

Signal-Tech
Smart Sign Software

Setup & User Manual

Signal-Tech

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Smart Sign
Software



VMS Rebel
Signs



RGB
MatrixSigns

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1.0 Software Overview

The Signal-Tech Sign Control Software is an interface used to control messages displayed on Static Smart Signs and Smart VMS Rebel Signs.

1.1 System Requirements

- Computer: Server grade PC with power backup running Windows 10 or Windows Server 2012 or higher
- Minimum: 8GB RAM and 128GB of hard drive space
- Network: Ethernet and DHCP enabled

1.2 General Features

- Runs as a Windows service
- Signs can be placed into logical groups for display and access purposes
- Notifications can be set up to send emails for communication failures or other exceptions
- Ethernet communication

1.3 Administrator Interface

- Shows a live overview of all your signs and what they are currently displaying
- Use to configure Smart Signs, schedules, messages and Web Interface users
- Allows setup of unlimited email notifications
- Logs all Web user activities

1.4 Web User Interface

- Self-contained in the software
- Web Interface is viewed in a web browser (default http port 80, default https port 443)
- Shows status of signs (by sign group) and what they are currently displaying
- Permissions-based user access to sign groups
- Allows users to manually override schedules or add scheduled overrides to the current schedule
- Optimized for viewing on mobile devices

1.5 Scheduling

- Allows for scheduling a repeating weekly schedule
- Allows scheduled and manual overrides of schedules
- Works across multiple time zones

1.6 Static Message Smart Signs

- Signs that have static (fixed) messages where strategically placed LEDs form the characters of the messages
- Software changes messages or blanks the sign automatically, based on schedules

1.7 VMS Rebel Smart Signs

- VMS Rebel Programmable signs can be programmed to display any message
- Software changes messages or blanks the sign automatically, based on schedules
- Provides an easy message editor with a live preview
- Supports date and time messages
- Supports scrolling text

1.8 RGB Matrix Signs

- RGB Matrix signs can be programmed to display any message, including images in full color.
- Can display specific zone counts when used with a RedStorm System.
- Software changes messages or blanks the sign automatically, based on schedules or RedStorm capacity data.
- Provides an easy message editor with a live preview.
- Supports date and time message
- Supports scrolling text.

2.0 Terminology and Organization

HTTP User

Users are only applicable to the HTTP Web Interface, and can be given permissions to view specific sign groups.

Manual Override

Schedules can be overridden in real time through the Administrative Interface or Web Interface.

Message *(S-VMS Rebel Programmable Signs ONLY)*

A message can be either a single line or double line of text that is displayed on the sign. Multi-part messages can be created and will show in sequence for the selected amount of time. Messages will scroll automatically if too wide for the sign.

Organization

The organization of this software allows you to re-use message groups in schedules, and to use the same schedule on multiple signs.

Schedule

A schedule contains a daily time-based list of messages for each day in the week. Each day can have different message setups, including having time periods where the sign displays nothing. Schedules are specific to sign types and loop until edited or manually overridden.

Scheduled Override

These are part of a schedule, and can be used to override the schedule for holidays or other occasions. Scheduled overrides may be added to a schedule in the Administrative Interface or Web Interface by authorized users.

Sign

Each Smart Sign connected to the software must be configured in the software. Signs are accessed over TCP/IP.

Sign Group

Signs can be placed into logical groups, to make Smart Sign organization easier. Web Interface viewing will also be easier.

Sign Type

The sign type is the product ID of the sign. Same sign types can share schedules.

Static Message Smart Signs

S-TCL, S-PHX, S-PHXF, and S-TCIL series signs. Signs that can only display messages preset by the factory.

S-VMS Rebel Programmable Message Smart Signs

VMS Rebel Series signs. Variable message Smart Signs display programmed messages keyed in by the administrator or user. VMS message signs are only available in monochromatic displays.

Throughout this document the areas of the administrative software will be referred to as the following:

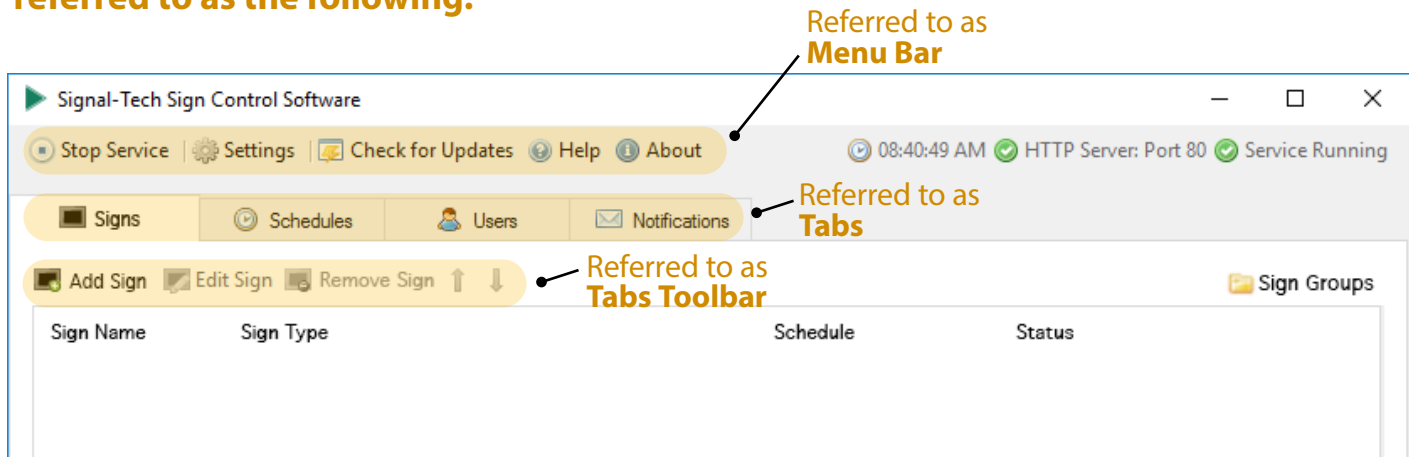


Figure 2-1. Sign Control Software Screen

3.0 Setup

3.1 Software Setup

(This section **MUST** be completed by IT/Network Administrator)

