



VMS COMPUTER QuickStart Guide

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VMS COMPUTER

The VMS COMPUTER is an **optional** extra. It can be used to program and monitor the Sign locally at the Sign. The VMS COMPUTER is **not** the Sign Controller (i.e. an **RM.32**); the Sign Controller is fitted into the Sign display and is part of the Sign itself. The Sign will run without the VMS COMPUTER fitted. If the VMS COMPUTER is fitted to a Sign in the VMS Control Box (as shown below), it is important that locks are fitted to the VMS Control box.

Startup

If the VMS COMPUTER is plugged in but not used for a period of 2 minutes or more, the display and the LCD backlight will go to STANDBY MODE, and blank. To reactivate the VMS COMPUTER, push the **MENU** button.

At this point the VMS COMPUTER will retrieve the status data from the Sign.

The VMS COMPUTER will ask you to enter a 4-digit pin number. This defaults to '0000' however it can be changed using the main MENU. You only get three attempts to enter a valid pin code otherwise the VMS COMPUTER will lock up.

The Main menu will be displayed.



Creating/Editing a Message

The following is a simple step-by-step tutorial detailing how to use the functionality of VMS COMPUTER to create a standard message to show on your Sign. Complete the following steps from the main MENU screen. Note that the amount of text you can enter on any one line will depend on the following factors: the type of font that you select, i.e. 1 line font to 4 line font; the version of firmware currently loaded on the Signs controller. The VMS COMPUTER will stop you entering text once it has reached its limit for the current line; it does this so that the line of text will fit correctly on the display of the Sign.

Note: Make sure that you have the correct SMS Password set on the VMS COMPUTER before trying to update the Sign. Refer to “Setting the SMS Password” section of this guide.

1. Navigating via the  and  keys to select the ‘**Create New Message**’ option. Once the asterisks is beside the ‘**Create New Message**’ option, push the **ENTER** button.

```
MENU - page 1 -
* Create New Message
  Show Saved Message
  Other Msg Options
```

2. The message creation screen will appear as shown below. Here you can enter the text that you want to be displayed on the Sign. The left side of the screen shows the number of lines used for the current frame, the middle of the screen is where the message text can be entered and the right side of the screen shows the current frame that you are on and the current frame display time.

```
L1 |          | F01
L2 |          | /01
L3 |          |
  |          | Tm2
```

3. Enter text in this frame such as shown below. To move through up and down through the frame text, use the  and  buttons. The cursor will move forwards or backwards, character by character.

```
L1 |   A very   | F01
L2 |   simple  | /01
L3 |  message  |
  |          | Tm2
```

4. The creation of our first simple message is complete. Now we want to show the message on the Sign. Therefore, push the **ENTER** button. The ‘**Message Options**’ screen will appear. Select ‘**Show Msg, No Save**’ to show the message on your Sign.

```
MESSAGE OPTIONS -
  Show Msg & Save
* Show Msg, No Save
  Save Msg Only
```

```
MESSAGE OPTIONS -
  Go Back to MENU
* Show Msg, No Save
  Save Msg Only
```

5. After communication with the Sign is completed, a confirmation screen will appear. Push the **MENU** button to return to the main MENU. Your simple message should now be displaying on the Sign.

```
SHOW MSG ON SIGN -
Message now showing!
Press MENU key to go
back to MENU screen.
```

Creating a More Complex Message

The following is a step-by-step tutorial detailing how to use the functionality of VMS COMPUTER to create a more complex message to show on your Sign. Complete the following steps from the main MENU screen. If you are not on the main MENU screen, press the **MENU** button.

1. Navigating via the **↑** and **↓** keys, select the *'Create New Message'* option.

```
MENU - page 1 -
* Create New Message
  Show Saved Message
  Other Msg Options
```

2. Once the asterisks is beside the *'Create New Message'* option, push the **ENTER** button. The message creation screen will appear as shown below.

```
L1 |           | F01
L2 |           | /01
L3 |           |
  |           | Tm2
```

3. Use the VMS COMPUTER keyboard to enter your message. For example, type "Hello World!" as shown below.

L1		Hello		F01
L2		World!		/01
L3				
				Tm2

Note: Press the **CAPS** for to enter capital letters and the **SHIFT** to enter special characters.

4. You can change additional frames to your message. The font size/alignment of the message can also be altered. For example, pushing the **NEXT** button will create a new blank frame and the Frame# counter will increase, as highlighted.

L1				F02
L2				/02
L3				
				Tm2

5. In this frame, change the font size to 4 LINE and align the text to the left of the Sign; push the **4 LINE** button twice. The first push will change the frame setup to allow you to type in 4 lines of text. The second push will change the alignment of the text to left of the Sign.

