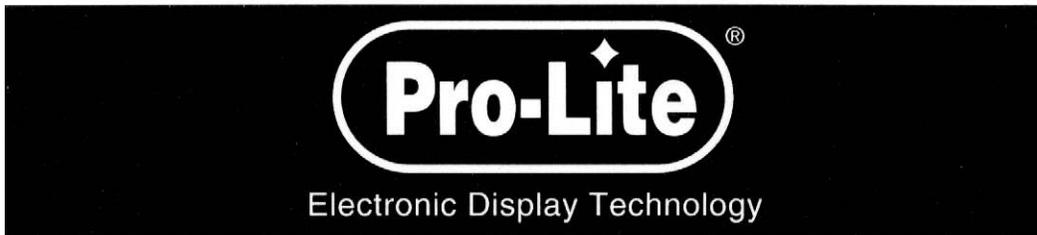


# User's Guide



Version 6.2 or higher

# ABOUT THIS MANUAL

This manual has been written to make it as easy as possible to learn all of the many features of the Pro-Lite sign. As you will see, this release version is our most easiest to program yet. The step-by-step process of explanation will help you accomplish a few examples before starting on your own. Let's look at some goals this manual will help you accomplish:

- Introduce you to some of the key features*
- Familiarize you with your sign and accessories*
- Get a quick message up and running in minutes*
- Acquaint you with all the important features*
- Answer some of the most commonly asked questions*
- Instructions on where to get help if needed*

We trust that you will enjoy the benefits from using the Pro-Lite sign. Should you have any questions or suggestions about the Pro-Lite product, please feel free to write to the president of Pro-Lite, Inc. or send E-mail at the following addresses:

**Pro-Lite, Inc.**  
**3505 Cadillac Ave. Bldg. D**  
**Costa Mesa, California 92626**  
**Attn: President**  
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Pro-Lite, Inc. has made every effort to ensure the accuracy of this manual. However, the information in this manual is subject to change without notice. Pro-Lite, Inc. assumes no responsibility for any errors that may appear in this manual.

## **TRADEMARKS**

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## **KEY FEATURES**

### **TRIVIA QUESTIONS**

Your electronic sign is equipped with built-in TRIVIA to maximize the impact of your message. Whether it is a promotional message or just information for employees, TRIVIA questions entice people to read. The messages you program will automatically be inserted between the questions and answers. This will give the reader the opportunity to read your message while anticipating the answer to the question.

### **COLORS AND FONT SIZES**

By combining colors and different font sizes, the TRU-COLORII will allow you to advertise and capture your customers attention like never before.

### **VISUAL TEXT EFFECTS AND GRAPHICS**

With such functions as cycling, scroll-up, scroll down, and overlap, advertising has never been so much fun! Use the pre-stored graphics or create your own to make your messages that much more fun to read.

### **DEPENDABILITY AND DURABILITY**

All of our signs are manufactured under strict quality controls for years of problem free operation. The aluminum casing minimizes interference and assures reliability wherever it is installed.

### **JUMBO MEMORY AND MESSAGE STORAGE**

The TRU-COLORII is equipped with 32k of jumbo memory with the capability to retain your programmed information for up to 30 days when not used.

\*Internal back-up battery must be charged. See Page 15, question #4.

### **NEW! The TARGET Function.**

Want to promote safety within your work environment? Use the TARGET function to count injury free days or hours!

### **NEW! Millenium Count Down.**

With the year 2000 approaching, perhaps you want to display a counter counting down to the Millenium. The TRU-COLORII can accomplish this easily. Please refer to the **Quick Reference Guide** for set-up information.

### **OPTIONAL PACKAGES**

- 1. Software for use with Microsoft Windows95/98/NT**  
Please see the enclosed software brochure for all the features!
- 2. Trivia packages**  
Upload NEW TRIVIA such as General Trivia 002, 003, . . . , 010, Sports, and Safety!
- 3. Real-Time upgrade**  
Accurate DATE and TIME setting whether your display is ON or OFF.

**To Order Please call 714-668-9988, and ask for Customer Service.**

# UNPACKING

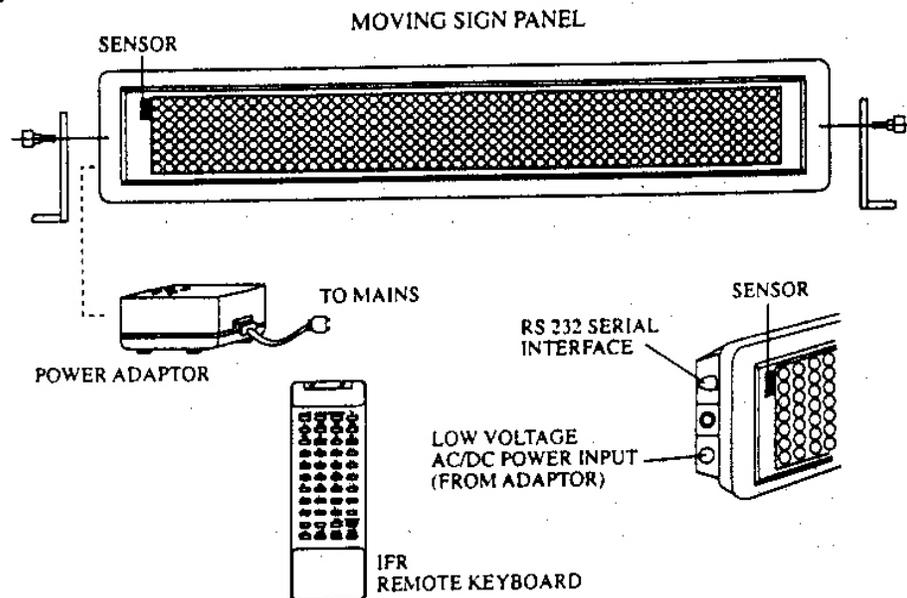
The complete package consists of the following items:

1. The sign
2. The wireless hand-held remote
3. The power adapter
4. A user's manual
5. Warranty Registration Card
6. Two mounting brackets, one for each side.  
\* Wall mounting screws not included
7. Software/Trivia order form.
8. **30 day TRIAL** Software and PC cable.

If you notice a missing item(s), please contact Pro-Lite, Inc. within 7 days of purchase.

## INSTALLATION AND SET UP

1. Mount the brackets onto the chosen wall location. Use the mounting screws included with the display to fasten the brackets onto the sign.
2. There are two wires from the power adapter. First connect the two prong end to any 110VAC/120VAC wall outlet. Second, connect the single prong end to the display via the location on the end cap.
3. As soon as you connect the single prong end to the sign, the sign should automatically light up and start displaying the "demo" message, that is, a pre-programmed message showing all the features of the display. **Note:** If your sign does not turn "ON", please turn to the troubleshooting guide on page 17.
4. Surge protectors are recommend if you are in an area where power outages are frequent.