- Download the software, by following the link in the software case
- Complete the software registration page and agree to the license agreement
- Run the Sign Control Software Setup.exe file
- Read and agree to the License Agreement
- Follow the steps to install the software

3.2 Configure the Sign Control & Reporting Software

- Select Settings in the Menu Bar

❑ General Tab

Use to change or set the Software Mode which is dependent upon the products the software will be controlling. View the Time Zone as well as the time and date. The time zone display uses the time zone settings from Windows®.

❑ SMTP Tab

Used to set the email address where error notifications are sent from.

❑ HTTP Server Tab

HTTP Server selection needs to be set to Enabled in order for the Web Interface to be active. You must provide users with a host name or IP address that is routed to the computer to allow access to the Web Interface. If a secure connection is required, select Enabled HTTPS and go to the HTTPS Tab to load the certificate. The time out selection is the amount of time someone can be inactive in the Web Interface before they are logged out. Contact selection is the internal person that users of the Web Interface can contact with questions or problems. Logo selection is the company logo and will only appear on the Web Interface.

❑ HTTP Users Tab

Used to set password strength in the HTTP Web Interface.

❑ HTTPS Tab

Only required when HTTP Server mode is Enabled HTTPS. Upload a certificate file and enter the password. The file must be a PKCS#12/PFX file containing the certificate and private key.

3.3 User Setup

Setup user configuration for logging into the Web Interface. Users can be assigned different permission levels for each Sign Group in the Sign Control and Reporting Software.

Sign Group Permissions

- ❑ **None** – Does not have access to Web Interface
- ❑ **View Only** – Allows viewing sign status and viewing the assigned schedules only

- ❑ **Manual Override** – Allows viewing and also manually overriding sign messages
- ❑ **Manual and Schedule Override** – Full access to viewing and overriding signs

3.3.1 Add, Edit, and Delete User

1. Select the **User Tab**
2. Select **New User** from the **Tabs Toolbar**
3. Enter the following fields for the User
 - a. **Name** – The name of the User, this is exactly how it will appear in the log file.
 - b. **Login Username** – Name used to log into the Web Interface.
 - c. **Login Password** – Password used to log into the Web Interface. Automatically defaults to '*password*'. The User will be prompted to change it immediately upon the first login attempt.
 - d. **Access** – Sign groups that this User will have access to and the permissions associated with each.

To Edit a User, select **Edit User** in the **Tabs Toolbar**. Adjust any selections as needed and Press **OK**.

To Delete a User, select the **User** to be deleted and use the **Delete User** selection in the **Tabs Toolbar**.

3.4 Notification Setup

Notifications can be sent to multiple emails; however each one must be set up independently.

1. Select the **Notifications Tab**
2. Select **New Notification** from the **Tabs Toolbar**.
3. Select the **Notification Type** from the drop down list
4. Enter the email address to receive the notification
5. Enter the specific variable to trigger the notification or leave it as the default; it can be adjusted at any time.

3.5 Notification Types

Sign Unresponsive – *by sign, minutes*

Example: Smart Sign not responding to software commands

Trigger: Email sent when software goes 15 minutes without response from sign

Sign Manually Overridden – *by sign, within 1 minute*

Example: Occurs when the sign is overridden in the Web Interface

Trigger: Email sent within 1 minute of the sign being overridden

4.0 Assigning IP Addresses

4.1 Assigning a Static IP Lease to Smart Signs (DHCP)

The Smart Sign must be on your network or the Internet and be accessible from the computer running the Sign Control Software. The TCP/IP controller inside the sign is configured for DHCP (Dynamic Host Control Protocol) and must be assigned a static IP lease. Since network topologies can vary greatly, the details of how the sign is assigned this IP address will be dependent upon your network and will generally fall to a network administrator.

1. Using the Smart Sign Install Log, use the MAC address to assign a static IP lease to each sign.
2. Fill in the IP address on the appropriate space on the install log.

4.2 Manually Assigning a Static IP Address to Smart Signs (Non-DHCP)

We highly recommend using DHCP to assign each sign a static IP lease. However, if this is not possible, each sign can be configured with a static IP.

Each sign has a configurable Ethernet controller installed. The controller can be configured through a Web Interface or a Telnet connection.

To access the Web Interface of the Ethernet controller in the sign, you will need to connect the sign to a temporary network that has DHCP enabled. Once the IP address of the sign has been established you can access the Web Interface.

1. To access the Ethernet controller Web Interface:
 - a. Use a browser to access the sign's IP address – configured by the temporary DHCP network:
e.g. <http://192.168.1.50>
(not compatible with Internet Explorer)
 - b. After any settings are changed in the Web Interface, you must click the "Apply Settings" button to have the changes applied and the controller will reboot

2. To access the Telnet interface:
 - a. Use a Telnet client to access the sign using the IP address and port 9999
 - b. After making changes in the Telnet interface, you must choose the option to "Save and exit" to apply the changes.

By default, the username and password for both the web and Telnet interfaces are blank, simply press Enter; a password and username are not needed.