L1				F02
L2				/02
L3				
L4				Tm2

Note: This two-push sequence also applies to the **1 LINE**, **2 LINE** and **3 LINE** buttons.

6. Type in the following text into the frame, "ROADWORK AHEAD DRIVE SAFELY"

L1		ROADWORK		F02
L2		AHEAD		/02
L3		DRIVE		
L4		SAFELY		Tm2

7. **5-COLOUR Version:** If the 5-COLOUR VMS COMPUTER is used, you can apply a different colour to each line on the frame. Use the **SELECT COLOUR** button and then press the colour you want to use.
8. You can also change the amount of time (in seconds) the current frame is to be displayed. To demonstrate this, let's create a new frame. Push the **NEXT** button.
9. Press the **FOUR LINE** button twice to set the frame to allow four lines of text. In this frame, type "Four Lines of Text".

```
L1 | Four      | F03
L2 | Lines     | /03
L3 | of         |
L4 | Text      | Tm2
```

10. **Changing FRAME TIME:** Push the **FRAME TIME** button. The “Frame Time” screen is displayed. Enter a number from 1 to 9 to set how many seconds this frame will show on the Sign. Push the **ENTER** button to set the value and return to the message editing screen. For this example enter 5 seconds. This is then shown, as highlighted below.

```
FRAME TIME -
Enter frame time
for frame: 5
(Then press ENTER.)
```

```
L1 | Four      | F03
L2 | Lines     | /03
L3 | of         |
L4 | Text      | Tm5
```

Note: The frame time for each frame will default to 2 seconds, if you do not change it.

11. Use the navigation buttons to move between frames. The **FIRST**, **PREVIOUS**, **NEXT**, and **LAST** buttons are used to move between frames. To go back to the first frame, push the **FIRST** button.

```
L1 | Hello     | F01
L2 | World!    | /03
L3 |           |
   |           | Tm2
```

12. The first frame should now be displayed. Let’s change the text “Hello World!” to “Hello There!”. Move the cursor using the up/down arrows to the first character of “World” and then use the keyboard to type “There!”. The text you type will overwrite the text on that current line.

```
L1 | Hello     | F01
L2 | There!    | /03
L3 |           |
   |           | Tm2
```

13. **Adding an IMAGE:** To add an image to the message, create a new frame and push the **SELECT IMAGE** button. The “Select Image” screen is displayed. Navigate via the **↑** and **↓**

arrow buttons to find an image you want to be displayed on the Sign. For the purpose of this example, select the '40 Speed Limit' image. Push the **ENTER** button to select this image.

```

SELECT IMAGE - 01/99
* 40 Speed Limit
  60 Speed Limit
  70 Speed Limit

IMG |      40      | F04
#01 |    Speed    | /04
   |    Limit    |
   |             |
   |             | Tm2
  
```

NEW June 2014, from Firmware 03.01.11:

5-COLOUR Version: If you are connected to 5-Colour Sign you can also now swap between displaying the Colour or Amber image as required. By default, the colour image will be shown. To change this, go to the '**VMS COMPUTER Optns**' menu item from the main MENU.

Select the '**Image Selection**' sub-menu item.

Select to either '**Use Colour Image**' always, or to ask whether to use Amber or Colour each time you select to insert an image into your message. Select the option you wish to use and press the **ENTER** button.

Predefined Images

The list predefined images is provided below.

These are the images displayed on the Amber-only Signs, where the black in the image below is displayed as amber on the Sign.

 01 - 40 Speed Limit	 02 - 60 Speed Limit	 03 - 70 Speed Limit	 04 - 80 Speed Limit
 05 - 90 Speed Limit	 06 - Accident Ahead	 07 - Arrow1	 08 - Bike Only (Invert)
 09 - Bike Only	 10 - Bike Pedestrian	 11 - Blasting	 12 - Bridge Down
 13 - Bus Lane Only	 14 - Bus	 15 - Danger Gas	 16 - Exit Closed
 17 - Flagman	 18 - Form 1 Lane	 19 - Form 2 Lanes	 20 - Giveway
 21 - Keep Left	 22 - Lane Closed II-	 23 - Lane Closed I--	 24 - Lane Closed -II

