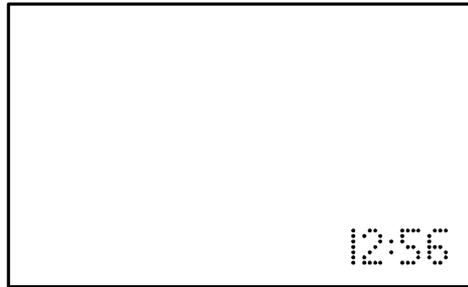


suckUK®
L E D M I R R O R



INSTRUCTIONS

REMOTE CONTROL OPERATION
for convenience

PC OPERATION
for faster control
save and recall unlimited number of messages

MADE IN THE UK

www.suck.uk.com

Hanging Your Mirror

Make sure that the cable will reach to a suitable power supply.

Fix to the wall using the Screws and Wall Plugs supplied: Hang the unit from the “keyhole” slots on the metal bracket. The wall fixings must be 415mm apart.

Turning a sign on and off

When you plug in the sign’s power supply, the sign starts up automatically.

Unplugging the power supply turns the sign off.

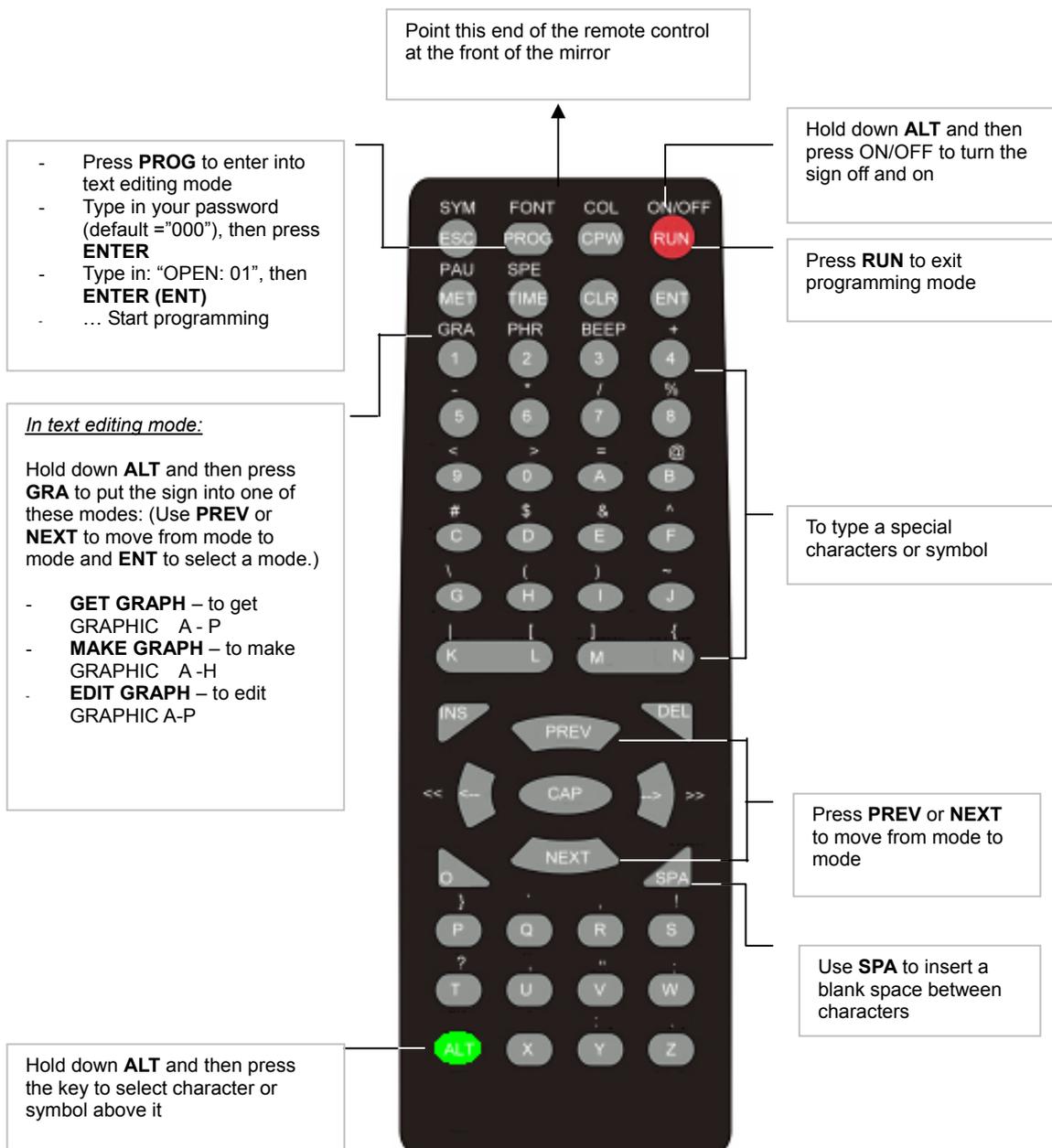
For indoor use only.

You can operate the sign in two ways:

- By using personal computer
- By using personal computer (for faster control and unlimited number of messages)

REMOTE CONTROL

The Remote must be used close up to the mirror – not for long range programming.