4.3 Assigning a Static IP Lease to RGB Rebel (DHCP)

1. Power on the sign; after 10-15 seconds it will make a request for an IP address from the server.
Default DHCP hostname: signaltech
2. MAC address is provided on a sticker on the side of the sign. Using the included Smart Sign Install Log is recommended for keeping track of your devices.
3. Assign the sign a DHCP reservation.

4.4 Manually Assigning a Static IP Address to RGB Rebel (Non-DHCP)

1. Power on the sign and wait for the display to blank out after 10-15 seconds.
 - a. Press and hold the small orange button about 5 seconds.
 - b. The sign display should then show STATIC, indicating that the sign has been switched to Static IP Mode.
2. Go to 192.168.101.45 in a web browser:
 - a. Default username/password are **blank**
 - b. Configure your device with desired network settings.

Its highly recommended to set a device username and password.

5.0 Static Message Smart Sign Setup

Refer to the Smart Sign Install Log(s) for sign and IP assigned during installation.

1. Select the Signs Tab.
2. Select **Add Sign** from the Tabs Toolbar.
3. Using the Smart Sign Install Log, enter the static IP lease, port, and address that was assigned to the sign. The port defaults to 10001 and the address to 1.
(In more complex setups the port entered in the software may need to be different because of port forwarding or other network configurations).

NOTE: It is important that the static IP lease does not change, since this will cause the software to be unable to communicate to your sign.

4. Enter **Sign Name**.

NOTE: We recommend the sign name be specific to the physical location of the sign. This will help differentiate the same sign types in the software. Ex. 'Branch 123 Lane 1'.

5. In the drop down next to **Sign Group**:
Select **New Sign Group** from the drop-down menu or if your sign group already exists you can make that selection.

NOTE: The sign group is a way to logically organize your signs. It may be easiest to create groups by location. (Ex. Smith Street Branch).

6. Select **Time Zone**.
The Time Zone defaults to 'Same as Server' but can be

adjusted to fit any time zone the sign is in. If the server and sign are in the same time zone, keep the default.

- In the drop down next to **Schedule**:
Select **Create New Sign Schedule** or select an existing one from the drop down menu. If you are creating a New Sign Schedule refer to **Section 6.0**.

- After setting the schedule, Press **OK** to complete the process of adding that sign.
- Repeat the steps in **Section 5.0** until all Static Signs have been added to the software.

NOTE: To edit or remove a sign, use the Edit Sign and Remove Sign selections from the Tabs Toolbar.

6.0 Creating a Smart Sign Schedule

- Select the **Schedules** Tab.
- Select **New Schedule** from the **Tabs Toolbar**, a drop down will appear with all of the sign types in the software.
- From the drop down menu, choose the sign type to correspond with the **New Schedule**.
- Assign a **Schedule Name**.

NOTE: We recommend using the facility name + sign message such as, 'Branch 123' 'Open Closed'.

NOTE: Schedule names can only contain alphanumeric characters.

- Double click anywhere in the schedule grid to get started.
- Enter the following information:
 - Message** – Select the button labeled **<Click to Set Messages>**, choose the message(s) to be displayed from the pop up box.
 - Select message(s) from each drop down to display during this time span and then Press **OK**.
 - Day** – Select single or multiple days for the message to appear.

Tech Tip:

- Double-click an empty area within the grid display to create a new schedule item.
- Double-click an existing schedule item to edit it
- Right-click an existing schedule item to edit or delete
- Drag edges of the daily schedule to change start and end times of the schedule items

If there is a **gap in the schedule**, the sign(s) on that schedule will turn off until the sign schedule reaches an active part of the schedule.

If a **power outage occurs**, the signs will blank out until the power is restored. Once power is restored the sign(s) will resume the assigned schedule.

Weekly schedule repeats until the schedule is edited.

The weekly schedule can be temporarily interrupted by setting a **Manual or Scheduled Override** message.

- Enter the Start and End Times for the message to be displayed.
 - Press **OK**.
- Using the on screen instructions, complete the rest of the schedule.
 - When the schedule is complete, Press **OK**.

7.0 Add, Edit and Delete a Scheduled Override Message

A scheduled override is used to interrupt a regular schedule to display something different during a specific period of time.

7.1 Add a New Override Message

- To add a new override message you must be in an active schedule.
- Select **New Override** located to the left under the schedule grid.
- Enter the Description of the override in the text box.
The Description is just an explanation of the reason for the override. An example may be **"Labor Day Holiday"**.
- Select the Message button labeled **<Blank>**.
- Select the message(s) that need to display on the sign during this override period, and then Press **OK**.

7.2 Edit or Delete Overrides

- You can edit or delete overrides by highlighting the override and using the **Edit Override** and **Delete Override** buttons.
- Use the **Clear Past Overrides** button to delete expired overrides. If the same overrides occur each year, you can keep expired overrides and just change the date to reflect the next year.
- The next scheduled override will appear on the **Schedules** screen.

8.0 Add and Delete a Manual Override Message

A manual override allows you to immediately interrupt a running schedule to display a different message on the sign. To schedule a future override of the schedule, see [Section 7.0 \(Add, Edit and Delete a Scheduled Override Message\)](#)

1. Select the **Signs** Tab.
2. Highlight the sign that needs to have an immediate Manual Override applied to it.
3. Select the **Manual Override** button located toward the bottom of screen on the right side of the sign image.
4. Select the message(s) that needs to display immediately.