 25 - Lane Closed -I	 26 - Lane Closed Merge Right	 27 - Left Lane	 28 - Left Only
 29 - Line Marking 1	 30 - Line Marking 2	 31 - Loose Stones (Pic)	 32 - Loose Stones
 33 - No Buses	 34 - No Cars	 35 - No Left Turn	 36 - No Right Turn
 37 - No U Turn	 38 - One Way (Left)	 39 - One Way (Right)	 40 - One Way 3
 41 - One Way 4	 42 - Parking Disabled	 43 - Plane	 44 - Rail X'ing
 45 - Railway X	 46 - Right Only	 47 - Road Narrows I-	 48 - Road Narrows -I
 49 - Road Work Ahead	 50 - Round About	 51 - Slippery When Wet (Pic)	 52 - Slippery When Wet
 53 - Slow (Invert)	 54 - Slow (Solid)	 55 - SLOW DOWN	 56 - Steep Climb
 57 - Steep Descent	 58 - STOP	 59 - Stop (Solid)	 60 - Stop (Invert)
 61 - Straight Only	 62 - TOO FAST slow down	 63 - Towway	 64 - U-Turn
 65 - Warning 11	 66 - Warning 12	 67 - Warning 13	 68 - Warning Arrows Left
 69 - Warning Arrows Right	 70 - Warning Bendy Road	 71 - Warning Bump	 72 - Warning Corner Right
 73 - Warning Cross-roads	 74 - Warning Fork	 75 - Warning Giveaway	 76 - Warning Hairpin bend
 77 - Warning Lights	 78 - Warning Road Joins	 79 - Warning Road Narrows	 80 - Warning Road Narrows2
 81 - Warning Road Splits	 82 - Warning Roundabout	 83 - Warning Sharp Right	 84 - Warning Sharp Road bend
 85 - Warning Stop Sign	 86 - Warning T Intersection	 87 - Warning T Intersection2	 88 - Warning Truck
 89 - Warning Right Bend	 90 - Workman	 91 - DataSigns Logo	 92 - Left Arrow Dots
 93 - Right Arrow Dots	 94 - Left Arrow	 95 - Right Arrow	 96 - Down Left Arrow
 97 - Down Right Arrow	 98 - Up Arrow	 99 - Down Arrow	(blank)

On the 5-Colour VMS, the following images can be selected:

 01 - 40 Speed Limit	 02 - 60 Speed Limit	 03 - 70 Speed Limit	 04 - 80 Speed Limit
 05 - 90 Speed Limit	 06 - Accident Ahead	 07 - Arrow1	 09 - Bike Only INVERT
 09 - Bike Only	 10 - Bike Pedestrian	 11 - Blasting	 12 - Bridge Down
 13 - Bus Lane Only	 14 - Bus	 15 - Danger Gas	 16 - Exit Closed
 17 - Flagman	 18 - Form 1 Lane	 19 - Form 2 Lanes	 20 - Giveway
 21 - Keep Left	 22 - Lane Closed II-	 23 - Lane Closed I--	 24 - Lane Closed -II
 25 - Lane Closed -I	 26 - Lane Closed Merge Right	 27 - Left Lane	 28 - Left Only
 29 - Line Marking 1	 30 - Line Marking 2	 31 - Loose Stones (Pic)	 32 - Loose Stones
 33 - No Buses	 34 - No Cars	 35 - No Left Turn	 36 - No Right Turn
 37 - No U Turn	 38 - One Way (Left)	 39 - One Way (Right)	 40 - One Way 3
 41 - One Way 4	 42 - Parking Disabled	 43 - Plane	 44 - Rail X'ing
 45 - Railway X	 46 - Right Only	 47 - Road Narrows I-	 48 - Road Narrows -I
 49 - Road Work Ahead	 50 - Round About	 51 - Slippery When Wet (Pic)	 52 - Slippery When Wet
 53 - Slow (Invert)	 54 - Slow (Solid)	 55 - SLOW DOWN	 56 - Steep Climb
 57 - Steep Descent	 58 - STOP	 59 - Stop (Solid)	 60 - Stop (Invert)
 61 - Straight Only	 62 - TOO FAST slow down	 63 - Twoway	 64 - U-Turn
 65 - Warning 11	 66 - Warning 12	 67 - Warning 13	 68 - Warning Arrows Left

 69 - Warning Arrows Right	 70 - Warning Bendy Road	 71 - Warning Bump	 72 - Warning Corner Right
 73 - Warning Cross-roads	 74 - Warning Fork	 75 - Warning Giveway	 76 - Warning Hairpin bend
 77 - Warning Lights	 78 - Warning Road Joins	 79 - Warning Road Narrows	 80 - Warning Road Narrows2
 81 - Divided Road Ahead	 82 - Warning Roundabout	 83 - Warning Sharp Right	 84 - Warning Sharp Road bend
 85 - Warning Stop Sign	 86 - Warning T Intersection	 87 - Warning T Intersection2	 88 - Warning Truck
 89 - Warning Right Bend	 90 - Workman	 91 - DataSigns Logo	 92 - Left Arrow Dots
 93 - Right Arrow Dots	 94 - Left Arrow	 95 - Right Arrow	 96 - Down Left Arrow is Detour Left
 97 - Down Right Arrow is Detour Right	 98 - Up Arrow	 99 - Down Arrow	(blank)