KEY GUIDE TO REMOTE CONTROL FUNCTIONS

Item	Key	Description
1	ON/OFF	Power On / Off. If there are no messages saved in 01 to 99 , it will run file 00 . If there are files in 01 to 99 the last saved file will be displayed.
2	PROG	Enter the Edit Program Mode. Select 01 to 99 to enter message.
3	CPW	Use to edit or reset password
		Use PREV and NEXT to select (a) to (d) (a) UNUSE PASS Turn off password security. (b) USE PASS Turn on password security. (c) RES PASS Reset to factory default password "000". (d) CHANGE PASS Change to new password.
4	MET	To select the display modes. There are 24 different modes, press PREV and NEXT to select (1) to (24) method. See Appendix A.
5	PREV	Select Previous option.
6	NEXT	Select Next option.
7	CAP	Toggle between CAPITAL and lower case characters.
8	TIME	To select time option. See Appendix B.
9	SPE	Select the display speed of the message. (Use PREV and NEXT to select the different speeds.)
10	FONT	Select the font size of the display message. (Use PREV and NEXT to select the different font sizes.)
11	SYM	Select 30 built-in symbols. (Use PREV and NEXT to select the different symbols.)
12	CLR	Erase option.
13	GRA	Refer to p18 for making and editing graphics. Select graphic option. (Use PREV and NEXT to select the following options :)
		(a) GET GRAPH Place the graphic in the message. Use PREV and NEXT to select GRAPH A to GRAPH P
		(b) MAKE GRAPH Create new graphics in location NUMBER A to NUMBER H .
		(c) EDIT GRAPH Edit GRAPH A to GRAPH P and store in one of the locations A to H .
14	⇐	Moving the message and command to the right.
15	⇒	Moving the message and command to the left.
		Note: IF YOU WANT TO DELETE A MESSAGE OR COMMAND IN THE EDIT PROGRAM MODE. USE THESE KEYS TO MOVE THAT MESSAGE OR COMMAND TO THE LEFT-MOST POSITION AND PRESS DEL . IF YOU WANT TO INSERT A MESSAGE OR COMMAND IN THE EDIT PROGRAM MODE. PLEASE USE ABOVE KEYS TO MOVE THAT MESSAGE OR COMMAND TO THE LEFT-MOST POSITION (1) PRESS INS TO INSERT. (2) TYPE IN YOUR MESSAGE OR PRESS COMMAND KEY, TO INSERT AUTOMATICALLY. (3) PRESS INS AGAIN TO OVERWRITE.
16	ALT	Hold down while pressing another key use the alternative symbol on the keyboard.

17	PAU	Generate a pause within the programmed message. (Use PREV and NEXT to select PAUSE 1 to PAUSE 8)
18	PHR	Select a programmed animation in the message. (Use PREV and NEXT to select ANIM 1 to ANIM 8)
19	BEEP	Select beep sound in the message. (Use PREV and NEXT to select BEEP 1 to BEEP 3)
20	ENT	Press to confirm the selected option.
21	ESC	Return to the upper manual in the edit program mode.
22	INS	Refer to 15 and 16
23	DEL	Refer to 15 and 16
24	SPA	Insert space in message.
25	RUN	(1) In edit program mode, press RUN to save and run the current message. (2) In display mode, press RUN and enter 01 to 99 to select other message for display.
26	S	Programming a sequence file. Please refer to Section 3.5: Programming a sequence file .

QUICK START REMOTE CONTROL TEXT MESSAGING

The sign can store up to 100 messages in numbered data files.

These files are numbered from **00** to **99**.

File 00 is a default message and is not reprogrammable.

- In these instructions underlined text denotes words or numbers to type.
- **BOXED TEXT** denotes key names.
- The display indicates special effects and display methods in [square brackets].
- To correct a mistake, press the **DEL** key to remove it.
- You can toggle between lower case and capitals by pressing the key **CAP**
- Hold down **ALT** while pressing another key to display the symbols on keypad.
- You have the option at the end of your programming to save your message.
- To confirm that the button you pressed has been received an audible beep is heard when the unit receives input from the remote.
- **The Remote is designed to be used close up to the mirror – not for long range programming.**
- **The display may be password protected - you may need the password to enter programming mode: Default Password: “000” followed by **ENT**.**
Suppose the password protection is disabled through the rest of this manual.

A Simple Example

Step	Keys to press	Explanation	Display
1.	PROG	Enter the edit program mode	OPEN: ??
2.	<u>01</u> ENT	Open message 01. Two digit file numbers (01-99) are used for naming message files. [CYCLIC] is the default method of display (this cycles through effects at random)	[CYCLIC]
3.	<u>HELLO</u>	Type the message text.	HELLO
4.	RUN	End the edit program mode	SAVE? (Y/N)
5.	<u>Y</u>	Save the message as file number 01	The message is displayed!

You have just created your first message!

- A new message always starts with the default method of display as **[CYCLIC]**, this cycles through all the available display effects at random.
- You can store up to 99 different messages on the display itself (you can also store message files on your PC – see PC Operation Instructions) and there is a maximum memory of 7000 characters.
- A message can be as simple or as complex as you like, you decide the message and how to display it. In the above example the message was only two words, but it could have been a complex set of instructions with graphics, the time and special effects...

Running a saved message

Normally, the sign will display the message which was last modified, but you can choose any message to display at any time.

Step	Keys to press	Explanation	Display
1.	RUN	Run a saved message	RUN : ??
2.	01 ENT	Select message file 01	The message is displayed!

Editing a saved message

To recall a previously saved message press the **PROG** key, input the two-digit file number and press **ENT**.

If there is a previously stored message under that file number, the display will show the content of the message. Use **◀** and **▶** to scroll and view the complete message.

A Simple Example

Step	Keys to press	Explanation	Display
1.	PROG	Program edit mode	OPEN : ??
2.	01 ENT	The file number for the stored message file (see previous example)	OLDFILE [CYCLIC]
3.	RUN	End the edit program mode	SAVE ? (Y/N)
4.	N	There is no need to re-save the data file if you have not changed it.	The message is displayed!

To recall a saved message follow these steps substituting in the appropriate file number.

Deleting a message file

Enter the Edit Mode, press **CLR** once.

Cycle through the different delete functions by pressing **PREV** or **NEXT**.

Delete Functions:

- DEL ALL Clear all message files
- DEL FILE ?? Delete the specified file
- DEL MSG Delete the message of the current opening file
- DEL ON/OFF Disable the Auto Turn on /Turn off timer function
- DEL ALARM Disable the alarm function

ADVANCED TEXT MESSAGING

Adding animation and varying the shape of the letters is easy! It takes a little more time to program more complex messages but they add sparkle and increase readability. There is no single method or pattern that you should start each message with - be creative in your message and experiment with different display methods!

