

# AS-XX2R and AS-XX2 Series LED Sign OTA Commands

# MANUAL

Feature	Description	Parameters	Default	Command Example
<b>Sign Type</b>	1= 1 line, 2= 2 lines, A= 2 lines with timer and timer is on second line, B= 2 lines with timer and timer is on first line, a= 2 lines with default message and default message is on second line, b= 2 lines with default message and default message is on first line	x = 1, 2, A, B, a, or b	2	GALEDTYPE=2
<b>Timer Display On/Off</b>	Timer display on or off	ON, OFF	OFF	GALEDTM=OFF
<b>Timer Date On/Off</b>	Date display on or off	ON, OFF	ON	GALEDDT=ON
<b>Timer Date Setting</b>	Update date value	YYMMDD, where YY= 00-99, MM= 01-12, and DD= 01-31		GALEDDATE=YYMMDD
<b>Timer Date Display Mode</b>	1= MMMM DD,YY, 2= MM/DD/YY	n = 1, 2	1	GALEDDTMD=1
<b>Timer Time Setting</b>	Update time value, 24 hour clock	HHmmSS, where HH=00-23, mm= 00-59, and SS= 00-59		GALEDTIME=HHmmSS
<b>Timer Display Mode</b>	Requires timer display ON and sign type 1, 2, a, or b	n= 1, 2	2	GALEDTMD=2
<b>Timer Display Hold Time</b>	Duration of timer display, in seconds	nnn= 001-999 seconds	003	GALEDSTM=003
<b>Buzzer On/Off</b>	Piezo buzzer on or off	ON, OFF	ON	GALEDBZ=ON
<b>Buzzer On Time</b>	Duration of buzzer, in seconds	nnn= 001-999 seconds	001	GALEDBZTM=001
<b>Buzzer Music Type</b>	Sound pattern of buzzer	n= 0-9	0	GALEDBZTY=0
<b>Scroll Speed</b>	Speed of scrolling messages	n= 1-5	5	GALEDSPEED=5
<b>Non Scroll Hold Time</b>	Duration of static text, in seconds	n= 001-999	003	GALEDMGTM=003
<b>Default Message</b>	Message that appears after all other messages are reset, deleted, or timed out. A special default message is the display of date/time	xxx...xxx	date/time	GALEDMSG=GALEDTIME=HHmmSS
<b>Message Handling Mode</b>	01= Use one msg slot, 24= Use one msg slot per active capcode, AU= Auto assign general messages for up to 24 message slots for any active capcode (see Automatic Message Counter)	xx= 01, 24, AU	AU	GALEDMGCT=AU
<b>Automatic Message Counter</b>	Auto assigns general messages to message slots, up to counter value, with oldest messages replaced by newest messages, when all general message slots are filled	nn= 01-24	24	GALEDAUCT=24
<b>Auto Clear Time</b>	Auto message removal time, per general message, in seconds. 000= disable auto clear time mode	nnn= 000-999 seconds	300	GALEDCLRDY=300
<b>Auto Clear Count</b>	Auto message removal by display cycle count, per general message. 000= disable auto clear count mode	nnn= 000-999 display cycles	000	GALEDCLRCT=000
<b>Clear by Reset</b>	ON= Allow message clearing by detecting RESET prefix or suffix added to original message, e.g. RESET Test Msg or Test Msg RESET	ON, OFF	ON	GALEDRESCM=ON

<b>Time Stamp Messages</b>	0= OFF, 1= time stamp added as msg prefix, 2= time stamp added as msg suffix	n= 0-2	0	GALEDTMSM=0
<b>Message Appear Mode</b>	For sign types 1 & 2, 0=Fly to left, 1= Enter to Right, 2= Extended to Bottom, 3= Fly from Fop, 4= Fly from Bottom, 5= Raining, 6= Snow, 7= Hold, 8= Pacman	n= 0-8	7	GALEDAPPM=7
<b>Message Disappear Mode</b>	For sign types 1 & 2, 0=Continue, 1= Run to Left, 2= Curtain Right, 3= Curtain Down, 4= Fly Away, 5= Sink, 6= Flash/Invert, 7= Vapor, 8= Dissolve, 9=Flash, A= Disappear, B=Pacman	x= 0-9 & A-B	A	GALEDDISM=A
<b>Priority Message Mode</b>	Use 911 prefix to flag msg as priority, e.g. 911All Hands On Deck. 0= OFF, 1= Priority Msg ON w/o Relay and Priority Msg Capcode w/o Relay, 2= Priority Msg ON w/ Relay and Priority Msg Capcode w/o Relay, 3= Priority Msg ON w/o Relay and Priority Msg Capcode w/ Relay, 4= Priority Msg ON w/ Relay and Priority Msg Capcode w/ Relay	n= 0-4	4	GALEDPRIM=4
<b>Priority Message Capcodes</b>	All messages received on priority message capcodes will be processed as priority messages. Default is no priority capcodes activated.	xxxxxx	000000	GALEDPRICAP=000000
<b>Priority Msg Relay ON Time</b>	Relay activation cycle time, in seconds, per priority message receive event	nnn= 000-999	010	GALEDRLYTM=010
<b>Priority Message Counter</b>	Auto assigns priority messages to message slots, up to counter value, with oldest messages replaced by newest messages, when all priority message slots are filled	x= 1-5	5	GALEDPRICT=5
<b>Priority Message Clearing</b>	ON= All priority messages can be immediately cleared by CLEAR command, e.g. CLEAR	ON, OFF	ON	GALEDPRICLR=ON
<b>Priority Auto Clear Time</b>	Auto message removal time, per priority message, in seconds. 000= disable priority auto clear time mode	nnn= 000-999 seconds	180	GALEDPCLRDY=180
<b>Maildrop Capcodes</b>	All messages received on maildrop capcodes will be processed as maildrop messages. Default is no maildrop capcodes activated.	xxxxxx	000000	GALEDMDCAP=000000
<b>Maildrop Time Out Disable</b>	ON= Maildrop message slots will not auto time out. Maildrop message slots are defined by assigning one or more capcodes as maildrop capcodes, at the factory, with one message slot assigned per maildrop capcode.	ON, OFF	ON	GALEDMDTOOF=ON
<b>Display Sequence</b>	0= LIFO (last-in-first-out), 1= FIFO (first-in-last-out)	n= 0-1	1	GALEDSEQU=1
<b>Clear All Messages</b>	Clears all active general messages, all active priority messages, and all active maildrop messages			GALEDDELALL
<b>Clear All Priority Messages</b>	Clears all active priority messages			CLEAR

Maildrop Messages are messages that arrive on maildrop capcodes and are replaced only by new maildrop messages arriving on the same maildrop capcode. Maildrop message time outs can be disabled. Maildrop messages will NOT timeout, and will be held in suspension, while priority messages are being displayed.

Priority Messages are messages that are received either with a 911 prefix or are received on a priority message capcode. The 911 prefix is not displayed. Priority messages are the

ONLY messages displayed on the sign while one or more priority messages are active. You can display up to 5 priority messages, with newer priority messages replacing older priority messages while the priority message queue is full.

General Messages are messages that are not maildrop or priority messages. General messages will not be displayed while one or more priority messages are active, but will be collected in the background. You can display up to 24 general messages, with newer general messages replacing older general messages while the general message queue is full. General messages will NOT timeout, and will be held in suspension while priority messages are being displayed.

Maildrop and priority capcodes are assigned using a 6 digit hex value. For example, 0F0000 will enable all function codes of the second capcode to be priority capcodes,