The creation of our message is finished. Now we want to save the message. Push the **ENTER** button. The *'Message Options'* screen will appear. Select *'Save Msg Only'* to save the message.

```
MESSAGE OPTIONS -
  Show Msg & Save
  Show Msg, No Save
* Save Msg Only
```

```
MESSAGE OPTIONS -
  Go Back to MENU
```

- In the *'Save Message As'* screen type "TESTMSG1" as the name of the message, and press the **ENTER** button. A confirmation screen will inform you that the message has been saved.

```
SAVE MESSAGE AS -
  Enter name for this
  message: TESTMSG1
  (Then press ENTER.)
```

```
MESSAGE SAVED -
MSG: TESTMSG1
Saved to SD card.
Press MENU key.
```

Sending your created message to the Sign will be discussed under the Message Options section of this guide.

Editing a Saved Message

The following is an example of how use the functions of VMS COMPUTER to edit a standard message. Complete the following steps from the MENU screen.

1. Navigating via the  and  buttons, select the 'Other Msg Options' menu item from the main MENU. Then select the 'Edit Message' sub-menu item.

```
MENU - page 1 -
* Create New Message
  Show Saved Message
  Other Msg Options
```

2. The SELECT MSG screen will appear. Select a message via the  and  keys and push the **ENTER** button. Select the message 'TestMsg1'.

```
SELECT MSG - 1/18
Use ENTER to select:
* TESTMSG1
```

3. The message that we created earlier is opened for editing.

```
L1 | Hello | F01
L2 | There! | /05
L3 | |
| | Tm2
```

4. Let's changed the first frame text from "Hello There!" to "This is a text message". Push the **CLEAR** button to clear the frame, and then type "This is a text message". This is illustrated below:

```
L1 | This is | F01
L2 | a text | /05
L3 | message |
| | Tm2
```

5. Now we want to save the edited message. Push the **ENTER** button. The following screen will appear. Select the '*Save Msg Only*' option and push the **ENTER** button:

```
MESSAGE OPTIONS -  
  Show Msg & Save  
* Show Msg, No Save  
  Save Msg Only
```

```
MESSAGE OPTIONS -  
  Go Back to MENU
```

6. A confirmation screen will inform you that the message has been saved.

Show Saved Message

To select a message to display on the Sign complete the following steps. These are messages that have previously been created and saved on this VMS COMPUTER.

1. Select '*Show Saved Message*' item from the main MENU and push the **ENTER** button.
2. From the '*Select Msg*' screen, select 'TestMsg1' message and push the **ENTER** button.

```
SELECT MSG - 1/18  
Use ENTER to select:  
* TESTMSG1
```

3. After communication with the Sign is completed, a confirmation screen will appear. Push the **MENU** button to return to the main MENU. Your message should now be displaying on the Sign.

```
SHOW MSG ON SIGN -  
Message now showing!  
Press MENU key to go  
back to MENU screen.
```

Delete Message

To delete a message from the SD card, complete the following steps. These are messages that have previously been created and saved on this VMS COMPUTER.

1. Select '**Other Msg Options**' from the main MENU and push the **ENTER** button. Then, select '**Delete Message File**' and push the **ENTER** button.

```
MESSAGE OPTIONS -  
  Edit Message  
* Delete Message  
(Select From List)
```

2. From the '**Select Msg**' screen, select 'TestMsg1' message and push the **ENTER** button.

```
SELECT MSG - 1/18  
Use ENTER to select:  
* TESTMSG1
```

3. A confirmation screen will appear (as shown below). Push the **MENU** button to return to the main MENU, or the **ENTER** button to delete the file. Push the **ENTER** button, and the TESTMSG1 message will be deleted from the SD card.

```
DELETE MSG FILE -  
Press ENTER to  
confirm, or MENU  
key to go back.
```

Repeat the above steps if you wish to delete more messages.

View Sign Status

This menu item allows the user to view the status data retrieved from the Sign. When the user selects this menu item, VMS COMPUTER retrieves the status data from the Sign for you to view.

Complete the following steps to view the Sign Status.

1. Navigating via the  and  buttons, select the '**View Sign Status**' option from the MENU.

```
MENU - page 2 -  
* View Sign Status  
  Radar Options  
  Timer Functions
```

1. On the 'View Sign Status' screen use the  and  buttons to scroll through the Sign status data displayed.

```
VIEW SIGN STATUS -  
Sign Serial: 123456  
Firmware: 11.22.33  
Voltage: 12.1 V
```

Etc.

