This is the text file editor, from this editor you can create and modify text files. When Edit - Sign File is selected, it opens up the file that is currently being displayed in the sign window. If you want to edit this file, simply make the required changes and save them. If you want to create a new file, click on the File menu item and select New. The text editor has been designed to be very easy to use. All sign functions are easily accessible. You simply type your message and then assign attributes to each page. Most of the message attributes are global. In other words when you set an attribute to one page it is carried forward to each subsequent page. As you add and change the attributes you will see your message changing with the modifications. Some attributes will look better than others depending on the model and size of your display. For multicolor signs, the last color on the page is the color of all special effects for that page (ex. if the first line of writing is green and the second is red, the graphic effects and page effects will also be red). To change the colour of the effects, you must click on the Reveal Codes button, and change the colour of the last code on that page. It is not possible to have an effect that is more than one colour.
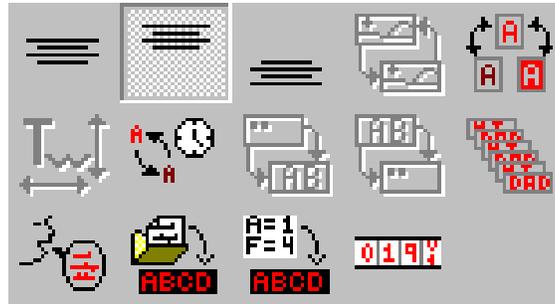
Button		Description
File		This will open the File drop down menu. From here you can save, load and print files. There is also an option to SEND a file. This will allow you to e-mail the file. This command opens up you e-mail program with the current file attached, all that is needed is the recipients e-mail address.
Edit		This will open the Edit drop down menu. From here you can cut, paste and delete highlighted items.
View		This will open the View drop down menu. From here you can select to display the status bar, zoom in and out of the current file, as well as reveal the message files hidden codes.
Help		This will allow you to display more information about the Nu-Media Software.
New		Opens new untitled file.
Open		Allows you to open an existing file from an available files list.
Save		Saves current file to local sign directory.
Cut		Cuts current selection and places it on clipboard.
Copy		Copies current selection to the clipboard.
Paste		Pastes contents of clipboard to current selection.
Print		Sends file to local printer.
About		Provides information about the Nu-Media 2000 Software.
Simulate		Allows user to simulate current file on PC or on attached Sign.
Reveal Codes		Brings up the following display box that reveals all codes contained on current page.
Reveal Graphic Editor		Toggling this button will reveal the graphics editor whenever the cursor is on a page that contains a graphic.
Sign Parameters		Selecting this button will open the Sign Properties Dialog Box.
Send Current File		Selecting this button will send the current file, that is in the editor, to the sign. If you are running a schedule you will be prompted to add this item to your schedule.
Graphics Edit		Selecting this button will open the Graphics Editor and allow you to create a new graphics file.

Button		Description
Blink Text		This will cause the selected text to blink.
Reverse		This will cause the selected text to change to reverse or turn reverse off.
Bold Text		This will cause the selected text to bold.
Left Justify		This will left justify all the text after this command.
Center		This will center all the text after this command.
Right Justify		This will right justify all text after this command.
Travel On/Off		Toggling this button will will enable/disable line travel. The Travel Text Box contains all text that has been selected to travel. Only the beginning of the travelling text will be viewed in the sign box within the text editor. When selecting text for travel keep in mind that only text up to a line feed will be placed in the Travel Text Box. All text after a line feed will not travel.
Insert Time		Pressing this opens the Time Display Format box. With this you select the how the time will be displayed on the sign.
Insert Date		Pressing this opens the Date Display Format box. With this you select the how the date will be displayed on the sign
Insert Temperature		Pressing this allows you to display the temperature in Celsius or Fahrenheit.
Color Select		Pressing this allows you to select the color that your sign will display. Please note that you must have a sign that supports this feature in order for it to work.
Marquee Page		This effect will cause a marquee effect to move around the perimeter of the sign. You must specify the marquee speed and duration.
Blink Frame		This will cause the entire page to blink. The effect will depend on both the settings of the blink rate and blink type.
Sparkle Text		This will cause the selected text to sparkle.
Sparkle Frame		This will cause the background of the page to sparkle.
Text Page Overlay		The current text page will become the background image that all subsequent pages will be overlayed onto.