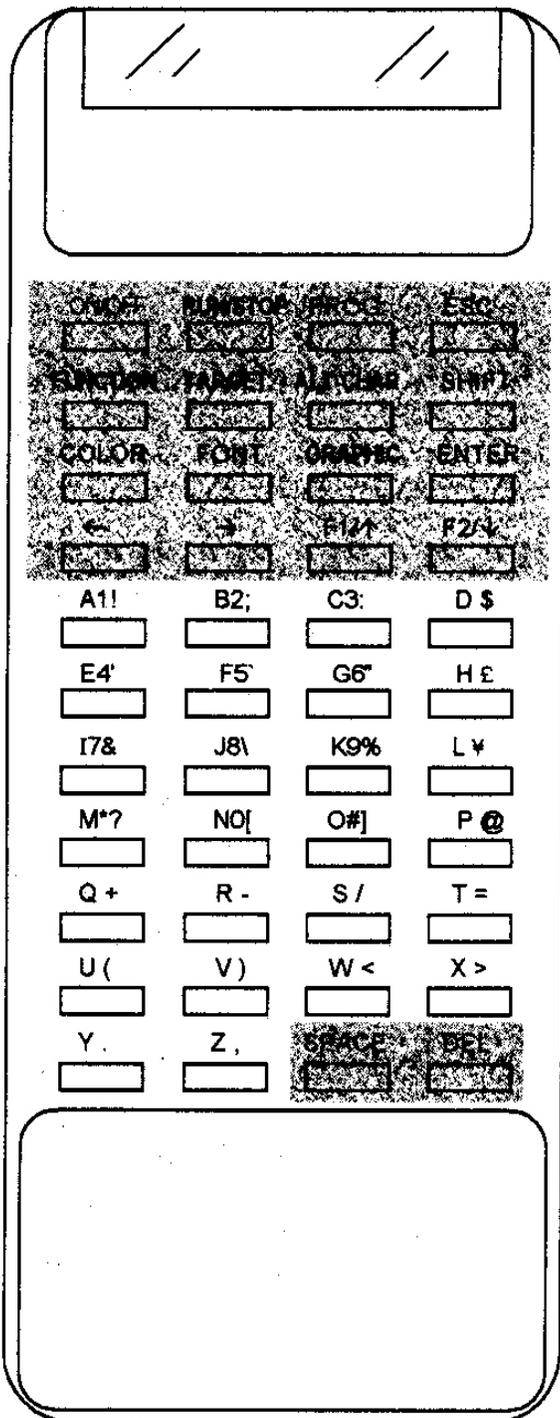


## **WARNING! U.S. PATENT NOTICE**

Pro-Lite displays are protected by one or more U.S. Patents. Companies or individuals that copy or infringe Pro-Lite products in part or in whole will be prosecuted to the full extent possible under the law of the United States.

# KEYBOARD LAYOUT

## INFRA-RED REMOTE KEYBOARD LAYOUT



### Command Keys

Keys located in the shaded area

### Character Keys

Keys outside shaded area

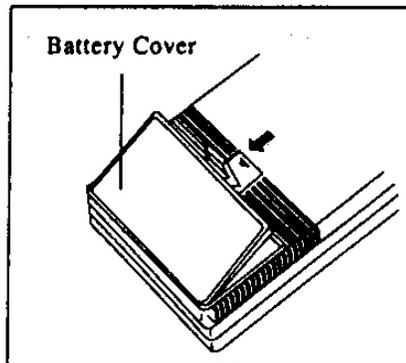
- Upper Case Keys (26) A-Z
- Lower Case Keys (26) a-z
- Numeric (10) 0-9
- Symbols (29) !,...
- European (64) Å æ

Please refer to page 6 for instructions on displaying European characters

### NOTE:

- IFR keyboard must be pointed at the built-in infra-red sensor located on the top left hand corner of the sign.
- Optimum operating distance should be around 5' to 30'.
- DO NOT subject the remote keyboard to impact, water or excessive humidity
- The remote keyboard operates on two R6 (UM/SUM-3, AA) 1.5 volt batteries. Batteries not included.

### Inserting Batteries



# SECTION I

## GETTING STARTED

### Programming a simple message.

Let's practice how to program a simple message by following the steps below. Make sure your sign is currently running a message. We suggest turning the TRIVIA OFF while trying these examples. To turn the TRIVIA OFF press the **FUNCTION** key while the sign is scrolling a message.

Press	Display	Description
1. <b>RUN/STOP</b>	STOP MODE	Stops the sign

**TIP:** If you find yourself on a screen you do not wish to be on, just press **ESC** to return you to the STOP MODE screen.

2. <b>PROG</b>	PAGE (A-Z) ?A	Program a message
3. <b>A</b>	(PG:A START)	We have selected to program PAGE A
4. <b>H E L L O Space</b>	HELLO	Key-in "HELLO" using the character keys

**TIP:** If you *key-in* a wrong character, press **Del** to delete the last character entered.

5. <b>RUN/STOP</b>	HELLO HELLO	Runs the message you programmed
--------------------	-------------	---------------------------------

**NOTE:** 26 Pages (A – Z) are available for you to program a message in. This allows you to program several messages into different Pages. **For example:** if you wanted to program your message in PAGE B, you would have entered the letter B for Step 3.

### Editing Your Message

Now that you have programmed a simple message, let's change that message from HELLO to HELLO MY NAME IS JOE.

Press	Display	Description
1. <b>RUN/STOP</b>	STOP MODE	Stops the sign
2. <b>PROG</b>	PAGE (A-Z) ?A	Program a message
3. <b>A</b>	(PG:A START)	Program PAGE A
4. <b>←←←←←</b>	HELLO	View previously programmed message from right to left until "O" is the last character on the right

**TIP:** Use the right **←** arrow key or left **→** arrow key to view and edit your programmed message.

5. <b>Space M Y Space</b> <b>N A M E Space I S</b> <b>Space J O E</b>	HELLO MY NAME IS JOE	<i>Key-in</i> "MY NAME IS JOE" using the character keys
6. <b>RUN/STOP</b>	HELLO MY NAME IS JOE	Runs the message you programmed

### Deleting characters using the **Del** key.

You can easily delete characters from your message by using the **Del** key. Let's change "HELLO MY NAME IS JOE" to "HELLO JOE".

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **A** to program PAGE A. The sign will read: (PG:A START)
4. Press the **←** key until the letter "S" from the word "IS", is the last character on the right. Remember, you can use the **→** key if you scroll too far.
5. Now press the **Del** key until the word "HELLO" is the only word seen on the sign.
6. Press **RUN/STOP** to run the message.
7. "HELLO JOE" should now be seen on the sign.

## SECTION II

### PROGRAMMING ALTERNATE CHARACTERS

Displaying lower-case letters, numbers, and symbols using the **[Shift]** key.

Please take notice to the *COLORED BLOCK* which appears on the left hand corner of the sign when ever the **[Shift]** key is pressed in the following steps.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[PROG]** to program a message.
3. Press **[B]** to program PAGE B. The sign will read: (PG:B START)
4. Press **[A]** to display the letter " A ".
5. Press the **[Shift]** key once. Now press any one of the orange letter character keys.  
*ORANGE COLORED BLOCK* = orange character keys active / lower-case mode.
6. Press **[Shift]** again. Now press any one of the white number character keys.  
*RED COLORED BLOCK* = white character keys active / numerical mode.
7. Press the **[Shift]** key again. Now press any one of the green symbols character keys.  
*GREEN COLORED BLOCK* = green character keys active / symbols mode.
8. Press **[Shift]** again to return you to the upper-case mode. Press any letter key to verify that you are back in the upper-case mode.