2. Use the  to return the main MENU.

Setting the Radar Options

To setup the Radar Options on a Sign fitted with an *optional* Radar Gun, complete the following steps, as a guide.

1. Navigating via the  and  buttons, select the '**Radar Options**' menu item from the main MENU.
2. Once the cursor is on the '**Radar Options**', push the **ENTER** button. The following screen(s) will be displayed.

```
RADAR OPTIONS - pg 1
* Setup Radar
  Send Radar Setup
  View Radar Setup
```

3. Select the '**Setup Radar**' option and push the **ENTER** button. The '**Setup Radar**' option screen(s) will appear. The Radar Setup wizard will begin.
4. Select your option and push the **ENTER** button.

If 'Disable Radar' is selected then this is the end of the Radar Setup wizard.

When 'Radar Only' is selected the default message is **NOT** shown. Only when a speed is detected by the Radar does the Sign display something.

When 'Message Interrupt' is selected the normal message is shown on the Sign *except* when a speed is detected by the Radar. When a speed is detected, the Sign displays a message or speed depending on other Radar settings.

```
SETUP RADAR - 1/11
* Disable Radar
  Radar Only
  Message Interrupt
```

5. On the second screen of the '**Setup Radar**' wizard, select '**Show Speed First**' option and push the **ENTER** button.

If 'Radar Msg first' is selected, the Sign will first display either the Radar/RadarLow message on the Sign when a speed is detected. If 'Show Speed first' is selected, the Sign will show the detected speed on the Sign first.

```
SETUP RADAR - 2/11
Set Display Option 1
  Radar Msg first
* Show Speed first
```

6. Then, on the next screen, enter a Speed display duration time. This value (1 to 8 seconds) determines how long the detected speed is displayed on the Sign. Push the **ENTER** button to continue.

```
SETUP RADAR - 2/11
Enter Speed display
duration (1-9) :
(Then press ENTER)
```

7. Select the '**Nothing Next**' option as the second Display Option and push the **ENTER** button.

If 'Radar Msg next' is selected, the Sign will then display either the Radar/RadarLow message on the Sign, after it has shown the Speed (or whatever was selected in Step 6 above).

If 'Show Speed next' is selected, the Sign will show the detected speed on the Sign next, after showing either the Radar/RadarLow message on the Sign (or whatever was selected in Step 6 above).

```
SETUP RADAR - 3/11
Set Display Option 2
Radar Msg next.
Show Speed next.
```

```
SETUP RADAR - 3/11
* Nothing next.
(Then press ENTER.)
```

8. Next, set the Trigger speed and push the **ENTER** button to continue. The Trigger speed is the speed **above** which the Sign will display the speeds detected by the Radar Gun.

For example, if the speed zone where the Sign is positioned is 60 km/h, you may only want to show detected speeds on the Sign greater than 20 km/h. Therefore, set the Trigger Speed to '20'.

```
SETUP RADAR - 4/11
Enter Trigger Speed
(in km/h) : _
(Then press ENTER)
```

9. On the fifth screen of 'Setup Radar' wizard, set the Set speed and push the **ENTER** button to continue. Any speeds detected between the Trigger Speed and the Set Speed will be in the range of acceptable speeds. Any speeds detected between the Set Speed and the Maximum speed (see next step) will be in the range of un-acceptable speeds.

The Set speed is usually set to the current speed zone. For example, in a 60 km/h speed zone, set the Set Speed to '60'. The Set Speed controls what appears on the Sign. If you selected in previous steps to show the Speed then the Radar Msg then the Set Speed controls the Radar Msg to show.

If the speed detected by the radar gun is lower or equal to the Set Speed you enter the Sign will display the detected speed and then the **RadarLow** message. The RadarLow message is usually something like 'THANKYOU'. Otherwise, if the speed detected is greater than the Set Speed then the Sign will display the detected speed and then the **Radar** message. The Radar message is usually something like 'TOO FAST SLOW DOWN'.

```
SETUP RADAR - 5/11
Enter Set Speed
(in km/h) : _
(Then press ENTER)
```

10. On the sixth screen of '*Setup Radar*' wizard, set the Maximum speed and push the **ENTER** button to continue. Any speeds detected that are **higher** than the Max speed you set will be ignored by the Sign.

```
SETUP RADAR - 6/11
Enter Max Speed
(in km/h) : _
(Then press ENTER)
```

11. On the seventh screen of '*Setup Radar*' wizard, select '*No Data Logging*' and push the **ENTER** button to continue. If you enable the

```
SETUP RADAR - 8/11
Logging Direction:
* DATA LOGGING
  NO DATA LOGGING
```

Note: If your Sign is GPRS-enabled with a SIM card fitted, you can elect to have any Radar Log Files that were generated by the Sign emailed to a specified email address every day. If no SIM card is fitted, please select '*NO DATA LOGGING*'. See the WebVMS™ User Manual for details.