Graphics Cursor		This button open the Graphics Cursor Dialog Box. This will allow you to integrate an animated wipe into the current message. An example would be a car running over a message and revealing a new message when the dust clears. The graphics cursor is selected from the graphics file _gcursor. If this file does not exist this function will not work. Each graphics cursor is made up of two pages this will create the animation for the cursor. You are required to select the starting page and the animation speed.
Insert Graphic		This button will bring up the Insert Graphics Dialog Box. This allows you to insert a graphic file into the current text file. In order to play a graphic file on the sign, it must be saved, then inserted into a text/sign file. The dialog box will allow you to select the graphic, the on and off code for the graphic, the starting and ending page, repeat count, which will repeat the graphic the specified number of times, and the duration of each graphic page
Graphics Overlay		This button will bring up the Graphics Overlay Dialog Box This allows you to overlay all subsequent text pages on of the selected graphics page. This is very similar to the Insert Graphic command except that it keeps the existing graphics page on the sign until the code is turned off.
Secondary Codes	≫ ▼	This will bring up the Secondary Codes Menu. SEE NEXT PAGE.
File Listing		Clicking on this menu item displays all of your current message files and allows you to quickly scroll through them.
Zoom Control		Clicking on this menu item displays a selection of zoom options. This will allow you to quickly zoom in and out of the current message.
Font Selection		This menu will select the font size. Depending on the size of your sign, some font sizes may not be accessible. The default font size is 5 by 7. The font sizes are stated in pixel dimensions. (W by H).
Font Attribute		This menu will select the font attribute. You can make the font tall (double the height), wide (double the width), or select both. The default is normal.
On Effects		This menu selects the on code for each page. The on code controls how each new page of the message begins to display. The default is auto on. With auto on the sign randomly selects an on code for each page that is displayed.

Off Effects	This menu selects the off code for each page. The off code controls how each page of the message leaves the display. The default is auto off. With auto off the sign randomly selects an off code for each page that is displayed.
Travel Speed	This menu selects the travel speed for the message. It is important that you test which travel speed works well with your sign. Slower travel speeds can cause a flicker, while faster ones may be too fast to read. The travel speed can be set in any part of the sign message. It must be set before a travel on command is set, or the travel command will use the default speed. The default travel speed is fastest.
Scroll Speed	This menu selects the scroll speed for the message. The scroll speed controls the speed of the on and off codes as well as some of the other special effects. Slower scroll speeds can cause a flicker. The scroll speed can be set in any part of the message. The default scroll speed is fastest.
Margin Control	Double clicking on the margin settings will bring up this dialog box. This allows you to set the margins for the sign. When the margins are set, this becomes the new size of your sign until the margins are reset to Zero (Left=0, Right=0, =0, B). All subsequent message data will be displayed in this new window. Any message that was programmed prior to the margin setting, and is outside the margined sign area will remain on the sign until the margins are reset and new message data is to be displayed in this area.
Duration Delay	Double clicking on Duration Delay will bring up the following dialog box. This setting controls how long each page will be displayed for. Each page can contain a different duration. This is a global command that will affect each subsequent page.
Current Graphic Effect	This box displays the current selected graphics effect. (page overlay, graphics cursor, etc...)
Current Page Effect	This box displays the current selected page effect. (blink frame, marquee, sparkle text, sparkle window)
Blink Type	This box displays the current selected blink type.
Travel Text	This box displays the text that has been selected to travel.
Main Editor	This is the main text editor screen. This allows you to view the file as you make changes to it.

Secondary Codes

<mark>Center Justify</mark>		This command vertically centers the text or image on the message page.
Justify		This command will vertically justify the text or image to the of the page.
Bottom Justify		This command will vertically justify the text or image to the bottom of the page.
Graphic Brightness		This allows you to shade an inserted or overlayed graphic.
Blink Type		This will allow you to change the current blink type. The choices are ON/OFF, or HIGH/LOW
Character Scaling		This allows the user to customize the fonts. You can increase the brush width, as well as multiply the fonts height to create a very large full screen font.
Blink Rate		This is the rate at which a blink will take place. A blink rate of 0.5 seconds will have a 1.0 second cycle time.
Zoom On		This zooms in on the image, making it appear larger on the screen.
Zoom Off		This zooms out on the image, making it appear smaller on the screen.
<mark>Repeat Pages</mark>		This allows the user to repeat the pages of a file. Pressing this button opens a dialog box which allows you to choose the pages you wish to repeat, as well as the number of repeats.
Insert Comment		This allows you to insert a non-displayed comment into the current file.
Insert Text File		This allows you to insert an existing text file into the current file.
Variables		Pressing this button will apply all changes and leave the dialog box open
Odometer		Pressing this button will cancel all changes and close the dialog box.