**NOTE:** Upper-Case mode is the default selection when beginning to program. Once you press the **[Shift]** key, you are no longer in the upper-case mode. Follow steps 5 – 8 to toggle between modes.

9. Press **[RUN/STOP]** to run your message.

Displaying European characters using the **[ALT-CHAR]** key.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[PROG]** to program a message.
3. Press **[C]** to program PAGE C. The sign will read: (PG:C START)
4. Press **[A]** to display the letter " A ".
5. Now press the **[ALT-CHAR]** key. As you will notice, the letter " A " has now changed its shape to the European letter " Å ". Continue to press the **[ALT-CHAR]** key until you reach the European style " A " of your choice.

**TIP:** To revert back to the normal character, continue to press **[ALT-CHAR]**. Also, you can press any letter at any time to continue to type normal characters.

6. Following previous steps 4 and 5, try to display the European character for the letter " U ".
7. Press **[RUN/STOP]** to run your message.

**Displaying European characters in lower-case using the **[Shift]** and **[ALT-CHAR]** key.**

1. Press **[RUNSTOP]** to stop the sign. Press **[PROG]** to program a message.
2. Press **[D]** to program PAGE D. The sign will read: (PG:D START)
3. Press the **[Shift]** key once to go into the lower-case mode.  
Remember, the **[Shift]** key toggles you from 4 different modes. Upper-case, lower-case, numerical, and symbols mode.
4. Now press **[C]** to display the letter " C " in lower-case.
5. Now press the **[ALT-CHAR]** key. As you will notice, the letter " c " has now changed its shape to the European " ç ".
6. While staying in the lower-case mode, try to display the European character for the letter " o ".
7. Press **[RUNSTOP]** to run your message.

**NOTE:** There are 64 European characters that you can choose from. Please refer to the **Quick Reference Guide** for the European Characters Table and corresponding letters.

**TIP:** Use the letter "G" with **[ALT-CHAR]** to display some Greek characters.

**Displaying graphics.**

Let's say we wanted to display the following message and graphic: "BIKE  SALE"

Press	Display	Description
1. <b>[RUNSTOP]</b>	STOP MODE	Stops the sign
2. <b>[PROG]</b>	PAGE (A-Z) ?A	Program a message
3. <b>[E]</b>	(PG:E START)	Program PAGE E
4. <b>[B][I][K][E][Space]</b>	BIKE	<i>Key-in</i> the word "BIKE"
5. <b>[GRAPHIC]</b>	Gfx (A-Z) ?A	Select a graphic to display
6. <b>[P]</b>		Insert graphic "P" (bicycle)
7. <b>[Space][S][A][L][E][Space]</b>	SALE	<i>Key-in</i> the word "SALE"
8. <b>[RUNSTOP]</b>	BIKE  SALE	Runs your message

**NOTE:** There are 26 pre-stored graphics that you can select from. Please refer to the **Quick Reference Guide** for the Graphics Table and corresponding letters.

## SECTION III

### ATTENTION GETTING FEATURES

Using the **COLOR** key to select a text color.

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **F** to program PAGE F. The sign will read: (PG:F START)
4. Press the **COLOR** key. The sign will read: COLOR:A
5. Now press the right **→** or left **←** arrow key to view the different text colors. Once you see the color you which to use, press the **Enter** key. Your color has now been selected. The color you select will stay active until another color is chosen or the **RUN/STOP** key is pressed to run your message.
6. *Key-in* the word "SUCCESS" and press **Space**.
7. Press **RUN/STOP** to run your message.

 **NOTE:** There are 26 text colors that you can select from. Please refer to the **Quick Reference Guide** for the Color Table and corresponding letters.

Using the **FONT** key to select font sizes.

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **G** to program PAGE G. The sign will read: (PG:G START)
4. Press the **FONT** key. The sign will read: FONT:A
5. Now press the right **→** or left **←** arrow key to view the different font sizes. Once you see the font size you which to use, press the **Enter** key. Your font size has now been selected. The font you select will stay active until another font is chosen or the **RUN/STOP** key is pressed to run your message.
6. *Key-in* the word "SALES" and press **Space**.
7. Press **RUN/STOP** to run your message.

 **NOTE:** There are 8 font sizes that you can select from. Please refer to the **Quick Reference Guide** for the Fonts Table and corresponding letters.

 **TIP:** When programming a message, you can combine *features* without having to exit the page you are programming. **For example:** you can first select a text color, then select a font size, then *key-in* the word you want. You can then select another text color, another font size, then *key-in* another word.

**Adding special effects to your message using the **FUNCTION** key.**

Now the real fun begins! Let's program a message using the effect "CYCLING" and the animated graphic "COMIC 1".

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **H** to program PAGE H. The sign will read: (PG:H START)
4. Press the **FUNCTION** key. The sign will read: ( AUTO ):A
5. Now press the right **→** or left **←** arrow key to scroll through the various effects. When you locate the effect "CYCLING", press the **Enter** key.  
The sign will read: ( CYCLING )
6. *Key-in* the word "COOL".
7. Press the **FUNCTION** key. The sign will read: ( AUTO ):A
8. Now press the right **→** or left **←** arrow key to scroll through the various effects. When you locate the effect "COMIC 1", press the **Enter** key.  
The sign will read: ( COMIC 1 )
9. *Key-in* the word "EFFECTS".
10. Press **RUN/STOP** to run your message.

**NOTE:** There are 25 effects that you can select from. Please refer to the **Quick Reference Guide** for the Effects Table and corresponding letters.

**Displaying the TIME and DATE using the **FUNCTION** key.**

1. Press **RUN/STOP** to stop the sign.
2. Press **PROG** to program a message.
3. Press **I** to program PAGE I. The sign will read: (PG:I START)
4. Press the **FUNCTION** key. The sign will read: ( AUTO ):A
5. Now press the right **→** or left **←** arrow key to scroll through the various effects. When you locate the effect "TIME", press the **Enter** key.  
The sign will read: ( TIME )
6. Press the **FUNCTION** key again. The sign will read: ( AUTO ):A
7. Now press the right **→** or left **←** arrow key to scroll through the various effects. When you locate the effect "DATE", press the **Enter** key.  
The sign will read: ( DATE )
8. Press **RUN/STOP** to run your message.

**NOTE:** Please see page 10 for setting the current DATE and TIME.

**TIP:** You can use the **Quick Reference Guide** to choose any *feature* directly. **For example:** let's say you wanted to use text color green. If you look at the COLOR CODE TABLE you will see the letter "M" corresponds to the color green. Just press **COLOR** and the letter **M** to use this color. This shortcut also applies to font sizes, graphics, and effects.

## SECTION IV

### ADVANCED FEATURES

#### Running combined Pages using the **[F1]** key.

This feature allows you to run up to 32 pages together as one long message. Remember to have your messages programmed before setting this feature.