12. On the last screen of '*Setup Radar*' wizard, select the '*Yes*' option to show '*YOUR SPEED*' and push the **ENTER** button to continue. When this option is set, the Sign will display the text "YOUR SPEED" above the detected speed value.

```
SETUP RADAR - 11/11
Show 'YOUR SPEED
* Yes
  No
```

13. To send the radar settings to the Sign, select the '*Send Radar Setup*' option and push **ENTER**. Communications with the Sign will occur to update the Sign with the new Radar settings. The Radar Setup is now complete.

```
RADAR OPTIONS - pg 1
Setup Radar
* Send Radar Setup
  View Radar Setup
```

Timer Functions

Timer functions will allow you to display the current date/time on the Sign, or to set a timer to count up or to count down like a stop-watch. To display the current date/time on the Sign complete the following steps:

1. Navigating via the  and  buttons, select '**Timer Functions**' option from the main MENU and press the **ENTER** button.

```
MENU - page 2 -  
View Sign Status  
Radar Options  
* Timer Functions
```

2. In the '**Timer Functions**' menu select the '**Show Time Day**' option and press the **ENTER** button.

```
TIMER FUNCTIONS -  
* Show Time and Day  
- Set to Count Up  
Set to Count Down
```

3. In the '**Show Time Of Day**' menu select the time format you want the time to be displayed in and press the **ENTER** button. The current date/time will now be displayed on the Sign.

```
SHOW TIME OF DAY -  
Select time format:  
* 12 hour format  
24 hour format
```

To set and display the count up options on the Sign complete the following steps from the '**Timer Functions**' menu option.

1. Navigating via the  and  buttons, select '**Set to Count Up**' option and press the **ENTER** button.
2. In the '**Set To Count Up**' screen use the keys on the VMS COMPUTER to enter the time to count up to. For example, enter 00:00:10. This will set the timer to count up to 10 seconds. Then press the **ENTER** button.

```
SET TO COUNT UP -  
Enter end time, as  
HH:MM:SS ; _ : :  
Then press ENTER
```

Note: You cannot set the timer to less than 5 second.

3. Once the counter has been set, the '*Count Up Options*' screen shows. To start or re-start the counter select the '*(RE) Start Counter*' option and press the **ENTER** button. The counter will now be displayed and start counting up on the Sign.

```
COUNT UP OPTIONS :
* (RE) START COUNTER
  PAUSE COUNTER
  RESUME COUNTER
```

4. To pause the counter select the '*Pause Counter*' option and press the **ENTER** button. The counter will now pause on the Sign.

```
COUNT UP OPTIONS :
  (RE) START COUNTER
* PAUSE COUNTER
  RESUME COUNTER
```

5. To resume the counter select the '*Resume Counter*' option and press the **ENTER** button. The counter will now resume on the Sign.

```
COUNT UP OPTIONS :
  (RE) START COUNTER
  PAUSE COUNTER
* RESUME COUNTER
```

6. To resume the previous message on the sign, select the '*Resume Normal Msg*' option and press the **ENTER** button. The previously displaying VMS message will now be displayed on the Sign again.

```
COUNT UP OPTIONS :
* RESUME NORMAL MSG
```

To set and display the count down options on the Sign complete the above 6 steps from the '*Timer Functions*' menu, and instead select the *count down* options rather than the *count up* options (for the count down options, you will need to set a number to count down too, i.e. count down from 30 minutes to 0).

Factory Config

Note: The 'Factory Config' option is for the use of Data Signs technicians ONLY. Improper use of this option can damage the Controller on the Sign.

VMS Computer Options

This menu item allows you to set values and options related to the use of the VMS COMPUTER itself.

Set Login Pin Code

Change the pin code that you use to login to the VMS COMPUTER using this sub-menu item. By default, the pin code is set to '0000'. If the pin code is changed but you do not remember the new code and it is entered incorrectly three times, the VMS COMPUTER will have to be returned to Data Signs to be reset.

Login Pin Request

The pin code is requested when the VMS COMPUTER starts up. This can be disabled using this menu item if required. Data Signs recommends leaving the login pin request enabled.

Change SMS Password

The SMS password is used to gain communication to the VMS Display. If the password set on the VMS COMPUTER does not match the password on the VMS Display then you will not be able to update the VMS Display. **Having an incorrect SMS Password will limit functionality of the VMS COMPUTER to only saving messages and options.** By default, the password is set in the factory as '123456'.