Full control is available through the remote control but programming advanced messages is simplified if you use a PC (see the separate PC Operation Instruction booklet)

A More Complex Example

Program a message that is eye-catching and appealing about our new Sporting Goods Department: "VISIT OUR NEW SPORTING GOODS DEPARTMENT TODAY"

Step	Keys to press	Explanation	Display
1.	PROG	Program edit mode	OPEN : ??
2.	02 ENT	The file number for this new message file	[CYCLIC]
3.	NEXT NEXT NEXT NEXT	Change the method of display to an Open From Center	[OPEN <>]
4.	GOOD	Message text	GOOD
5.	MET NEXT NEXT NEXT NEXT NEXT NEXT NEXT	Change the method of display to cover old text from Right	[COVER←]
6.	MORNING	Message text	MORNING
7.	PAU NEXT	Pause for 2 second delay at end of message before re-displaying it	[PAUSE 2]
8.	RUN	Exit out of edit message mode	SAVE ? (Y/N)
9.	Y	Save the data file as 02	The message is displayed!

There is an unlimited number designs for your message, just by changing the methods of display, and the character sizes and shapes.

Note: If one part of your message message is longer than one screen (approximately 12 characters); the only display method is slide in from the right. You may want to shorten your lines and try different display methods.

Appendix A has more information about the functionality of the display and how best to use your sign to gain maximum benefits!

Using the international character set

As you program your message, key in the English equivalent for the character and use the **NEXT** and **PREV** buttons to scroll through the international characters that correspond to the English character (i. e. key in "£" and use the **NEXT** button until the "\$" character appears). If there is no corresponding English character key in a **SPACE** and then use the **NEXT** and **PREV** buttons to scroll through the list of available characters.

See **Appendix D** for the more information.

Using graphics in a message

To insert a graphic into a message at the desired location, press **GRA**, cycle through the functions and press **ENT** when the display shows "GET GRAPH". All preset graphics will cycle through with the key **PREV** or **NEXT** pressed. Press **ENT** to select.

Password protection

Default Password: "000"

Password protection is built into the display. By default this is turned off. If the password protection is switched on in order to program a message or turn off the display you must key in the correct password. You must enter edit mode when you want to change, reset, or disable password security.

Steps to change the password

Step	Keys to press	Explanation	Display
1.	PROG	Enter Edit mode	OPEN : ??
2.	00 ENT	Enter file 00	OLDFIL [CYCLIC]
3.	Press → and ALT together	Fast shift	
4.		Repeat step 3 a few times until you reach to the end of the file, this is to make sure you will not modify the content of the file while changing the password	
5.	CPW	Enter password mode	UNUSE PASS
6.	NEXT		USE PASS
7.	NEXT		RES PASS
8.	NEXT	Change password	CHANGE: ***
9.	AAA ENT	Change the password to AAA	AGAIN: ***
10.	AAA ENT	Confirm the password	You have changed the password to AAA .

- UNUSE PASS Turn off password security
- USE PASS Turn on password security
- RES PASS Reset to factory default password "000"
- CHANGE PASS Change to new password

DO NOT FORGET YOUR PASSWORD OR YOU WILL NOT BE ABLE TO PROGRAM THE DISPLAY!

TIMER OPTIONS WITH REMOTE CONTROL

You may only set the timer functions while in the EDIT program mode.

Select the timer function while in edit mode at the end of a message:

Press **TIME**. Press **NEXT** and **PREV** to cycle through the functions and **ENT** to select.

To input times, press the Left and Right Arrow Keys to move through the digits and use the **NEXT** or **PREV** keys to increase or decrease the values for the digits.

Function	Description
SET TIME	Adjust the Real Time Clock
SET DATE	Adjust the Date
ALARM HOUR	Set alarm times and interval
ALARM	Set the hourly alarm On/Off
12H MODE	If selected, the time will be displayed in 12-hour format (Note: while programming, always enter the time in 24-hour format)
24H MODE	If selected, the time will be displayed in 24-hour format
ADD TIME	Add a time display screen in the data file
ADD DATE	Add a date display screen in the data file
OFF TIME	Tums off at the programmed time of day
ON TIME	Tums on at the programmed time of day

Alarm Setting

When you select the Alarm option, the sign will indicate **C: XXXM: XXX**.

Where **XXX** is a number from **000** to **255**.

C is the total times of the alarm to be activated, and **M** is the time interval between two activations.

Example

C: 123M: 001 - this means that the alarm will sound 123 times, and the time interval between each alarm signals will be 1 minute.

PC OPERATION

Using a computer

You will need the special connectors and computer software supplied.

Updated software and sample messages can be downloaded from www.suck.uk.com

System requirement

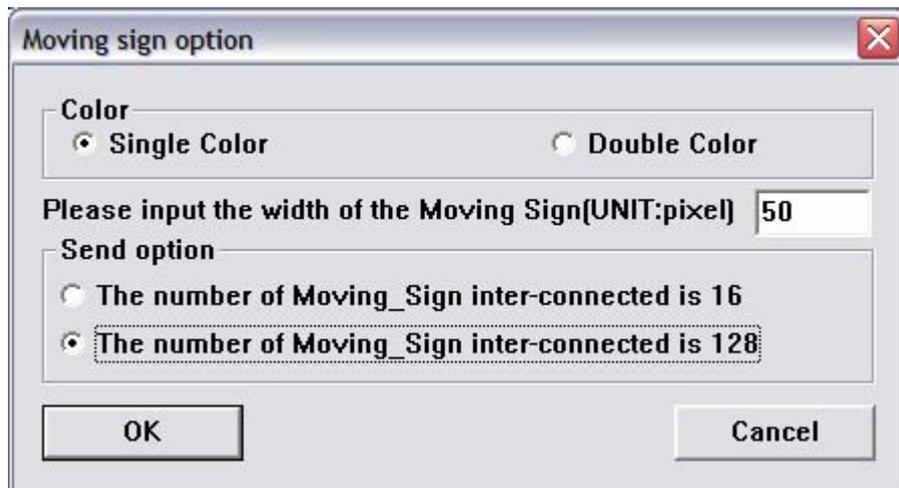
Your PC will need to have 500kb of free hard disk space and a spare serial port. The connectors supplied are for the serial port found on nearly all PC computers and laptops. If your computer does not have a serial port USB adaptors are readily available from all good computer stores.