5. Select the time that the override will expire. This time can be set for up to 24 hours from the current time, in 15 minute increments. The sign will resume its regular schedule when the override message expires.
6. Press **OK**.
7. The manual override will appear in the **Status** column in the **Signs** Tab.
8. You can remove the manual override at any time using the **Remove Manual Override** button at the bottom of the screen.

9.0 VMS Rebel Programmable Message Smart Sign Schedule Setup

1. Refer to the Smart Sign Install Log(s) for sign location and IP address entered during installation.
2. Select the **Signs** Tab.
3. Select **Add Sign** from the **Tabs Toolbar**.
4. Using the Smart Sign Install Log, enter the static IP lease, port, and address that was assigned to the sign. The port defaults to 10001 and the address to 1. *(In more complex setups the port entered in the software may need to be different because of port forwarding or other network configurations).*

NOTE: *It is important that the static IP lease does NOT change, since this will cause the software to be unable to communicate to your sign.*

5. Enter **Sign Name**.

NOTE: *We recommend the sign name be specific to the physical location of the sign. This will help differentiate the same sign types in the software. Ex. 'Branch 123 Lane 1'.*

6. In the drop down next to **Sign Group**:
Select <New Sign Group> from the drop-down menu or if

your sign group already exists you can make that selection.

NOTE: *The sign group is a way to logically organize your signs. It may be easiest to create groups by location. (Ex. Branch 123).*

7. **Time Zone**
The Time Zone defaults to 'Same as Server' but can be adjusted to fit whatever time zone the sign is in. If the server and sign are in the same time zone, keep the default.
8. In the drop down next to **Schedule**:
Create New Sign Schedule or select an existing one from the drop down menu. If you are creating a New Sign Schedule see [Section 10.0](#).
9. After selecting the schedule, Press **OK** to complete the process of adding that sign.
10. Repeat [Section 9.0](#) steps until all VMS Rebel Programmable signs have been added to the software.

NOTE: *To edit or remove a sign, use the Edit Sign and Remove Sign selections from the Tabs Toolbar.*

10.0 Creating a VMS Rebel Sign Schedule

1. Select the **Schedules** Tab.
2. Select **New Schedule** from the **Tabs Toolbar**
3. From the drop down menu, select **New VMS Rebel Schedule**.
4. Assign a **Schedule Name**.
NOTE: *We recommend using the facility name + sign message such as, 'Branch 123' 'VMS Rebel 16x48'.*
NOTE: *Schedule names can only contain alphanumeric characters.*
5. Double click anywhere in the schedule grid
6. Enter the following information
 - a. **Message** - Click the drop down box next to the **Message** label and choose an existing **Message** or create a <New Message>.

Tech Tip:

- Double-click an empty area within the grid display to create a new schedule item.
- Double-click an existing schedule item to edit it.
- Right-click an existing schedule item to edit or delete.
- Drag edges of the daily schedule to change start and end times of the schedule items.

If there is a **gap in the schedule**, the sign(s) on that schedule will turn off until the sign schedule reaches an active part of the schedule.

If a **power outage occurs**, the signs will blank out until the power is restored. Once power is restored the sign(s) will resume the assigned schedule.

Weekly schedule repeats until the schedule is edited.

A schedule can be created to control a single S-VMS Rebel sign or to be shared among many S-VMS Rebel signs.

The weekly schedule can be temporarily interrupted by setting a **Manual or Scheduled Override** message.

- If you are adding a <New Message>, go to **Section 11.0** for instructions
- Select message(s) from each drop down to display during this time span and then Press **OK**.
 - Day - Select single or multiple days for the message to appear

- Enter Start and End Time for the message to be displayed.
 - Press **OK**.
7. Using the on screen instructions, complete the rest of the schedule.
8. When the schedule is complete Press **OK**.

11.0 Add, Edit and Delete a VMS Rebel Message

The VMS Rebel Messages Name is used to organize and schedule display messages for the VMS Rebel Sign.

- Select the **VMS Messages** Tab.
- Select **New Message** from the **Tabs Toolbar**.
- Enter the **Message Name**.
The Message Name is a unique description of the message parts.
- Enter the message for the sign to display in the box labeled **Text**.
- You can preview the message in a specific LED display size by setting the **Preview Sign Type** to the sign display size. This setting is located on the bottom left corner of the pop-up window.
- While typing, the message will appear in the preview screen. The message will automatically scroll if the message is too long for the VMS Rebel Sign.
- Check the box next to the words **Small Text** to change the height of the characters.

- To add additional message parts select **Add Message Part**. Enter the message part in the next **Text** area. The message parts will run sequentially and display each message part for the number of seconds entered in the **Display For** selection.
 - To preview the parts of the message in sequence, press the **Preview All** button.
 - To display Date, Time or a symbol, select the **Insert Date Time or Symbol** button.
- NOTE:** *When using symbols, date or time it is important to enter the Message Name with as much detail as possible. When the Message Parts appear in the Text Field on the schedule, they appear as the same symbol space holder as every other symbol. For example, if Date and Time are the display selections, set the Message Name to Date and Time. Make sure they are in the same order as the message parts.*
- To edit or delete an existing message, highlight the message you want to change and select either **Edit Message** or **Delete Message** from the **Tabs Toolbar**.

12.0 RGB Matrix Programmable Message Setup

- Refer to the Smart Sign Install Log(s) for sign location and IP address entered during installation.
- Select the **Signs** Tab.
- Select **Add Sign** from the **Tabs Toolbar**.
- Using the Smart Sign Install Log, enter the static IP lease, port, and address that was assigned to the sign. The port defaults to 10001 and the address to 1.
(In more complex setups the port entered in the software may need to be different because of port forwarding or other network configurations)

NOTE: *It is important that the static IP lease does NOT change, since this will cause the software to be unable to communicate to your sign.*

- Enter **Sign Name**

NOTE: *We recommend the sign name be specific to the physical location of the sign. This will help differentiate the same sign types in the software. (Ex. 'South Cashier Lane 1')*

- In the drop down next to **Sign Group**:
Select <New Sign Group> from the drop-down menu or if

your sign group already exists you can make that selection.