1. Press **[RUN/STOP]** to stop the sign.
2. Press the **[F1]** key. The sign will read: Page: 1)\_
3. The "1)" represents the sequence number in which the Pages will run.  
**For example:** let's say you have Pages "A", "B", and "C" programmed and you want to run them together as one long message.
4. Key-in the letter **[A]**. The sign will read: Page: 1)A 2)\_ . Now key-in the letters B and C. The sign will read: Page: 2)B 3)C

**TIP:** If you make an incorrect entry, use the left **[←]** arrow key to move one cursor back, then press the **[Del]** key.

5. Press **[RUN/STOP]** to run your messages together.

**NOTE:** If you press the **[Del]** key when there are other entries ahead of the one you deleted, the entries ahead will shift to the left once. If you *key-in* a letter where there is an existing entry, the letter will be inserted and the previous entry will shift to the right once.

#### Setting the Password, current DATE/TIME, turning the BEEP OFF.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[ESC]** to configure the Advanced Settings of the sign.  
The sign will read: Gfx Rst Set
3. Press **[S]** for Set. The sign will read: PASSWORD ? N  
Press **[N]** to NOT enter a PASSWORD. Press **[Enter]** to continue.  
**The PASSWORD prevents others from making changes to the sign.**  
Press **[Y]** for YES to enter a PASSWORD.
  - 1) The sign will read: PASSWORD ? Y
  - 2) Press **[Enter]**. *Key-in* a four letter PASSWORD. Press **[Enter]**.
  - 3) PASSWORD will now be requested before changes are made.
4. The sign will read: CENTURY : 19. *Key-in* the current CENTURY. Press **[Enter]**.
5. The sign will read: YEAR : 98. *Key-in* the current YEAR. Press **[Enter]**.
6. The sign will read: MONTH : 01. *Key-in* the current MONTH. Press **[Enter]**.  
MONTH format: 01=Jan, 02=Feb, 03=Mar, . . .
7. The sign will read: DAY : 01. *Key-in* the current DAY. Press **[Enter]**.
8. The sign will read: WEEKDAY : 01. *Key-in* the current WEEKDAY. Press **[Enter]**.  
WEEKDAY format: 00=Sunday, 01=Monday, 02=Tuesday, . . .
9. The sign will read: HOUR : 01. *Key-in* the current HOUR. Press **[Enter]**.  
HOUR must be entered as Military Hour (i.e. 1p.m. = 13)

9. The sign will read: MINUTE : 01. *Key-in* the current MINUTE(s). Press **[Enter]**.
10. The sign will read: 24 HOUR Y/N ?. Press **[Y]** to display the time as MILITARY TIME (i.e. 01:00 p.m. = 13:00). Press **[N]** to display the time as NORMAL TIME.
11. The sign will read: ID = 01. *This setting is for software use only.* Press **[Enter]**.
12. The sign will read: 9600 BAUD. *This setting is for software use only.* Press **[Enter]**.
13. The sign will read: BEEP ON. Press the right **[→]** arrow key to turn the "BEEP OFF". Press **[Enter]**.

The Advanced Settings are now set!

### Editing your own graphics.

To edit your own graphic you will have to select an existing graphic and modify it.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[ESC]** to configure the Advanced Settings of the sign.  
The sign will read: Gfx Rst Set
3. Press **[G]** for Editing Graphics. The sign will read: Gfx( A-Z ) ?A
4. Press **[A]** to edit existing GRAPHIC " A ". The sign will read:

RGYBPI  | | |

The concept is to use the arrow keys (**[↑]****[↓]****[←]****[→]**) to move the " dot " to the location where you want to draw. The following letters correspond to the colors you can use: **R** = RED, **G** = GREEN, **Y** = YELLOW, **B** = BLACK, **P** = PLACE the " dot ".

**Example:** Press **[B]** to select the color black. Looking at the sign, press the right **[→]** arrow key a few times. As you will notice the red dots have now been replaced with black dots. Now press **[G]** to select the color green. Looking at the sign, press the left **[←]** arrow key a few times. As you will notice the black dots have now been replaced with green dots.

5. Press **[ESC]** to accept changes.  
(See below to reset the graphics to their original state)
6. To display the edited GRAPHIC " A ", please see page 7 on how to display graphics.

### Deleting a Page(s) or Graphic(s) you edited.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[Del]** to delete a Page(s) or Graphic you edited. The sign will read: Page Gfx
3. Press **[P]** to delete a Page(s) or press **[G]** to delete a Graphic(s).
4. In this example we want to delete a Page, so we will press the letter **[P]**.  
The sign will read: Page ( A-Z, Del )
5. At this time you can *Key-in* any "PAGE LETTER" to delete or you can press the **[Del]** key to **delete all the Pages**.
6. Press **[A]** to delete PAGE " A ".
7. The screen will read: Del: A ( Y/N ) ?. Press **[Y]** for YES or **[N]** for NO.
8. Your selection has now been accepted.  
To delete a Graphic(s), select "G" for Graphics in Step 3.

 **NOTE:** Deleting a graphic will restore the graphic to its original state.

## SECTION V

### NEW AND IMPROVED FEATURES

#### Turning OFF the TRIVIA using the **[FUNCTION]** key.

1. While your message is running, press the **[FUNCTION]** key.
2. The TRIVIA is now OFF.
3. To turn the TRIVIA ON, press the **[FUNCTION]** key again.

**[NOTE]:** This setting will be retained in memory whenever power is removed. Please see page 16 on instructions to permanently remove the TRIVIA.

#### SLOWING the SPEED of the sign using the **[↑]** **[↓]** arrow keys.

1. While your message is running, press the down **[↓]** arrow key to reduce the speed.
2. To increase the speed, press the up **[↑]** arrow key.

**[NOTE]:** If power is removed from the sign, the SPEED will default to fast.

#### DIRECT run Page feature!

Let's say you have Pages "A", "B", and "C" programmed. If Page "A" is currently running and you wanted to run Page "C", just press **[C]**. The same applies to any other Page programmed.

#### Turning OFF the sign without removing the power cord.

1. While your message is running, press the **[ON/OFF]** key.
2. Your display should now be OFF.
3. To turn ON the sign just press the **[ON/OFF]** key again.

#### RESETTING the system.

This is an excellent feature for when you just want to start from the beginning.

**CAUTION:** this will delete all your previously stored information.

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[ESC]** to configure the Advanced Settings of the sign.  
The sign will read: Gfx Rst Set.
3. Press **[R]** for Reset. The sign will read: SURE ( Y/N ) ?.
4. Press **[Y]** for YES or **[N]** for NO.
5. Your selection has now been accepted.

## SECTION VI

### The TARGET function

#### What you should know about the TARGET function.

You should be familiar with Sections III – V before beginning. Due to varying outlet frequencies, power outages and/or incorrect entry of information, Pro-Lite, Inc. will not be responsible for counter inaccuracies. There are 2 types of TARGET options:

1) Count Up to TARGET;

2) Count Down to TARGET.