To set the SMS Password on the VMS COMPUTER, complete the following steps:

1. Select the '**Set SMS Password**' menu item from the '**VMS COMPUTER Optns**' menu.
2. Enter the SMS password for the VMS Display and then push the **ENTER** button.

```
SET SMS PASSWORD -  
Enter SMS password  
for this Sign: _  
(Then press ENTER.)
```

(Note: The password '123456' is the default SMS password).

3. A confirmation screen stating that the password has been saved is displayed. Push the **MENU** button to continue to the main MENU of VMS COMPUTER.

```
SET SMS PASSWORD -  
SMS Password saved.  
Press MENU key to go  
back to MENU screen.
```

Note: If you have incorrect SMS Password and you try to update the VMS Display you will be prompted to enter the correct password.

Or, as mentioned if you repeatedly get asked to enter the SMS Password, ensure the Sign itself is turned on at the Sign Controller and the main Sign Shutdown/ON switch.

STANDARDS MODE

Use this sub-menu item to swap between standards mode and no limitations.
You are also asked to make this selection at startup.

LCD Backlight

Use this sub-menu time to select whether to use the backlight on the LCD or not.

Image Selection

June 2014 – the *'Image Selection'* sub-menu item was added to enable selection between amber-only or colour predefined images within Create Message.

```
SELECT IMAGE MODE: -  
* Use Colour Image  
  Ask About Image?  
Then press ENTER.
```

By default, the colour image is used when you press the **SELECT IMAGE** button within Create Message. However, if you select to *'Ask About Image'* here, each time you press the **SELECT IMAGE** button within Create Message you will be asked whether you want to use the amber or colour message.

Change Status/Sleep Button

Use the *'Status/Sleep Btn'* sub-menu item to change the functionality associated with the **SIGN STATUS** button on the VMS COMPUTER.

```
Button function: -  
* Status  
  Sleep/Awake  
Then press ENTER.
```

By default, the button function is set to display the Sign Status when it is pressed. To change the button to put the Sign to sleep or awake when pressed, select the *'Sleep/Awake'* option and press the **ENTER** button.

Note: If you change the function of this button it may be necessary to mark the change on this button so operators are aware of the change.

Sign Setup Options

From the '*Sign Setup Options*' main MENU item you can select to set the LED brightness, set some alarm reporting options, and Blank or Reawake the Sign.

```
SIGN SETUP OPTIONS -
* Set Dimming Level
  SMS Report Options
  Blank/Awake Sign
```

Setting the Dimming Level

The dimming level is the brightness of the output of the LED's on the Sign. This dimming level is managed automatically by the Sign Controller; depending on the detected ambient/environmental light conditions and the Signs' battery voltage.

However, if you wish to alter this dimming level, to set a specific level then using this menu item. Note that setting the light level too high may have a negative effect on the Sign battery voltage.

```
SET DIMMING -
Enter a value from
1 to 100%: _
(0 = Automatic)
```

Enter the dimming level as a percentage value. For example, 50% will mean the LED's will be ½ as bright as their maximum output. To change back to automatic dimming, enter 0 and press **ENTER**.

Setting the SMS Display & Reporting Options

To setup the SMS Display & Reporting Options complete the following steps from the appropriate menu screen. The SMS reporting options allow you to receive a SMS alert on your mobile if certain conditions on your Sign change. The Sign display can also be set to blank if any a particular alarm condition is met. (For more information about SMS Display & Reporting Options refer to the WebVMS™ User Manual which is available once you log into).

If the VMS COMPUTER has detected that a SIM card is not fitted to the Sign Controller, you will not be able to use this option.

1. Navigating via the **↑** and **↓** buttons, select the '*Sign Setup Options*' menu item. Then the select '*SMS Report Options*' sub-menu item.
2. Once the cursor is on the '*SMS Report Options*', push the **ENTER** button. The following screen will be displayed.

```
SMS REPORT OPTIONS -
* Set Report Opts
  View Report Opts
  Send Report Otps
```

3. Select the '**Set Report Opts**' option and push the **ENTER** button. A wizard will start. Use this to set your SMS Display & Reporting options. The following is the first screen of the wizard:

```
SMS REPORT OPTIONS -  
Set Over Voltage?  
* Yes  
No
```

Select '**Yes**' if you want the sign to report an Over Voltage alarm, or '**No**' to continue to the next step in the wizard. For this example select '**Yes**'.

