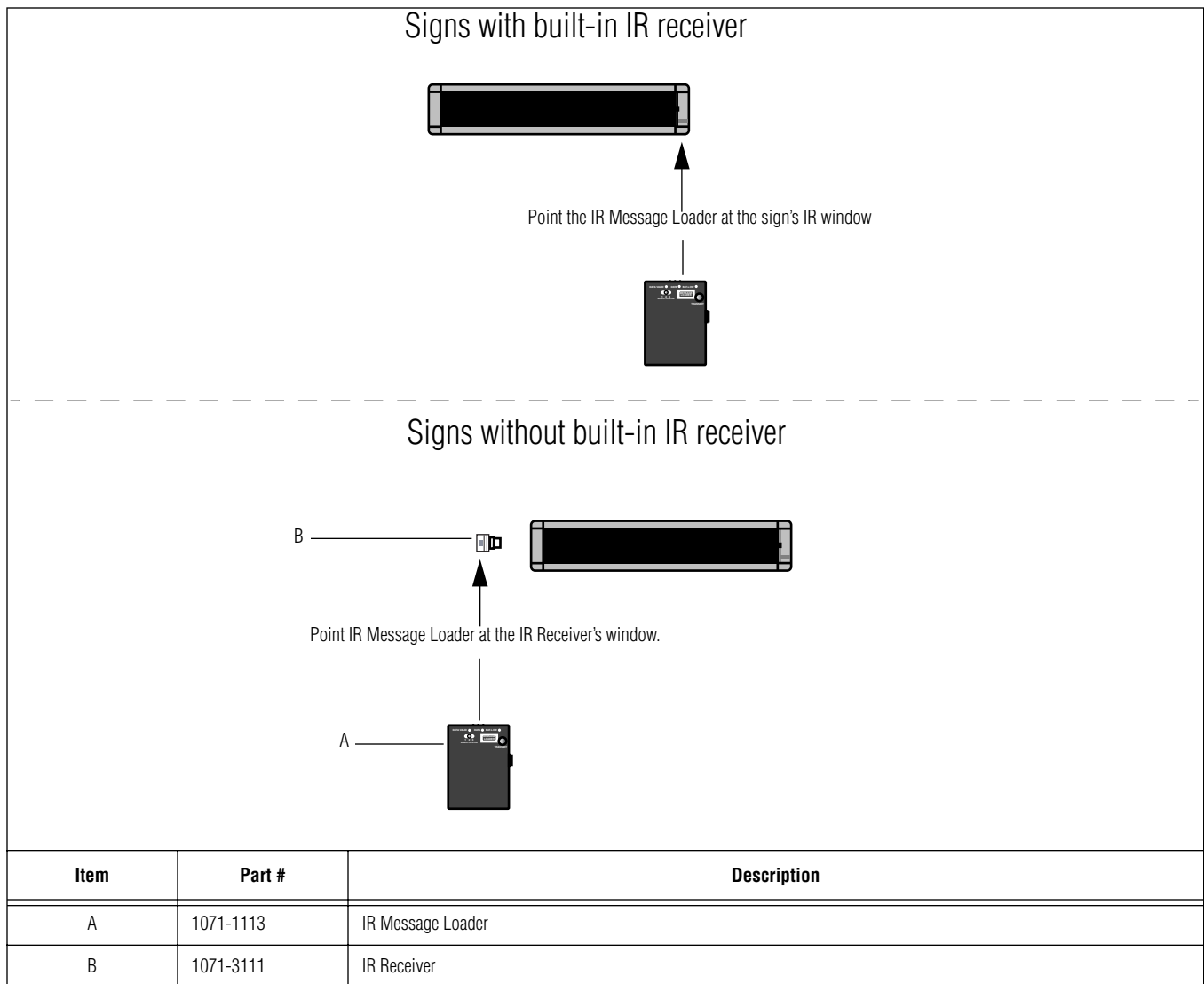
Transferring messages from the IR Message Loader to the sign

The messages transmitted from the *IR Message Loader* will replace messages currently stored in the sign.

To transfer messages from the *IR Message Loader* to the sign, follow these steps:

1. Position the switch to the memory location (1, 2, or 3) that stores the desired message.
2. Stand 5 - 30 feet from the sign while transferring messages.
3. Aim the *IR Message Loader* at the sign and press the **Transmit** button. The *Data Valid* light should go on.
4. Hold this position until the *Data* light appears. The light goes off when the transfer is complete.
5. When the *Data* light goes off, release the **Transmit** button. The transfer is complete.
6. If a "Transmission Error" appears on the sign, repeat steps 2 thru 5.

Table 3: Transferring messages from an IR Message Loader to a sign



Using the IR Message Loader with the safety chip

If you are using the *IR Message Loader* with a safety chip installed in any of your signs, please note the following information:

- The safety chip counters increment the days 24 hours from the time that the counter is transmitted. For example, if you transmit a counter file at 3:00 p.m., the counters increase the days count by one day, at 3:00 p.m., not at 12:00 a.m.
- If you transmit counter files from a pc to a *IR Message Loader*, and then to a sign, the time sent to the *IR Message Loader* will reflect the actual time that the counter files were downloaded. For example, if you download a counter file to the *IR Message Loader* at 8:00 a.m., but don't transmit to the sign until 1:00 p.m., the counters increase the days count by one day at 8:00 a.m., not at 1:00 p.m.
- To avoid inaccurate counters, transmit your counter files to the sign(s) as soon as possible after downloading to the *IR Message Loader*.

Troubleshooting

- If your downloaded messages do not run at the selected time, check the sign (using the keyboard) to make sure that it is set for time of day scheduling. Using the keyboard, Press **PROG**, **RUN**, and **SELECT** key to choose **TIM**. Then, press **RUN** again. This procedure is required only once.
- If the *Data* light does not flash during downloading, the message exceeds the 10,000 character capacity of the *IR Message Loader*. Nothing will appear on the sign after downloading to the sign.
- If the *Transmit Receive* light flashes, a serial error has occurred. Retransmit.
- The following parameters should be set in the **Site Editor Screen**:
Enabled error checking: **No**
Tone on receipt: **No**
Compatibility: **EZII**
- If you use addressing, make sure that the sign you're transmitting to is set for the same address number-otherwise, nothing will appear on the sign after downloading.
- The *IR Message Loader* does not transmit the time or day of the week. Using the keyboard, set the time and day for individual signs.