Software operation

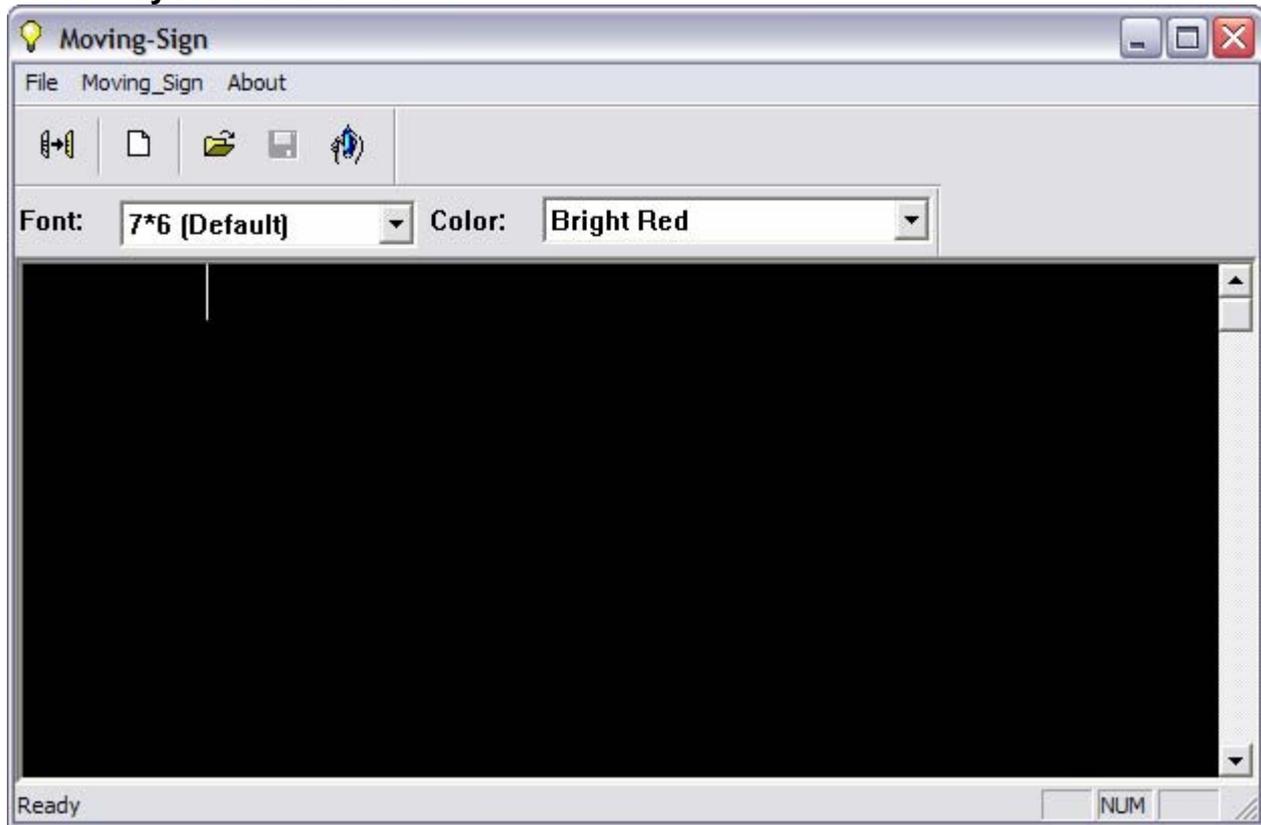
Messaging Software allows you to send messages to your sign using a computer.

Follow the following steps to activate your software:

- Turn on your computer and start Windows.
- Insert the software disk into the Drive, or you can copy the software into your PC for easy operation.
- Double click the  icon to activate the programming software, this is what should appear on your computer screen:
- Choose these settings and select **OK** to continue:



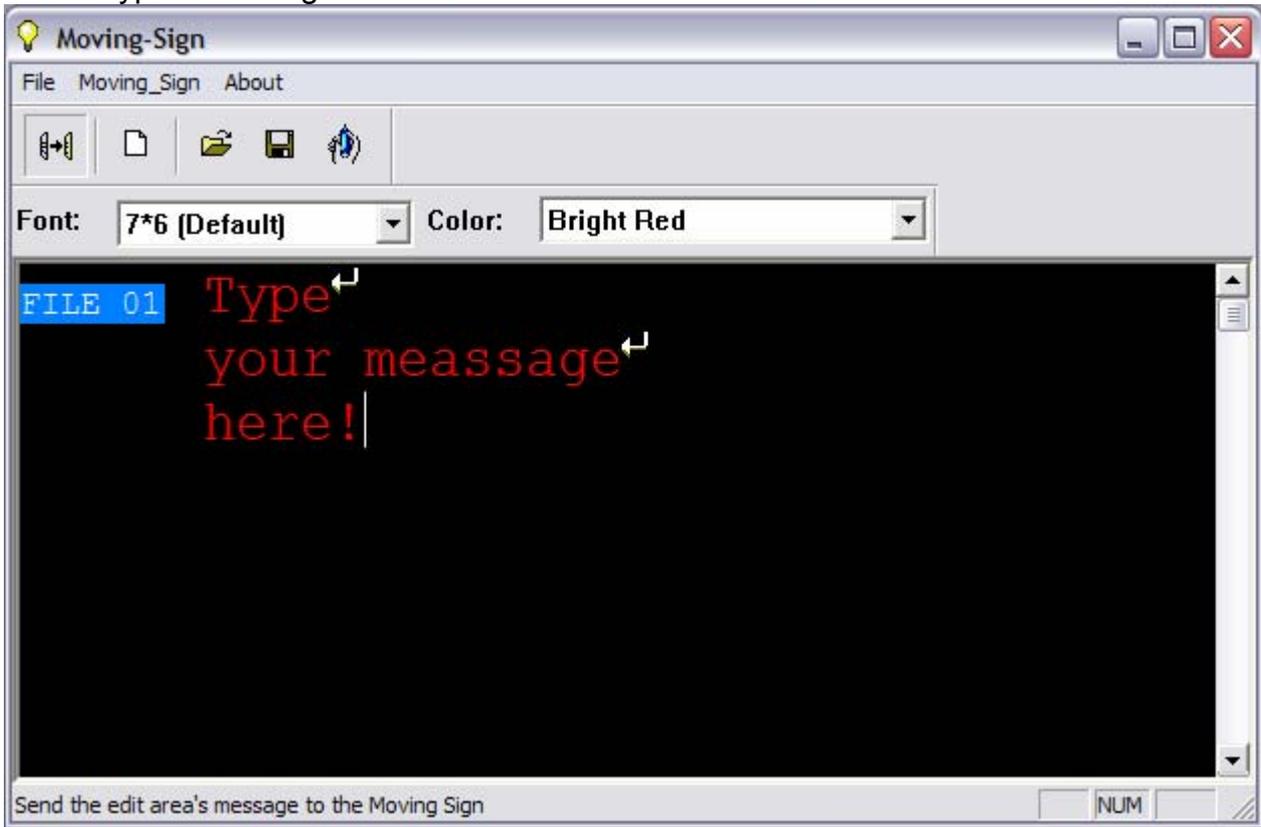
Screen layout and overview



Item	Name	Sub-menu	Description
Menu	File	Clear	Clears all the contents in text edit area
		Open...	Open message files (.sdv files)
		Save	Save the current message file to your PC
		Save as...	Save the current message as a new file to your PC
		Exit	Exit the messaging software
		Menu	Moving Sign
Execution lattice	Create custom 7x80 (height x width) pixels graphics. 8 custom graphics can be created and stored.		
Special function	Schedule messages, set on/off times, to set alarms, to set time.		
Moving Sign option	Change the model of your display (not required).		
Test	Send a test signal to the sign.		
Menu	About		About the version of this software.
	Send		Updates the display with the new message in the text edit area.
	New		Clear all the contents in the text edit area.
	Open		Open message files (.sdv files)
	Save		Save the current message file to your PC
	Edit Graphic		Create custom 7x80 (height x width) pixels graphics. 8 custom graphics can be created and stored.
Menu	Font		7 different fonts
Menu	Color		(not used for this product)
Window	Text edit area		Type your messages here!

QUICK START TEXT PC MESSAGING

1. Type a message in the main window



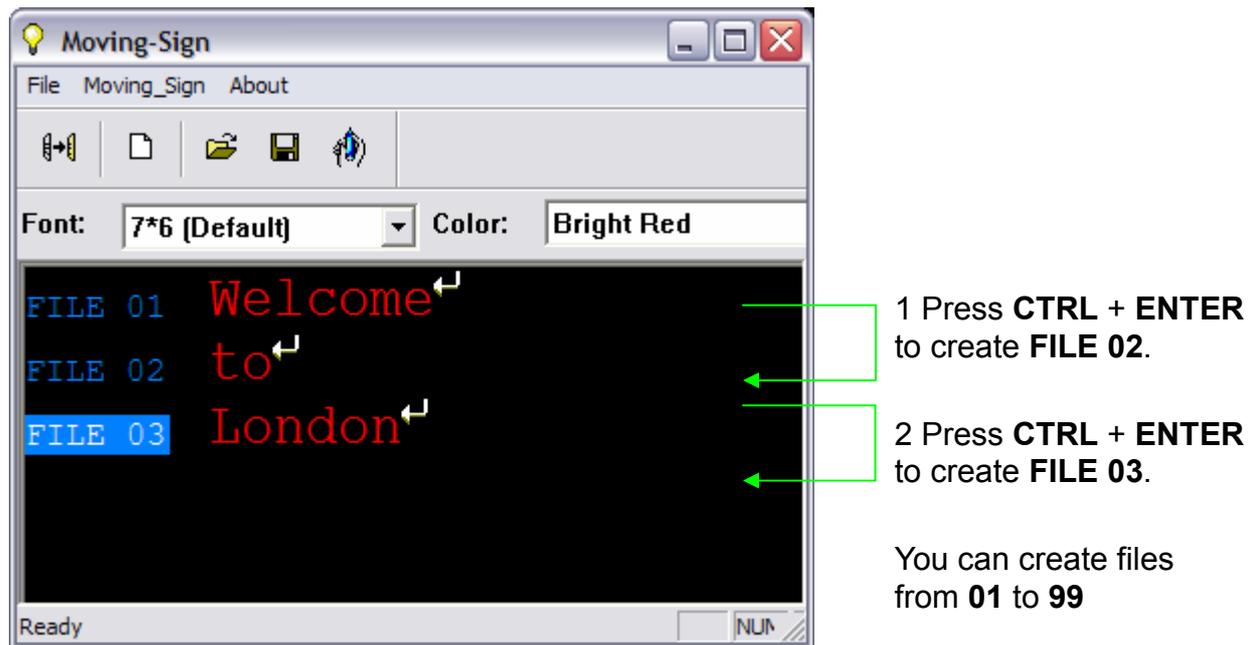
2. Click Send to update the LED Display



3. Input the address (default=0)
4. Select a COM port (the port you attached the cable to, if you are not sure try both!)
5. Click OK to send the message to the LED display. The sign will beep and display the new message automatically.

Storing messages into different file numbers

You can store different messages into different FILE Numbers at the same time.



3 Click Send to update FILE01, FILE02,FILE03

Setting the time and date

Once set, the sign will remember the time and date.

The correct time and date is set from the internal clock on your computer.