- If you select to “Count Up to TARGET” and you set the TARGET to be reached 30 days from now, you can have your message read “2 Days have passed”, “3 Days have passed”, “4 Days have passed”, . . . See “Count Up” to TARGET.
- If you select to “Count Down to TARGET” and you set the TARGET to be reached 30 days from now, you can have your message read “29 Days to reach our target”, “28 Days to reach our target”, “27 Days to . . .”, See “Count Down” to TARGET.

 **NOTE:** Please be aware that any interruption of power will cause the “Counters” to reset.

#### “Count Up” to TARGET setup

1. Begin by setting the current DATE and TIME (page 10).
2. Press **RUN/STOP** to stop the sign.
3. Press the **TARGET** key. The sign will read: Count Up/ Dn
4. Press **U** to count UP to the specified TARGET.
5. If you want your TARGET to be reached in days, press **D**. If you want your TARGET to be reached in hours, press **H**.
6. The sign will read: TARGET: 0000 . *Key-in* the number of days or hours to specify a TARGET. **For example:** If you wanted the TARGET to be reached in 125 days, press **1**, **2**, **5**. The sign will display: TARGET: 0125

 **TIP:** If an incorrect entry is made, key-in **C** four times to clear the entry.

7. Press **Enter**. The sign will read: START : 0000 . *Key-in* the number of days or hours to specify a *start point*. **For example:** If you wanted to start the counter in 10 days, press **1**, **0**. The sign will display: START : 0010

 **NOTE:** If you selected “ D ” for Days in step 4, your *start point* in step 7 will automatically be in days. If you selected “ H ” for Hours, your *start point* will automatically be in hours.

8. Press **Enter**. The sign will read: PAGE ( A-Z ) ? A . *Key-in* the PAGE LETTER you want to run when the TARGET is reached. **For example:** If you wanted to run PAGE “ D “ when the TARGET is reached, press **D**.
9. Press **Enter** to confirm your entry and to start the counter.
10. The sign will read: STOP MODE
11. Press **RUN/STOP** to run the sign.

### “Count Down” to TARGET setup

1. Begin by pressing **RUN/STOP** to stop the sign. Press the **TARGET** key.
2. The sign will read: Count Up/ Dn . Press **D** to count DOWN to a TARGET.
3. The sign will read: DAY: 0000 . *Key-in* the number of days to start counting down from. **For example:** If you wanted to count down from 125 days, press **1**, **2**, **5**.  
The sign will display: DAY: 0125
4. Press **Enter**. The sign will read: HOUR : 00 . *Key-in* the current hour.  
**For example:** If the hour is currently 10, press **1**, **0**.  
The sign will display: HOUR : 10
5. Press **Enter**. The sign will read: MINUTE : 00 . *Key-in* the current minutes.  
**For example:** If the minutes are currently 23, press **2**, **3**.  
The sign will display: MINUTES : 23
6. Press **Enter**. The sign will read: PAGE ( A-Z ) ? A . *Key-in* the PAGE LETTER you want to run when the TARGET is reached. **For example:** If your TARGET message is in Page “D”, press **D**.
7. Press **Enter** to confirm your entry and to start the counter.
8. The sign will read: STOP MODE. Press **RUN/STOP** to run your message.

### Displaying a “Count Up” to TARGET variable in your message

Go to the part of your message where you want to display the variable. In this example we want to display the “Current Count” variable.

1. Press the **FUNCTION** key. The sign will read: ( AUTO ) : A
2. Now press the **←** key until the sign reads:( COUNT ) : 2

**TIP:** Use the **←** key to go back if you scroll too far.

3. Press **Enter**. The sign will read: ( COUNT )
4. Press **Space**. Press **RUN/STOP** to run your message.

### Displaying a “Count Down” to TARGET variable in your message

Go to the part of your message where you want to display the variable. In this example we want to display the current “DAYS LEFT” variable.

1. Press the **FUNCTION** key. The sign will read: ( AUTO ) : A
2. Now press the **←** key until the sign reads:(DAYS LEFT): 3
3. Press **Enter**. The sign will read: (DAYS LEFT)
4. Press **Space**. Press **RUN/STOP** to run your message.

**NOTE:** There are a 2 “Count Up” to TARGET variables and 4 “Count Down” to TARGET variables that can be selected to be displayed in your message. Please refer to the **Quick Reference Guide** to see their descriptions.

**NOTE:** Please note that when selecting to display a Count Up or Count Down TARGET variable(s), **only** the number(s) will be shown. The user will be required to input the required text, if any, to define the variable being displayed.

## SECTION VII

### **MOST COMMONLY ASKED QUESTIONS**

#### **How do I remove the message pre-programmed on the sign?**

The demo message is permanently programmed onto the sign and is designed to run automatically when there are no messages programmed by the user. When you program message onto a page, the demo message will no longer show.

#### **How much text can I program onto each PAGE?**

You can program up to 820 characters per page. Total user memory available is about 10,000 bytes. Each character occupies 1 byte and each function occupies 2 bytes.

#### **I program and run my message, but it shows characters I don't want.**

This is usually a programming error. Edit your message and use the arrow keys **←****→** to locate the unwanted characters. When you locate them, press **[Del]** to delete the unwanted characters. Please refer to Section I, page 5.

#### **Will I lose my messages if I remove the power to the sign?**

No, there is a built-in rechargeable battery in the sign. When you first purchase the sign, you must program a short message and let the sign run for a minimum of 72 hours in order for the battery to be fully charged.

#### **After I unplug my sign, I lose the current TIME and DATE setting, why?**

The clock is dependent on the CPU clock, therefore when power is removed it will reset the clock to 12:00. Please see the REAL-TIME upgrade option on page 1.

#### **I forgot my PASSWORD, how do I get back in to erase it?**

Stand 3' from the display. Using the wireless programmer, point to the top left hand corner of the display and press and hold the **[ESC]** key. At the same time remove the power from the left hand side of the display. Now press and hold the **[ESC]** key again, and at the same time power up the display. \*\*You may need to repeat these steps several times. Remember to go back to the SET mode to delete or set a new password.

#### **Can I change the color of the TIME and DATE?**

No, these colors are fixed.

#### **Can I change the color of the TARGET variables?**

No, these colors are fixed.

#### **How do I make a word or sentence flash?**

Please refer to Section III, page 8 on how to select a flashing font. Remember, the font you select and begin to use will be saved in memory. If you decide you do not like the font you used, you will have to select another font and re-type your message.

#### **How do I display lower-case letters?**

Please refer to Section II, page 6.

**I programmed Pages A, B, and C. But when I press **[RUN/STOP]** only Page A will show. How do I get all of my Pages to run together?**

Please refer to Section IV, page 10 for running combined pages.

**What does it mean when the sign says “MEMORY FULL”?**

This message means you have entered the maximum amount of characters onto the sign. To correct this you must down size your messages in order to enter more information.

**How do I permanently remove the TRIVIA?**

There are 2 ways to remove the TRIVIA:

1. If you have the Windows95 Software package you can use the “Remove TRIVIA” command. You can also use the software to restore the TRIVIA at a later time.
2. The RAM chip in the sign must be reset. To do this you will need a phillips and flat head screwdriver. **NOTE:** Warranty will be void and all information will be lost.
  - Use the phillips to remove the screws from the end cap. Remove the end cap.
  - Slide the circuit board out (you may need to pry the screw holes open).
  - Looking at the smaller of the two circuit boards locate 3 chips on sockets sitting side by side. They are labeled Z80 CPU, PLM2014R, and 62256.
  - Use the flat head to carefully pry off the chip labeled 62256. Now carefully re-insert the chip as it was before. The TRIVIA has now been removed permanently.