NOTE: *The sign group is a way to logically organize your signs. It may be easiest to create groups by location. (Ex. Smith Street Garage)*

- Time Zone**

The **Time Zone** defaults to <Same as Server> but can be adjusted to fit whatever time zone the sign is in. If the server and sign are in the same time zone, keep the default.

- In the drop down next to **Schedule**:
Create New Sign Schedule or select an existing one from the drop down menu. If you are creating a **New Sign Schedule** see Section 13.
- After selecting the schedule, Press **OK** to complete the process of adding that sign.
- Repeat Section 12 steps until all RGB Matrix signs have been added to the software.

NOTE: *To edit or remove a sign, use the Edit Sign and Remove Sign selections from the Tabs Toolbar.*

13.0 Creating a RGB Matrix Sign Schedule

1. Select the **Schedules** Tab.
2. Select **New Schedule** from the **Tabs Toolbar**.
3. From the drop down menu, select **New RGB Matrix Schedule**.
4. Assign a **Schedule Name**.

NOTE: We recommend using the facility name + sign message such as, 'Garage 123' RGB Matrix 2x8'

NOTE: Schedule names can only contain alphanumeric characters.

5. Double click anywhere in the schedule grid to get started.
6. Enter the following information:
 - a. **Message** – Select the drop down box next to the Message label and choose an existing **Message** or create a <New Message>. If you are adding a <New Message>, go to Section 14 for instructions.
 - b. Select message(s) from each drop down to display during this time span and then Press **Ok**.
 - c. **Day** - Select single or multiple days the message to appear.
 - d. Enter **Start and End Time** for the message to be displayed.
 - e. Press **OK**.

Tech Tip:

- Double-click an empty area within the grid display to create a new schedule item.
- Double-click an existing schedule item to edit it.
- Right-click an existing schedule item to edit or delete.
- Drag edges of the daily schedule to change start and end times of the schedule items.

If there is a **gap in the schedule**, the sign(s) on that schedule will turn off until the sign schedule reaches an active part of the schedule.

If a **power outage occurs**, the signs will blank out until the power is restored. Once power is restored the sign(s) will resume the assigned schedule.

Weekly schedule repeats until the schedule is edited.

A schedule can be created to control a single RGB Matrix sign or to be shared among many RGB Matrix signs.

The weekly schedule can be temporarily interrupted by setting a **Manual or Scheduled Override** message.

7. Using the on screen instructions, complete the schedule.
8. When the schedule is complete Press **OK**.

14.0 Add, Edit and Delete a RGB Matrix Message

Create messages using a timeline editor composed of text, image and symbol objects. These objects have various editable properties and can be resized and layered to create complex messages.

1. Select the **RGB Messages** Tab.
 - This Tab will only appear if you have added a RGB Matrix sign to your software.
 - The top list shows all messages you have created, while the lower list shows the individual objects/parts that make up the message.

2. Choose the appropriate section from the **Tabs Toolbar**.

New Message

Create a new message. Each message must be given a name, but the names only need to have meaning for the user. Messages must be created in the size matching the sign they are to be displayed on.

Edit Message

Edit the currently selected message.

Delete Message

Delete the currently selected message. This cannot be undone. Deleting a scheduled message will remove it from all schedules on which it is used and blank any signs currently showing the message.

Move Up/Move Down

Reorder the messages in the list.

Import/Export

Allows you to save and load messages from files. This can be used to transfer messages between software running on

separate computers.

Duplicate Message

Duplicate the selected message. Right-clicking a message in the list provides this function.

3. When adding a new RGB message, select **New Message**. From the dropdown, select the module count/layout that matches the sign you will be designing the message for.

14.1 Using the Message Preview Area

The message area shows the objects visible at the time selected in the timeline. Click an object to select it. The selected object can be dragged to reposition, and the drag handles at the sides and corners can be dragged to resize the object.

1. Multiple objects can be selected by holding **Ctrl** or **Shift**.
 - Holding **Ctrl** toggles object selection.
 - Holding **Shift** adds objects to the current selection.

You can reposition multiple selected objects, but only the most recently selected object can be resized. Several options under **Align** become available when multiple objects are selected.

14.2 Using the Timeline Area

The timeline area shows a row for each object comprising the message. The top area shows the time in seconds, and clicking in this area selects the time currently displayed in the message preview. The gray bars next to each object determine when during message playback that object is visible. The edges of the gray bars can be dragged to change the start or end times, and the bars can be dragged by clicking in the middle to reposition them. Additional bars can be

added to the timeline by double-clicking in an empty area. Bars can be removed by double-clicking them, but at least one bar is required for each object. Objects are shown in the order they are layered in the message preview area, and can be rearranged by clicking and dragging the object name in the left panel.

Transitions can be applied to the time bars by selecting them in the timeline. Multiple bars can be selected by holding Ctrl or Shift while clicking. Holding Ctrl toggles object selection, while holding Shift adds objects to the current selection. Transitions for multiple time bars can be modified at the same time if multiple are selected.

1. Enter the **Message Name**.
 - The **Message Name** should be a unique description of the message parts. It will be used to identify this particular grouping in the **Message Name** list.
2. Use the icons below the **Message Name** to start creating the message parts.