4. Select an Over Voltage value using the **↑** and **↓** buttons (for example, '15'), then press the **ENTER** button. (If the Signs battery voltage reaches 15 V, you will be alerted via SMS).

```
SMS REPORT OPS - O.V  
Over Voltage value  
(In volts): 15.0  
(Then press ENTER)
```

5. The next screen asks if you want to blank the display. If you wish to have the Sign blank when the Over Voltage condition is met, select the '**YES**' option. In this case select '**YES**', then press the **ENTER** button .

```
SMS REPORT OPS - O.V  
Blank display?  
* Yes  
No
```

You have now setup the Over Voltage alarm option. To set the other options, continue through the wizard.

6. Once all options are set as you require, you will be shown the following screen. Select '**Yes**' to enter a mobile number for the Sign to send any SMS Display & Reporting alarms too. A total of six numbers can be entered, one at a time.

```
SMS REPORT OPS - M.N  
Add 1st mobile?  
* Yes  
No
```

```
SMS REPORT OPS - M.N  
Enter 1st mobile  
Number: _  
(Then press ENTER)
```

7. To send the SMS Display & Reporting Options set in the wizard, select the '**Send Report Otps**' menu item, and press the **ENTER** button.

```
SMS REPORT OPTIONS -
  Set Report Opts
  View Report Opts
* Send Report Opts
```

Blank/Awake Sign

This menu item will blank the Sign if is awake, and re-awake (display) the Sign if it is blank or asleep.

Show Sign Message

The '**Show .VMC Msg**' menu option allows the user to run a VMS message that has been loaded onto the Sign Controller's SD card. The VMS messages stored on the Sign's SD card would have been created and uploaded usually via WebVMS™.

Complete the following steps to run a VMS message on the Sign:

1. Navigate via the  and  arrow buttons, select '**Show .VMC Msg**' option.

```
MENU - page 4 -
* Show .VMC Msg
  Resume .VMC Msg
  Upload .VMC Msg
```

2. Select a VMS message to display on the Sign. Push the **ENTER** button to continue. A confirmation screen will appear and the VMS message should now be displayed on the Sign.

```
SELECT MSG - 01/18
Use ENTER to select:
* MSG1.VMS
  MSG2.VMS
```

Resume Normal Message

When this menu option is selected the Sign will display the last uploaded normal message sent from VMS Designer. Any message showing on the Sign from VMS COMPUTER will no longer be displayed. Complete the following steps to resume the normal message display on the Sign.

1. Navigating via the  and  buttons, select the '**Resume .VMC Msg**' option from the MENU.

```
MENU - page 4 -  
  Show .VMC Msg  
* Resume .VMC Msg  
  Upload .VMC Msg
```

2. A confirmation screen will appear to ask whether you want to resume showing a normal VMS message to the Sign. Push the **ENTER** button to continue.

```
RESUME NORMAL MSG -  
Press ENTER key to  
confirm you want to  
resume normal msg.
```

3. A confirmation screen will appear. The VMS message will now be displaying on the Sign. Push the **MENU** button to return the main MENU.

```
RESUME NORMAL MSG -  
Normal msg showing.  
Press MENU key to go  
back to MENU screen.
```

Upload VMS Message

This menu option allows the user to upload a VMS message file (pre-made bitmaps, messages and/or animations created in VMS Designer) to the Sign from the MESSAGES directory on the SD card which is inserted into the VMS COMPUTER. (You can use VMS Designer to upload your bitmaps, messages and animations to the SD card, and then insert the card in VMS COMPUTER).

Complete the following steps to upload a VMS message to the Sign:

1. Navigate via the **↑** and **↓** arrow buttons, select '**Upload VMS Message**' option.

```
MENU - page 4 -  
  Show .VMC Msg  
  Resume .VMC Msg  
* Upload .VMC Msg
```

2. A confirmation screen will appear to state that you are uploading a VMS message to the Sign. Push the **ENTER** button to continue.

```
UPLOAD VMS MESSAGE -  
Upload VMS message  
to this Sign. Press  
ENTER to continue.
```

3. Select a VMS message to display on the Sign. Push the **ENTER** button to continue. A confirmation screen will appear and the VMS message should now be displayed on the Sign.

```
SELECT MSG - 01/18
Use ENTER to select:
* VMSDEMO1
  VMSDEMO2
```

“No Response From Sign” Issue

The VMS COMPUTER is powered separately from the Sign Controller. Therefore, the VMS COMPUTER may run even though the Sign is turned off from the main Sign Shutdown/ON switch.

Ensure your Sign is switched on if you want to communicate with the Sign. Further, on newer Signs flick the slide switch on the left next to the VMS COMPUTER to VMS COMPUTER position.

You can also try unplugging the cable from the VMS COMPUTER and the Sign and re-plugging in to ensure the connector is in properly. Or you may need to check wiring from the connector through to the Sign Controller. Or, try setting the SMS Password as this may have been changed through WebVMS™ - see this section in the manual for details.

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