**How do I display the animated graphics?**

There are a total of 8 animated graphics. “COMIC1” displays two animated graphics and “COMIC2” displays 6 different animated graphics randomly. Since the animations are displayed randomly, a single animation is not user selectable. Please see page 9 on how to display these effects.

**What is the **[F2]** key used for?**

The **[F2]** key has no function at this time.

**My audience really enjoys the TRIVIA questions, but I think some of them have read the same questions twice. Do you have different TRIVIA questions?**

Yes, please see the enclosed software brochure for more information or contact Pro-Lite.

**I want to show my own TRIVIA questions and answers, how can I do this?**

The **Pro-Lite Software Package for Windows95/98/NT** will allow you to edit an existing TRIVIA file or create one of your own. You can then upload the new TRIVIA file to your sign.

**Can I run multiple pages when the TARGET is reached?**

No, you are only allowed to run 1 page.

**The TARGET function is not working for me?**

Please see page 13 on what you should know about the TARGET function.

**How can I control more than one sign from a central location?**

The **Pro-Lite Software Package** will allow you to control up to 255 signs.

## **TROUBLESHOOTING**

### **I press **RUN/STOP** and the sign doesn't respond?**

- Try using a fresh new set of batteries.
- Make sure the battery polarities are inserted in the correct direction.
- Stand 10' from the sign and point to the top left hand corner of the sign.

### **My sign does not show the trivia questions.**

- Make sure the TRIVIA is enabled by pressing the **FUNCTION** key while your message is running.
- You can use the enclosed 30-Day TRIAL software to upload the TRIVIA to the sign.

### **The sign keeps flashing "CHECKING".**

- Check the label on the power supply and see if the output is rated at 9VAC 3.4AMPS.
- One of the main chips in the sign may not be seated properly. Open the sign and push down slightly on the chips sitting on sockets.

### **I plugged the sign in but nothing comes ON?**

- Unplug the power to the sign and plug it in again.
- Make sure the 9VAC plug is plugged into the sign firmly.
- Try using another wall outlet.

### **The sign does not keep memory.**

- Program a short message and leave it running for at least 72 hours for the built-in battery to fully charge.
- Power outages will cause the sign to dump its information. We suggest using a Power Surge Protector to prevent your sign from losing its stored information.

## **ARE YOU STILL HAVING PROBLEMS?**

- Review this manual
- World Wide Web: <http://www.pro-lite.com>  
(Click on Free services for Technical and Troubleshooting info)
- E-mail : support@pro-lite.com

## **CONTACTING TECHNICAL SUPPORT**

Before contacting Technical Support, please have the following information ready:

1. MODEL NUMBER (found on the back panel of the display)
2. DATE OF PURCHASE
3. SIGN VERSION (Press **RUN/STOP**, then press the letter **[V]**)

- Phone: (714) 668-9988
- Fax: (714) 668-9980

## RETURN FOR REPAIR PROCEDURE

PLEASE NOTE: Out of warranty units or units returned for which a Warranty Registration Card has not been returned will be repaired or replaced at Pro-Lite, Inc.'s option and the customer will be charged for parts, labor, and shipping.

PLEASE FOLLOW THE PROCEDURES LISTED BELOW:

- Contact Pro-Lite, Inc. to obtain a Return Materials Authorization (RMA) number, (714) 668-9988. Units will be refused if no RMA number is found on the package.
- Ship the unit in its original container postage paid. If the original container is not available, pack the unit in a strong box made of corrugated cardboard with plenty of packing material.
- Include the following information when returning the unit:

**Pro-Lite, Inc.**  
**Technical Support Department**  
**3505 Cadillac Ave. Bldg. D**  
**Costa Mesa, CA 92626**  
**RMA #**

- Include a letter with a brief description of the problem.
- All units returned to Pro-Lite, Inc. for repair must be shipped postage paid with tracing capability. Units shipped C.O.D. will not be accepted. Pro-Lite accepts no responsibility for lost or damaged packages sent via mail or parcel company.

## OTHER PRO-LITE PRODUCTS

●OUTDOOR LED DISPLAYS ●LED / LCD CLOCKS ●MULTI-LINE LED DISPLAYS  
●RATE EXCHANGE LED BOARDS ●CUSTOM LED DISPLAYS ●ELECTRONIC MENU BOARDS  
●ELECTRONIC DIRECTORY BOARDS ●FLIGHT INFORMATION SYSTEMS  
●ROTATING GRAPHIC DISPLAYS ●POINT-OF-PURCHASE LED ELECTRONICS

Please call 714-668-9988 and ask for one of our sales associates to receive more information on the above Pro-Lite products. Pro-Lite carries over 1,000 different displays to fit your application. You can view our product line on the World Wide Web at [www.pro-lite.com](http://www.pro-lite.com)

## WARRANTY REGISTRATION CARD

To validate warranty, fill out card and return to Pro-Lite, Inc. within 15 days of purchase.

Company Name \_\_\_\_\_  
User's Name \_\_\_\_\_  
Street \_\_\_\_\_ City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
Type of Business \_\_\_\_\_  
Model No (found on back of sign) \_\_\_\_\_ Version No \_\_\_\_\_ Serial No \_\_\_\_\_  
Where was the sign purchased? \_\_\_\_\_ What do you use the sign for? \_\_\_\_\_  
Do you own a PC? \_\_\_\_\_ Have you purchased the Software Package? \_\_\_\_\_  
How did you hear about us?  Magazine Ad  Radio Ad  TV AD  Friend Recommended  
 Other \_\_\_\_\_  
Comments/ Suggestions \_\_\_\_\_

## ONE YEAR LIMITED WARRANTY

PRO-LITE, INC. warrants to the original consumer that each of its PRO-LITE products and all components therein contained will be free from defects in materials and/or workmanship for one year from the date of purchase. Any warranty hereunder is extended only to the original consumer purchaser and is not assignable.

In the event of malfunction or other indication of failure attributable directly to faulty workmanship and/or material, PRO-LITE, INC. will at its option, repair or replace said products or components to whatever extent it shall deem necessary to restore said product to proper operating condition, provided the consumer purchaser has previously returned the enclosed Warranty Registration Card to PRO-LITE, INC.. Before returning a product for repair, the customer must call PRO-LITE, INC. Customer Service at (714) 668-9988 for a Return Materials Number. This number should be included with the customer's mailing address and telephone number when the product is returned. Products should be returned to: PRO-LITE, INC., Attention: Warranty/Repair, 3505 Cadillac Ave. Bldg. D, Costa Mesa, CA 92626 (postage prepaid). During the first year after the date of purchase, all labor and materials will be provided without charge. There shall be no warranty for either parts or labor after the expiration of one year from the date of purchase. PRO-LITE, INC. does not warranty bulbs in combination or fluorescent board products.