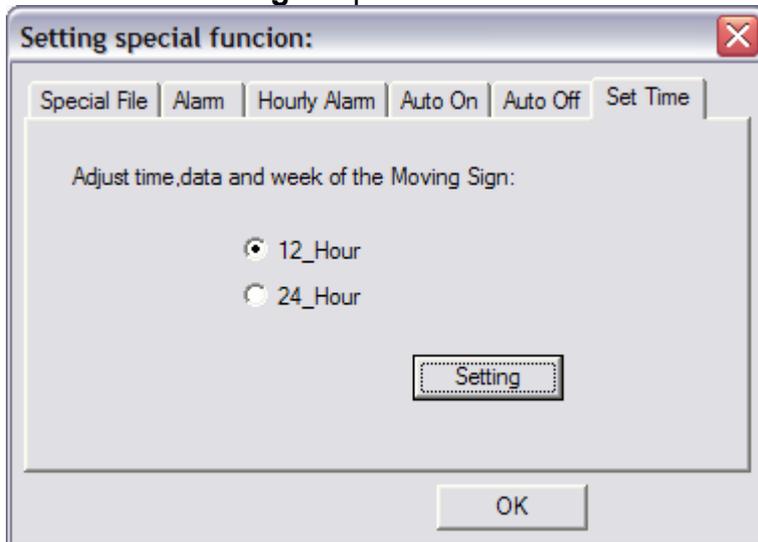
1. Select **Special Function**



2. Select the **Set Time** tab

3. Choose **12 Hour** or **24 Hour** clock

4. Click **Setting** to update the clock of the LED Display

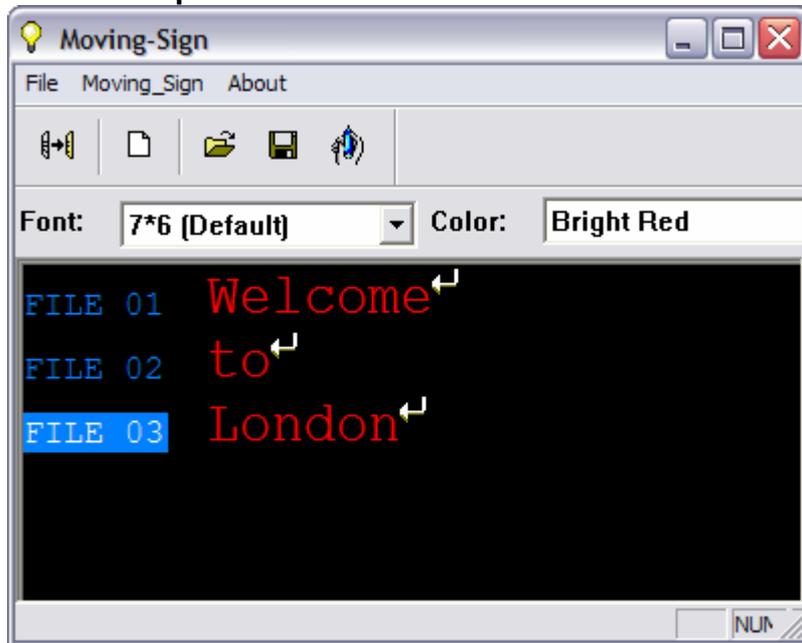


5. Click **OK** to return to the main screen

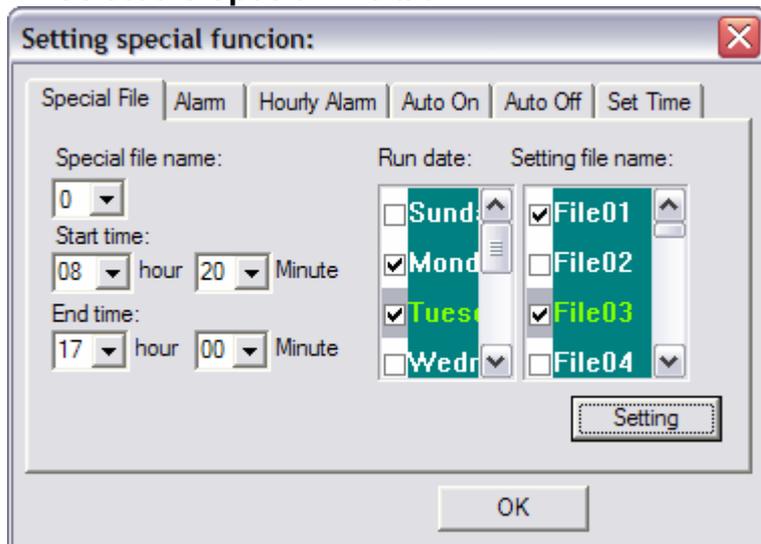
Displaying messages by file number / in time order

Once you've stored messages into the sign as different files you can set the sequence in which messages appear.

1. Select **Special Function**



2. Select the **Special File** tab

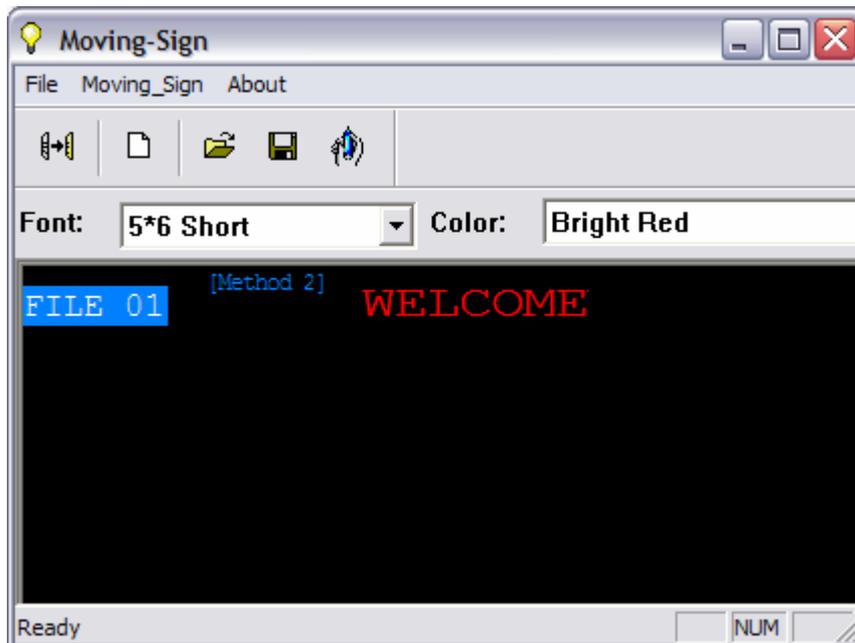


3. Choose **Special File Name** (there are ten programs 0 to 9).
4. Choose program **Start Time** and **End Time**.
5. Select the **Run Date** (days of the week to show the messages).
6. Select the files to show in the program.
7. Click settings to update the changes to the special file.