Icon names and use descriptions (left to right):

- Insert Text**
Adds a text object starting at the currently selected time and above the currently selected object.
- Insert Symbol**
Adds a symbol object starting at the currently selected time and above the currently selected object.
- Insert Image**
Adds an image object starting at the currently selected time and above the currently selected object.
- Delete Object**
Deletes the currently selected object(s).
- Undo**
Undo the last action performed.
- Redo**
Redo the last undone action.
- Zoom In**
Zooms in the message preview area.
- Best Fit**
Sets the zoom of the message preview area to the optimal percentage to fit in the window.
- Snap to Grid**
Toggles grid snapping when moving or resizing objects. The grid size is 8x8 pixels.
- Align**
Contains many options for aligning objects to the sign area or relative to other objects.
- Arrange**
Contains commands for reordering objects.
- Preview**
Shows the message playing in the message preview area at the currently selected time. While editing, effects such as scrolling and transitions are not visible; preview allows you to see these effects as they will appear on the sign.
- Zoom In**
Zooms in the message preview area.
- Zoom Out**
Zooms out the message preview area.

14.3 Inserting Text

1. Select the **Insert Text** icon. A box will appear in the upper left corner of the sign display. Drag any corner or side of this box to increase the height or length.
2. Enter **Name**
The name is used to reference the selected text in the timeline.
3. Enter the **Text**
The text section is the actual text that will be displayed in the text box. The text wrapping in this field does not represent how the text will be displayed in the actual text box; that is controlled by the size of the text box and the Behavior property. Multiple lines can be entered by pressing the Enter key in this control.
4. **Date/Time/Count Button**
Inserts dynamic fields into the Text field. These dynamic fields will be replaced when displayed on the sign and in the message preview area.
5. **Font**
The font used to display the message. The "**LED Large**" and "**LED Small**" options at the top of the list are pixel-perfect fonts and are always the same size (16 and 8 pixels, respectively). The other options in the list are the currently available fonts on your system. Using these fonts may cause text to appear blurry or unreadable, especially at small sizes.
6. **Size & Style**
Controls the size and style of the text. These options are not available for the "**LED Large**" and "**LED Small**" fonts.
7. **Align**
Controls the alignment of the text in the object area. These selections may have no effect, depending on the **Behavior** selected.
8. **Line Spacing**
Controls the spacing between multiple lines if you have entered hard-breaks into the Text field or if text is wrapping.
9. **Behavior**
This selection changes the way the text is displayed within its bounding area:
 - a. **Clip** - The text is not wrapped, and if larger than the bounding box will be clipped.
 - b. **Wrap** - The text is wrapped when wider than the bounding box. If there are more lines than are visible in the vertical area, the text will be clipped vertically.
 - c. **ScrollRightToLeft** - The text will scroll from the right side of the bounding box to the left. No automatic wrapping will happen.
 - d. **ScrollLeftToRight** - The text will scroll from the left side of the bounding box to the right. No automatic wrapping will happen.
 - e. **ScrollTopToBottom** - The text will be wrapped automatically and scroll from the top of the bounding box to the bottom.
 - f. **ScrollBottomToTop** - The text will be wrapped automatically and scroll from the bottom of the bounding box to the top.
10. **Scroll Speed**

Referred to as
**Message
Preview Area**

Referred to as
Timeline Area

Referred to as
**Message
Formatting Area**

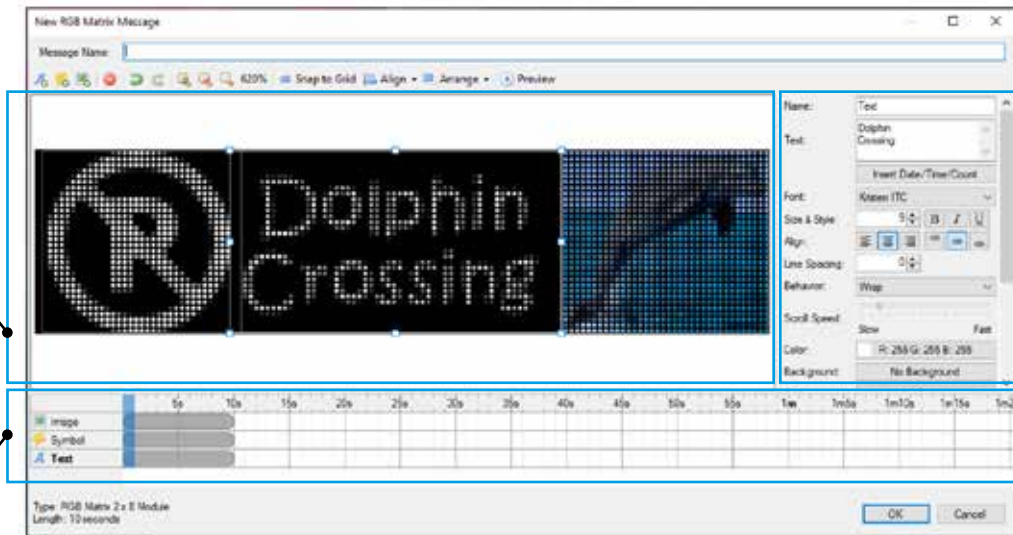


Figure 18-1. RedStorm Sign Control and Reporting Software Screen

Determines how fast the text scrolls when a scrolling behavior is selected. This is not an absolute measurement of the scroll speed because the message compositor will ensure the entire message is completely scrolled during the duration the text object is displayed. The text may scroll multiple times depending on the length of the message, the time it is displayed, and the size of the bounding box. You may need to adjust/lengthen the message play duration to slow down scroll speed.