Units must be returned postage prepaid. It is recommended that the unit be insured when shipped. Units returned for which a Warranty Registration Card has not been submitted or out-of-warranty units returned will be repaired or replaced (at the option of PRO-LITE, INC.) and the customer will be charged for parts and labor.

Products will be returned to customer after repair or replacement has been completed by carrier and method chosen by PRO-LITE, INC. to any destination within the United States of America. Should the customer desire some other specific form of conveyance, or be located outside the border of the U.S. then the customer must bear the cost of return shipment.

The customer shall be solely responsible for failure of any PRO-LITE, INC. product or component thereof, resulting from accident, abuse or misapplication of the product, and PRO-LITE, INC. assumes no liability as a consequence of such events under the terms of the Warranty.

This Warranty gives you specific legal rights and you also have other rights that vary from state to state.

This Warranty is in lieu of all other express warranties which now or hereafter might otherwise arise with respect to this product. ANY AND ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR USE SHALL HAVE NO GREATER DURATION THAN THE PERIOD FOR THE EXPRESS WRITTEN WARRANTY APPLICABLE TO THIS PRODUCT AS SHOWN ABOVE AND SHALL TERMINATE AUTOMATICALLY AT THE EXPIRATION OF SUCH PERIOD. No action shall be brought for breach of any implied or express warranty after one year subsequent to the expiration of the period of the express written warranty. (Some states do not allow limitations on how long an implied warranty lasts, so this limitation may not apply to you.)

Incidental and consequential damages caused by malfunctions, defect, or otherwise and with respect to breach of any express or implied warranty, are not the responsibility of PRO-LITE, INC. and to the extent permitted by law are hereby excluded both for property and, to the extent of unconscionable, for personal injury damage. (Some states do not allow the exclusion or limitations of incidental or consequential damages, so the above may not apply to you.)



**STAMP**

**PRO-LITE, INC.  
3505 CADILLAC AVE. BLDG D.  
COSTA MESA, CA 92626  
U.S.A.**

# Quick Reference Guide

## *Corresponding Codes*

### QUICK START PROGRAMMING

1. Press **[RUN/STOP]** to stop the sign.
2. Press **[PROG]** to program a message.
3. Press any letter from A -Z to program a PAGE. To program PAGE A press **[A]**.  
The sign will read: (PG:A START)
4. Type your message.
5. Press **[Del]** to remove any unwanted characters.
6. Press **[RUN/STOP]** to run your message.
7. To RESET the sign press **[RUN/STOP]**, **[Esc]**, **[R]**, and **[Y]** for yes.

### COLOR CODE TABLE

To select a COLOR, press **[COLOR]** once, then press the **Corresponding Letter**.

CORRESPONDING LETTER	FOREGROUND COLOR	BACKGROUND COLOR	SHADOW COLOR	SHADOW SWITCH
A	DIM RED	BLACK	-	OFF
B	RED	BLACK	-	OFF
C	BRIGHT RED	BLACK	-	OFF
D	ORANGE	BLACK	-	OFF
E	BRIGHT ORANGE	BLACK	-	OFF
F	LT-YELLOW	BLACK	-	OFF
G	YELLOW	BLACK	-	OFF
H	BRIGHT YELLOW	BLACK	-	OFF
I	LIME	BLACK	-	OFF
J	DIM LIME	BLACK	-	OFF
K	BRIGHT LIME	BLACK	-	OFF
L	BRIGHT GREEN	BLACK	-	OFF
M	GREEN	BLACK	-	OFF
N	LT-GREEN	BLACK	-	OFF
O	LT-YELLOW	GREEN	RED	ON
P	RAINBOW	BLACK	-	OFF
Q	RED	BLACK	GREEN	ON
R	RED	BLACK	LT YELLOW	ON
S	GREEN	BLACK	RED	ON
T	GREEN	BLACK	LT YELLOW	ON
U	GREEN	RED	-	OFF
V	RED	GREEN	-	OFF
W	ORANGE	GREEN	BLACK	ON
X	DIM LIME	RED	BLACK	ON
Y	GREEN	RED	BLACK	ON
Z	RED	GREEN	BLACK	ON

## CHARACTER FONT SIZE CODE TABLE

To select a FONT SIZE, press **[FONT]** once, then press the **Corresponding Letter**.

CORRESPONDING LETTER	CHARACTER FONT SIZE
A	NORMAL
B	BOLD
C	ITALIC
D	BOLD ITALIC
E	FLASH NORMAL
F	FLASH BOLD
G	FLASH ITALIC
H	FLASH BOLD ITALIC

## EUROPEAN CHARACTER TABLE

To display a EUROPEAN CHARACTER, press the **Corresponding Letter**, then press the **[ALT-CHAR]** key until the European letter of your choice is reached. Once you see the European letter you wish to use, press any other letter to continue to type your message.

CORRESPONDING LETTER IN "UPPER CASE"	EUROPEAN LETTERS
A	À Á Â Ã Ä Å Æ
B	ß
C	Ç
D	Ð
E	É Ê Ë Ì
I	Í Î Ï
N	Ñ
O	Ó Ô Õ Ö Ø
P	Þ
U	Ú Û Ü
Y	Ý

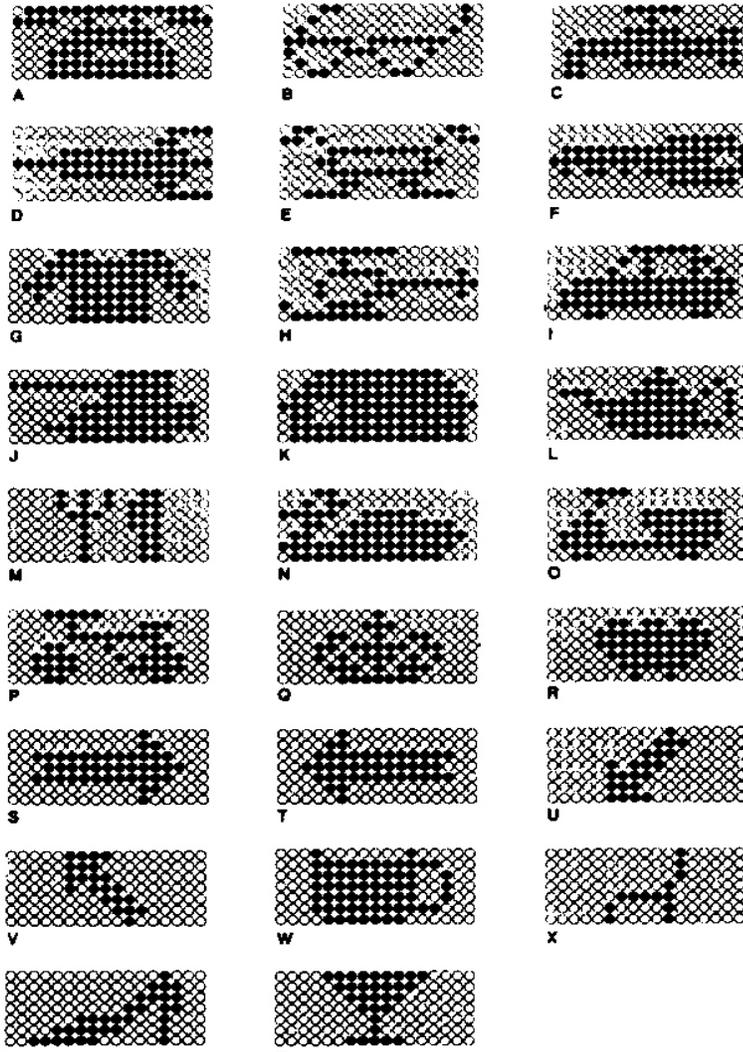
CORRESPONDING LETTER IN "LOWER CASE"	EUROPEAN LETTERS
a	ã ä å æ ø
c	ç
e	é ê ë
i	í î ï
n	ñ
o	ó ô õ ö ø

# GRAPHIC IMAGES CODE TABLE

To display a GRAPHIC, press **GRAPHIC** once, then press the **Corresponding Letter**.