ADVANCED TEXT MESSAGING

Using fonts, graphics, cartoons, date, time, speeds

The different character styles available for your sign are shown in the Appendix.



1. Right click the mouse

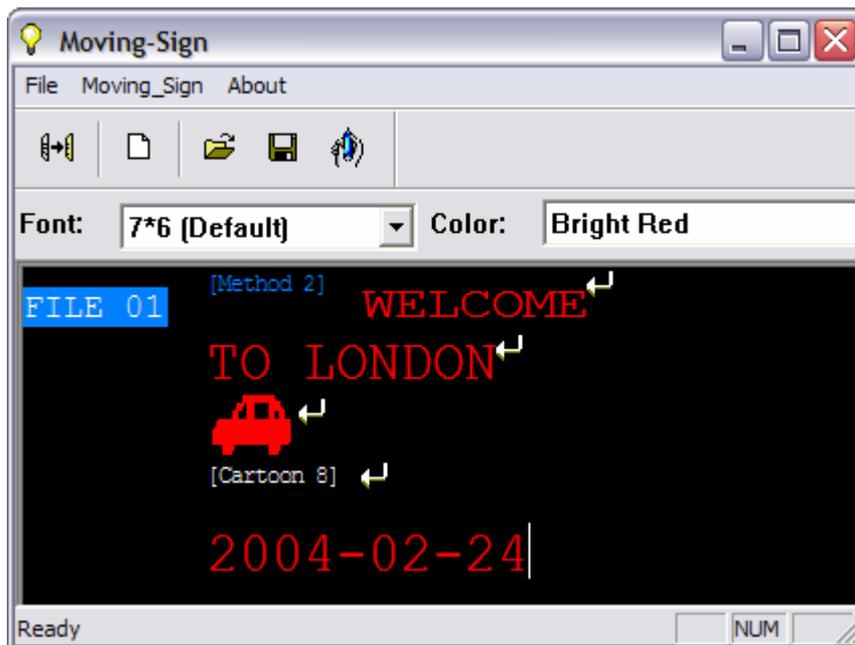
2. Select **Insert Moving method***

3. Select **Immediate**

4. Select **Font=5*6 Short**

5. Type in "WELCOME"

*if a line of text is longer than the screen itself, the moving method defaults to scroll left for readability. Text lines are broken by pressing Return.



6. Select **Font=7*6** (this also returns to the default moving method, Cyclic again)

7. Type in "LONDON"

8. Right click the mouse, and select **Insert pre-defined symbol**. Pick one.

9. Right click the mouse, and select **Insert Cartoon**. Pick one.

10. Right click the mouse, and select **Add Date**.

You can also add **time**, **special characters**, **user defined graphics** and **beeps** to your messages as described above.

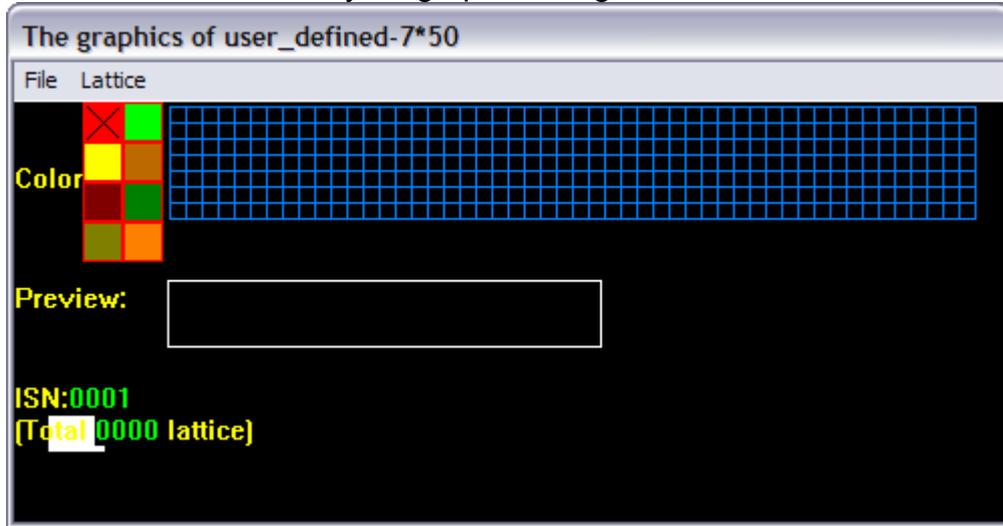
Changing the Speed

Once you pick a moving method, like **[OPEN←]**, a speed can be selected by right clicking with the mouse, selecting **Speed** and picking from the list: **Speed1=Fastest**, **8=Slowest**

CREATING YOUR OWN GRAPHICS & LOGOS

(The maximum number of user defined graphics that can be saved in the display memory is 8, **graphic A- graphic H**)

1. Click **Lattice** to edit your graphic or logo



2. Note: Colours are not available with this product
3. Create your graphic in the grid area:
4. Draw a dot by clicking the left mouse button
5. Delete a dot by clicking the right mouse button

Name	Sub-menu	Description
File	Save as...	Save as another ISN number
	Create Sending List	<ul style="list-style-type: none"> ● Save all the custom graphics as a "lst" file. ● Send the graphic list to the sign. The maximum number of user defined graphics that can be saved in the display memory is 8, from Graphic A- Graphic H
	Exit	Close the graphic editing window
Lattice	Create a new lattice	Create another graphic
	Editing old lattice	Open an old lattice for the editing
	Clear current lattice	Clear the current graphic

6. Select **Create Sending List** to create your own graphic list.
7. Double click the graphic in the left window to add into the current graphic list on the right.
8. The maximum number of user defined graphics that can be saved on to the display is 8, from Graphic A-H.
9. Click Save to store the current graphic list as "lst" file.
10. Click Send... to upload the current graphic list into the sign.

TIMER OPTIONS

1. Select **Special Function**
2. Select the **function** tab you want to use

Setting special function: [X]

Special File Alarm Hourly Alarm Auto On Auto Off Set Time

Alarm times:
10

The interval of alarm:
1 minute

Setting

The sign will alarm will repeat 10 times.