11. **Color**
The color of the text.
12. **Background**
The background color filled into the bounding box of the object.
13. **Outline**
An outline applied to the text, specify the color and size. This option is not available for the "LED Large", "LED Small" or RedStorm count fonts (if applicable).
14. **Border**
A border applied to the bounding box of the object, specify the color and size.
15. **Opacity**
The opacity of the object. Values lower than 100% allow object beneath this one to show through.

14.4 Inserting Symbols

1. Select the **Insert Symbol** icon.
2. Enter **Name**
Refers to the **Name** used for the selected symbol in the timeline.
3. Use the **Category** dropdown to select a symbol type. Symbols have been organized by category; change the selection to choose a different group of symbols. Both 32 pixel and 16 pixel symbols are available in the dropdown list.
4. Use the **Symbol** area to select a symbol to display for the message.
5. Use the **Align** feature to position the symbol in the bounding box.
6. Select the **Color** box to choose the color for the symbol

to display on the sign.

7. Use the **Background** box to select a fill color for the bounding box you have active.
8. Use the **Border** box to add a border to the active bounding box; specify the color. Once the border is active, you will need to use the **Border Size** to adjust the thickness of the border.
9. Use the **Opacity** scale to adjust the opacity of everything in the active bounding box. Values lower than 100% allow objects beneath this one to show through.

14.5 Inserting Images

1. After selecting the **Image** icon, select the **Import** button to select the image file to display on the sign. The image will be stored in the software library for future use. For the best appearance, the image size should match the respective pixel count of the area the image will occupy.
2. Enter **Name**
Refers to the **Name** used for the selected image in the timeline.
3. The **Image** simply represents the file name of the image in the active bounding box. Clicking the "..." button will open the Asset manager which will allow you to import and select image assets. The asset selection window also allows you to delete assets from the software, as long as they are not in use as part of a message.
4. Use the **Scaling** dropdown to scale the image in the active bounding box.

Scaling Types:

- a. **RealSize** - The image is not scaled and is placed inside the bounding box according to the Align selection.
 - b. **Stretch** - The image is stretched or shrunk to fit inside the bounding box. The aspect ratio of the image is not maintained.
 - c. **BestFit** - The image is stretched or shrunk to fit inside the bounding box, while maintaining the original aspect ratio.
5. Use the **Align** feature to position the image in the bounding box.
 6. Use the **Background** box to select a fill color for the bounding box you have active.
 7. Use the **Border** box to add a border to the active bounding box;

specify the color. Once the border is active, you will need to use the **Border Size** to adjust the thickness of the border.

8. Use the **Opacity** scale to adjust the opacity of everything in the active bounding box. Values lower than 100% allow objects beneath this one to show through.

14.6 Adding a Transition

1. From the **Timeline**, select the object's (text, symbol or image) time bar to display the transitions menu.
2. Select the **In Transition** type from the dropdown box. This will determine how the object will come into view. Use the **Out Transition** to set how the object will exit from viewing.

Transition Types:

- a. **Fade** - The opacity the object below the transition is changed from 0% - 100% (in) or 100% - 0% (out) over the duration of the transition.
 - b. **FadeTop** - The opacity the object below the transition is changed from 0% - 100% (in) or 100% - 0% (out) over the duration of the transition, while the object is moved slightly in/out from the top.
 - c. **FadeBottom** - The opacity the object below the transition is changed from 0% - 100% (in) or 100% - 0% (out) over the duration of the transition, while the object is moved slightly in/out from the bottom.
 - d. **FadeLeft** - The opacity the object below the transition is changed from 0% - 100% (in) or 100% - 0% (out) over the duration of the transition, while the object is moved slightly in/out from the left.
 - e. **FadeRight** - The opacity the object below the transition is changed from 0% - 100% (in) or 100% - 0% (out) over the duration of the transition, while the object is moved slightly in/out from the right.
 - f. **SlideTop** - The object is moved in/out from the top over the duration of the transition.
 - g. **SlideBottom** - The object is moved in/out from the bottom over the duration of the transition.
 - h. **SlideLeft** - The object is moved in/out from the left over the duration of the transition.
 - i. **SlideRight** - The object is moved in/out from the right over the duration of the transition.
 - j. **StretchTop** - The object is scaled in/out from the top over the duration of the transition.
 - k. **StretchBottom** - The object is scaled in/out from the bottom over the duration of the transition.
 - l. **StretchLeft** - The object is scaled in/out from the left over the duration of the transition.
 - m. **StretchRight** - The object is scaled in/out from the right over the duration of the transition.
 - n. **ZoomIn** - The object is scaled down from the center over the duration of the transition.
 - o. **ZoomOut** - The object is scaled up from the center over the duration of the transition.
3. Set the **Transition Time**. The time is the length of the time

the transition has to complete its action.

4. Set the area the object is bound to using the **Bounds** feature. It will determine whether the transition is applied relative the active bounding box or to the sign.

This feature works differently based on the selected transition type.

Effect of Bounding on each transition type:

- a. **Fade/FadeTop/FadeBottom/FadeLeft/FadeRight** - No effect.
 - b. **SlideTop/SlideBottom/SlideLeft/SlideRight** - **Object:** the object will be scrolled in only within its bounding box.
Sign: The object will be scrolled from outside the sign area to its location.
 - c. **StretchTop/StretchBottom/StretchLeft/StretchRight** - **Object:** The object will be scaled only within its bounding box.
Sign: The object will be scaled from the edge of the sign area to its location.
 - d. **ZoomIn/ZoomOut** - **Object:** The object will be scaled relative to the center of the bounding box.
Sign: The object will be scaled relative to the center of the sign.
5. Use the **Easing** feature to add speed to either the front end or back end of the transition.
Easing Types:
 - a. **None** - No effect.
 - b. **EaseStart** - The transition effect will start slowly and accelerate.
 - c. **EaseEnd** - The transition effect will start quickly and decelerate.
 6. Press **OK**
 7. To edit or delete an existing message, highlight the message you want to change and select either **Edit Message** or **Delete Message** from the **Tabs Toolbar**.