CORRESPONDING LETTER	GRAPHIC PATTERN	CORRESPONDING LETTER	GRAPHIC PATTERN
A	TELEPHONE	N	DUCK
B	GLASSES	O	MOTORCYCLE
C	FAUCET	P	BICYCLE
D	ROCKET	Q	CROWN
E	SPACE MONSTER	R	TWIN HEARTS
F	KEY	S	ARROW →
G	SHIRT	T	ARROW ←
H	HELICOPTER	U	ARROW ↙
I	CAR	V	ARROW ↘
J	TANK	W	GLASS OF BEER
K	HOUSE	X	CHAIR
L	TEA POT	Y	HIGH-HEEL SHOE
M	KNIFE & FORK	Z	WINE GLASS

## Graphic Images A-Z



## SPECIAL EFFECTS CODE TABLE

To use an EFFECT, press **FUNCTION** once, then press the **Corresponding Letter**.

### CORRESPONDING

LETTER	EFFECT	DESCRIPTION
A	◆	AUTO Shows text using all the effects randomly.
B	◆	OPEN ← → Opens text from center to both ends.
C	◆	COVER ← → Clears a previously displayed text from center to both ends.
D		DATE Shows the DATE.
E	◆	CYCLING Shows text in a multi-color rolling cycle.
F	■	CLOSE ← Clears a previously displayed text from right to left.
G	■	CLOSE → Clears a previously displayed text from left to right.
H	■	CLOSE →← Clears a previously displayed text from both ends to center.
I	◆	SCROLL UP Rotates text from bottom to top.
J	◆	SCROLL DN Rotates text from top to bottom.
K	◆	OVERLAP Shifts text in by two layers from both ends.
L	◆	STACKING Drops text from top to bottom in layers.
M	◆	COMIC 1 Combines text with animated graphics #1.
N	◆	COMIC 2 Combines text with animated graphics #2.
O		BEEP BEEP sound inserted for 1 second.
P	■	PAUSE Freezes the moving text for 1 second.
Q	◆	APPEAR Shows the text instantly.
R	◆	RANDOM Text is formed by a random formation of dots.
S	◆	SHIFT ← Shifts text from right to left (default).
T		TIME Shows the TIME.
U	◆	MAGIC Shows text in a different color every time.
V		THANK YOU Shows THANK YOU italicized using various effects.
W		WELCOME Shows WELCOME italicized using various effects.

◆ *Leading commands* – how the text will appear - place before text.

■ *Tail commands* – how the text will disappear – place after text.

## COUNT UP/DN VARIABLES CODE TABLE

To display a COUNT UP/DN VARIABLE, press **FUNCTION** once, then press the **←** key to view the available variables. When you see the one you wish to use, press **Enter**.

	<b>EFFECT</b>	<b>DESCRIPTION</b>
1	▲ TARGET	Shows the number the count UP TARGET has been set to.
2	▲ COUNT	Shows the current number counting UP to the TARGET.
3	▼ DAYS LEFT	Shows the remaining days counting DOWN to the TARGET.
4	▼ HOUR LEFT	Shows the remaining hours counting DOWN to the TARGET.
5	▼ MINUTE LEFT	Shows the remaining minutes counting DOWN to the TARGET.
6	▼ SECONDS LEFT	Shows the remaining seconds counting DOWN to the TARGET.

▲ “Count Up” to TARGET variables

▼ “Count Down” to TARGET variables

# YEAR 2000 COUNT DOWN

## SET-UP GUIDE

**BEFORE BEGINNING**, you should be familiar with Sections III – VI in the User’s Manual.

\*Due to varying outlet frequencies, power outages and/or incorrect entry of information, Pro-Lite, Inc. will not be responsible for count down inaccuracies.

**Create a “Year 2000” message (optional).**

Select an available “PAGE” and program your *Year 2000* message. Remember, you can insert “Count Down” variables in your message. **Please refer to page 14 in the User’s Manual.**

**Create a “Year 2000 TARGET” message.**

Select an available “PAGE” and program your *Year 2000 TARGET* message. This message will run automatically when the year 2000 is reached.

### Set-Up Year 2000 count.

1. Begin by pressing **[RUN/STOP]** to stop the sign.
2. Press the **[TARGET]** key. The sign will read: Count Up/Dn
3. Press **[D]** to count DOWN to a TARGET.
4. The sign will read: DAY: 0000 . *Key-in* the number of days to start counting down from.  
**Please see “Count Down Codes” for days below.**
5. Press **[Enter]**. The sign will read: HOUR : 00 . *Key-in* the hour to start counting from.  
**Please see “Count Down Codes” for hours below.**
6. Press **[Enter]**. The sign will read: MINUTE : 00 . *Key-in* the minutes to start counting from..  
**Please see “Count Down Codes” for minutes below.**
7. Press **[Enter]**. The sign will read: PAGE ( A-Z ) ? A . *Key-in* the “PAGE” your *Year 2000 TARGET* message is in. **For example:** If your *Year 2000 TARGET* message is in PAGE “Z”, press **[Z]**.
8. Press **[Enter]** to confirm your entry and to start the count down process.
9. The sign will read: STOP MODE
10. Press **[RUN/STOP]** to run your message. If you created a *Year 2000* message, you may run it now.

**NOTE:** Please be aware that any interruption of power will cause the “Count Down” to reset.

### Count Down Codes

IF TODAY IS	KEY IN THIS # For DAYS	IF CURRENT Hour IS	KEY IN THIS # for HOURS	IF CURRENT Daylight Saving Hour IS	KEY IN THIS # for HOURS	IF CURRENT Minute IS	KEY IN THIS # for MINUTES
December 31, 1999	0	11:00 PM	00	11:00 PM	**	59	00
December 30, 1999	1	10:00 PM	01	10:00 PM	00	58	01
December 29, 1999	2	9:00 PM	02	9:00 PM	01	57	02
December 28, 1999	3	8:00 PM	03	8:00 PM	02	56	03
December 27, 1999	4	7:00 PM	04	7:00 PM	03	55	04
December 26, 1999	5	6:00 PM	05	6:00 PM	04	54	05
December 25, 1999	6	5:00 PM	06	5:00 PM	05	53	06