The interval between repeats alarms is 1 minute.

Setting special function: [X]

Special File Alarm Hourly Alarm Auto On Auto Off Set Time

Set the hourly alarm On

Setting

Set the hourly alarm on.

Setting special function: [X]

Special File Alarm Hourly Alarm Auto On Auto Off Set Time

Please set the time that the Moving Sign power on automatically:

08 Hour 00 Minute 00 Second

Setting

To power on the sign at 08:00 automatically.

Setting special function: [X]

Special File Alarm Hourly Alarm Auto On Auto Off Set Time

Please set the time that the Moving Sign turn off automatically:

18 hour 30 minute 00 second

Setting

To power off the sign at 18:30 automatically.

APPENDIX

APPENDIX OF ADDITIONAL PROGRAMMING TIPS

Function Code	Definition	Possibilities	Control
METHOD	Display Option	Cyclic	[CYCLIC]
		Immediate	[IMMED]
		Open from Right	[OPEN←]
		Open from Left	[OPEN→]
		Open from center	[OPEN<>]
		Open to Center	[OPEN><]
		Cover from Center	[COVER<>]
		Cover from Right	[COVER←]
		Cover to Left	[COVER→]
		Cover to Center	[COVER><]
		Scroll Up	[SCROLL ↑]
		Scroll Down	[SCROLL ↓]
		Interlace to Center	[INTER><]
		Interlace Cover	[INCOVER><]
		Cover Up	[COVER ↑]
		Cover Down	[COVER ↓]
		Scan Line	[SCANLN]
		Explode	[EXPLODE]
		Pac Man	[PACMAN]
		Fall & Stack	[FALL]
		Shoot	[SHOOT]
Flash	[FLASH]		
Random	[RANDOM]		
Slide in	[SLIDE IN]		
FONT	Changes the shape and size of characters	5×6 Short	[5×6]
		5×11 Short & Wide	[5×11]
		7×6 (Default)	[7×6]
		7×11 Wide	[7×11]
		7×9	[7×9]
		7×17 Extra Wide	[7×17]
		Small Fonts	[Small]
SPEED	Change the scrolling speed of the display	Speed 1 (Fastest)	[SPEED 1]
		Speed 2	[SPEED 2]
		Speed 3	[SPEED 3]
		Speed 4	[SPEED 4]
		Speed 5	[SPEED 5]
		Speed 6	[SPEED 6]
		Speed 7	[SPEED 7]
		Speed 8 (Slowest)	[SPEED 8]
GRAPHICS	Editable by user		[GRAPH A]
			[GRAPH B]
			[GRAPH C]
			[GRAPH D]
			[GRAPH E]
			[GRAPH F]
			[GRAPH G]
			[GRAPH H]
GRAPHICS	Non-editable by user	City	[GRAPH I]
		Car	[GRAPH J]
		Vessel	[GRAPH K]
		Tel	[GRAPH L]
		Nature	[GRAPH M]
		Ship	[GRAPH N]
		Swim	[GRAPH O]
	Cat	[GRAPH P]	

Continued...

Function Code	Definition	Possibilities	Control
PHRASE	Generate an animated pre-programmed display	MERRY X'MAS	[ANIM 1]
		HAPPY NEW YEAR	[ANIM 2]
		4 TH JULY	[ANIM 3]
		HAPPY EASTER	[ANIM 4]
		HAPPY HALLOWEEN	[ANIM 5]
		DON'T DRINK & DRIVE	[ANIM 6]
		NO SMOKING	[ANIM 7]
		WELCOME	[ANIM 8]
PAUSE	Generate a pause within the programmed message	Pauses for 2 second delay	[PAUSE 1]
		Pauses for 3 second delay	[PAUSE 2]
		Pauses for 4 second delay	[PAUSE 3]
		Pauses for 6 second delay	[PAUSE 4]
		Pauses for 10 second delay	[PAUSE 5]
		Pauses for 20 second delay	[PAUSE 6]
		Pauses for 30 second delay	[PAUSE 7]
	Pauses for 60 second delay	[PAUSE 8]	

APPENDIX LIST OF INTERNATIONAL CHARACTERS

English Character	International Characters
A	Ä Å Æ
C	Ç Ć
E	É Ě
N	Ñ
O	Ö Ó
S	Š
U	Ü
Z	Ž Ž
a	â ä å æ á ã ç ç
c	ç
e	é ê ë è ě
i	ï î í
n	ñ ĥ
o	ô õ ò ó Ȯ
t	ţ
u	û û ú
y	ÿ
Space	α β Γ π Σ σ μ τ Φ θ Ω ∞ δ φ
?	¿
\$	¢ £ ¥ Pt f €

APPENDIX LIST OF SYMBOL CHARACTERS The symbol appear in brackets (“[]”) in the programming mode

Sunny	Cloudy	Rainy	Clock
Phone	Glasses	Faucet	Rocket
Alien	Key	Sweater	Helicopter
Car	Tank	House	Teapot
Trees	Duck	Motorcycle	Bike
Crown	Hearts	Right Arrow	Left Arrow
Lower Left Arrow	Upper Left Arrow	Mug	Chair
Shoe	Martini Glass		

TROUBLESHOOTING

No display	-Check if the power socket located at the back of the sign is connected. -Check if the AC power plug is plugged into the wall outlet. -Check if the main power of the AC outlet is normal. -Check if the auto on/auto off time setting is correct.
Not response to remote control	-Check if the batteries of the remote control still have enough energy. If user is not sure, please replace all the batteries. -Check if the batteries of the remote control are placed at right polarity. Please follow the markings in the battery compartment. -Check if there is anything between the remote and the sign blocking the remote signal.
No display but response to the remote control	-Check if the auto on/auto off time setting is correct. -Check if the data in the files are valid. -If you are not sure, you can enter the edit mode and press 'CLR' key of the remote control, select 'DEL ALL' to erase all data, this will reset the sign to display the default demo messages.
If the above procedures do not work, please contact your dealer.	