15.0 Web Interface

The Web Interface is for authorized users only. The administrator of the software will assign the user the proper level of access. The network administrator will provide the web path, user name and default password to access the Web Interface.

The Web Interface categorizes information first by Sign Groups. The Web Interface allows users, depending on permissions assigned in the administrative interface, to view status of Smart Signs, and override Smart Sign messages immediately or at a future time.

15.1 Smart Sign Functions of the Web Interface

1. View sign status.
2. View schedule being displayed by the sign.
3. Manually override current message schedule (*immediate*).
4. Add a scheduled override to the current message schedule (*future date*).
5. Return to perpetual message schedule.

15.2 Manually Override a Static Smart Sign in the Web Interface

A manual override is an immediate message override to the perpetual schedule. This is used when unforeseen circumstances require the sign message to change immediately.

1. Log in to the Web Interface.
2. Find the Static Smart Sign you need to override (*All Smart Signs are organized by Sign Group*).
3. Select the bar with the sign image in it.
4. Select the **Manual Override** button.
5. In the drop down menu next to the sign name and select the message to illuminate or change the sign to blank.
6. Set the expiration time. The time can be set for up to 24 hours from the current time at 15 minute increments.
7. Press **Override**.
8. Use the **Change Manual Override** button to change the message you selected and use the **Remove Manual Override** button to revert the sign message back to the scheduled message.

15.3 Manually Override a VMS Rebel Smart Sign in the Web Interface

1. Log in to the Web Interface.
2. Find the VMS Rebel Smart Sign you need to override (*All Smart Signs are organized by Sign Group*).
3. Select the bar with the sign image in it.
4. If a schedule is assigned to the VMS Rebel Sign:
 - a. Select the **Manual Override** button.
 - b. Type the message to be displayed on the sign.
 - c. Set the expiration time. The time can be set for up to 24 hours from the current time at 15 minute increments.
 - d. Press **Override**.
5. If there is **NO** schedule assigned to the VMS Rebel Sign, all of the VMS Rebel Messages in the software will appear as selections in the manual override screen.

- a. Select either the **Manual Override** button or the predefined message created through the Administration Interface.
- b. Using an existing message: Select the button with administrator created existing message, there is no expiration time and this selection will display until manually changed to a different message.
- c. For a **Manual Override**:
 - i. Select the **Manual Override** button.
 - ii. Type the message to be displayed on the sign.
 - iii. Set the expiration time. The time can be set for up to 24 hours from the current time at 15 minute increments.
 - iv. Press **Override**.

15.4 Adding a Scheduled Override for Static and VMS Rebel Smart Signs in the Web Interface

A scheduled override is a future override of the perpetual schedule. Special events, weekends, and holidays are examples of when to use a scheduled override.

1. Log in to the Web Interface.
2. Find the VMS Rebel or Static Message Smart Sign you need to override (*All Smart Signs are organized by Sign Group*).
3. Select the bar with the sign image in it.
4. Scroll down to the bottom of the page, select **Add New Override** bar.
5. Type in the override name. (*This name is not a sign message but a label for the override*)
6. Select the Start and End Date of the override as well as the time for the override.
7. Select the message to display as the override.
8. Press **Save**.

NOTE: New messages for the VMS Rebel must be created in the Administrator Interface. Refer to Section 10.0.

15.5 Manually Override a RGB Matrix Sign in the Web Interface

1. Log in to the Web Interface.
2. Find the RGB Matrix Sign you need to override (*All Signs are organized by Sign Group*).
3. Select the bar with the sign image in it.
4. If a schedule is assigned to the RGB Matrix Sign:
 - a. Select the **Manual Override** button.
 - b. Type the message to be displayed on the sign.
 - c. Set the expiration time. The time can be set at 15 minute increments.
 - d. Press **Override**.
5. If there is **NO** schedule assigned to the RGB Matrix Sign, all of the RGB Matrix Messages in the software will appear as selections in the manual override screen.

-
- a. Select either the **Manual Override** button or the predefined message created through the Administration Interface.
 - b. Using an existing message:
Select the button with administrator created existing message, there is no expiration time and this selection will display until manually changed to a different message.
 - c. For a **Manual Override**:
 - i. Select the **Manual Override** button.
 - ii. Type the message to be displayed on the sign.
 - iii. Set the expiration time. The time can be set at 15 minute increments.
 - iv. Press **Override**.

15.6 Adding a Scheduled Override for RGB Matrix Signs in the Web Interface

A scheduled override is a future override of the perpetual schedule. Special events, weekends, and holidays are examples of when to use a scheduled override.

1. Log in to the Web Interface.
2. Find the RGB Matrix Smart Sign you need to override
(All Smart Signs are organized by Sign Group)
3. Select the bar with the sign image in it.
4. Scroll down to the bottom of the page, select **Add New Override** bar.
5. Type in the override name.
(This name is not a sign message but a label for the override)
6. Select the Start and End Date of the override as well as the time for the override.
7. Select the message to display as the override.
8. Press **Save**.

NOTE: *New messages for RGB Matrix Signs must be created in the Administrator Interface. Refer to Section 14.0.*



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