



*The Leader in Event Critical Timing Electronics*

# *Large Digital Display Owner's Manual*

*Models 6540, 6840, 6560 & 6860*

Rev X



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# RACEAMERICA

*T i m i n g   S y s t e m s*

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## LIMITED WARRANTY

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To the original purchaser of this RaceAmerica product, RaceAmerica warrants it to be in good working order for a period of ninety (90) days from the date of purchase from RaceAmerica or an authorized RaceAmerica distributor. Should this product malfunction during the warranty period, RaceAmerica will, at its option, repair or replace it at no charge, provided the product has not been subjected to misuse, abuse, or alterations, modifications, and/or repairs not authorized by RaceAmerica.

Any product requiring Limited Warranty service during the warranty period should be returned to RaceAmerica with proof of purchase. If return of merchandise is by mail, the customer agrees to insure the product, prepay shipping charges, and ship the product to RaceAmerica, Inc., 280 Martin Avenue Unit 1, Santa Clara, CA 95050.

ALL EXPRESSED AND IMPLIED WARRANTIES FOR THIS PRODUCT ARE LIMITED IN DURATION TO THE ABOVE NINETY DAY PERIOD.

UNDER NO CIRCUMSTANCES WILL RACEAMERICA BE LIABLE TO THE USER FOR DAMAGES, INCLUDING ANY LOST PROFITS, LOST SAVINGS, OR OTHER INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OF, OR INABILITY TO USE, SUCH PRODUCT.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.

## PRODUCT OVERVIEW

The Model 6540/6840/6560 & 6860 Large Digital Displays (hereafter referred to as 6XX0 for items relating to all units; 6X60 for items relating to six digit models and 6X40 for items relating only to four digit models) are microprocessor controlled systems based upon the 7-segment format display digit using the latest technology Ultra-Bright LEDs. The display uses an RS232 serial link to receive data to be displayed. The serial link is configured for 9600 baud. The 6XX0 is capable of displaying numbers 0 through 9 and alpha letters A through Z with the exception of K, M, and W. Selected punctuation marks are also among the displayable character set listed in the back of this manual. The 6XX0 is designed to connect to RaceAmerica AC4 autocross timers, RaceAmerica custom timers, personal computers running race management software, and selected non-RaceAmerica timers. Timer selection and data format is selected through the DIP switch settings located on the rear of the display. Data connections can be via hard wire or via Wireless Data Network Link units.

Four digit models are auto-ranging and will display the most significant digits as follows:

- 0.000 sec to 9.999 sec
- 10.00 sec to 99.99 sec
- 100.0 sec to 999.9 sec

These displays are all available with internal batteries/external chargers and wireless communications for remote placement.

The wireless option requires a transmitter at the data source and a receiver at the display. The receiver can be internal (from factory) or external.

**NOTE: THIS PRODUCT USES ULTRA-BRIGHT LED TECHNOLOGY. DUE TO THE BRIGHTNESS LEVEL OF THIS DISPLAY, CARE SHOULD BE TAKEN, AS WITH ANY BRIGHT LIGHTING SOURCE, TO AVOID PROLONGED VIEWING AT CLOSE RANGE AND SHORT DISTANCES. AS WITH ANY BRIGHT LIGHTING SOURCE, VISION MAY BE AFFECTED SHORT TERM SIMILAR TO CAMERA FLASHES.**

## PACKAGE COMPONENTS

- 1 - Large Digital Display Unit
- 1 - Power Patch Cord
- 1 - Owner's Manual
- 2 - Table Stands (Models 6540 & 6560 only)

### Model 6XX0 Available Options:

- 06-X100 RS232 Cable up to 100'
- 4500A Data Communication POD (for printers and displays greater than 100ft from console)
- 07-3434 RS422 Cable (for use with PODs)
- 4520 External Wireless Datacomm Link
- 'W' option - Internal Wireless Datacomm Link
- 'B' option - Internal Battery/External Charger
- 6501A AC Power Adapter
- 6076B/6077A Carry Case (6860 only)
- 6075A Carry Case (6560 only)
- 7606B Display Stand (40" tall)

## LOCAL REQUIREMENTS

Additional items required to operate the 6XX0 Series Digital Display and options:

- 1 - 12VDC automotive battery

Other options:

AC power source for AC adapters

## PRODUCT SPECIFICATIONS 6540

Display Type:	7-Segment
Digit Height:	Five Inch Tall
Number of digits:	Four
Dimensions:	11.5" x 20.3" x 3"
Mounting:	Top 3/16" Eyelets
Housing:	Powder coated steel
View Filter:	Red Transparent acrylic
View Range:	200' in full sun

**PRODUCT SPECIFICATIONS 6560**

Display Type:	7-Segment
Digit Height:	Five Inch Tall
Number of digits:	Six
Dimensions:	11.5" x 27.6" x 3"
Mounting:	Top 3/16" Eyelets - 22" c
Housing:	Powder coated steel
View Filter:	Red Transparent acrylic
View Range:	200' in full sun

**PRODUCT SPECIFICATIONS 6840**

Display Type:	7-Segment
Digit Height:	Eight Inch Tall
Number of digits:	Four
Dimensions:	14-1/4" x 32-1/4" x 3"
Mounting:	Top 1/4" Eyelets
Housing:	Powder coated aluminum
View Filter:	Red Transparent acrylic
View Range:	320' in full sun

**PRODUCT SPECIFICATIONS 6860**

Display Type:	7-Segment
Digit Height:	Eight Inch Tall
Number of digits:	Six
Dimensions:	14-1/4" x 46-3/4" x 3"
Mounting:	Top 1/4" Eyelets - 30" c
Housing:	Powder coated steel
View Filter:	Red Transparent acrylic
View Range:	320' in full sun

**POWER REQUIREMENTS**

The Large Display can be powered by a 12VDC automotive battery or any 12VDC power source capable of 0.85 ampere current load maximum. Average power consumption is approximately 0.4 ampere. Maximum voltage should never exceed 13.2VDC at the Power Input Connector (NO chargers or running cars).

**PRODUCT SET-UP**

The models 6840/6860 Large Digital Displays are designed to hang free using the top eyelets supplied with the display. A display stand is also available from RaceAmerica to hang the display at a good viewing level 40" above ground level.

The models 6540/6560 Large Digital Displays are designed to be placed on a table with the table stands for stability but also have eyelets for hanging, if preferred.

**STEP 1 - Configure the Display**

The DIP Switches are located on the backside of the display behind the removable cover. They are used to match the communications format and the display format to the data sent to the display from the timing system or PC. To determine the correct switch settings, read the **DIP SWITCH SETTINGS** section of this manual. Switch settings have two positions, ON and OFF. The ON position is indicated on the DIP switch and is active when the switch button is moved to the right side when viewed from the back of the display.

**STEP 2 - Establish the Data Interface**

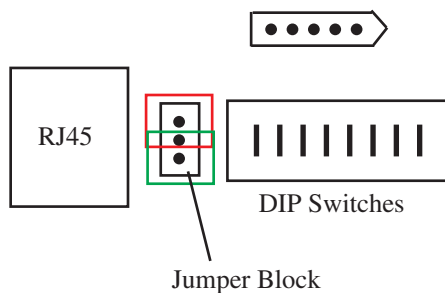
The Display can receive data via a hard wired cable or a wireless data link (Internal or External). The display receives RS232 data at 9600 baud.

An interface cable contains a RJ45 modular connector on one end of the cable and is connected to the display using the SERIAL PORT connector on the back of the display. When inserting this connector, press inward until a click is heard to lock the cable in place. If the cable remains loose and no click is heard, carefully bend outward the locking tab on the RJ45 connector approximately 45 degrees from the connector body. Re-insert the cable into the serial port until the click is heard and the cable remains locked in place. To remove this cable, pinch the locking tab against the body of the RJ45 connector and pull the connector out.

Depending upon the type of timer or PC connected to the display, the other end of the cable may contain an RJ45 connector for RaceAmerica timing systems. In this case, either end of the cable can be connected to the display or the RaceAmerica

timer. If connecting to a PC or non-RaceAmerica timer, a 9-pin D-sub or 25-pin connector will terminate the other end of the cable and should be inserted into the serial communications port to be used to send data to the display.

For wireless models, an Internal Wireless Data Network or external unit is used. For external wireless installations, connect the 07-4554 cable between the wireless link and the scoreboard (RJ45 connector). The external wireless link unit is mounted on the back of the display. For internal wireless, simply install the antenna on the display and connect the Wireless Data Transceiver at the data source. A display with internal wireless will have a jumper block between the RJ45 connector and the bank of DIP switches. This jumper is installed as shown in the diagram to switch between internal wireless and hard-wire/external wireless.



Jumper Positions

Green - Internal wireless  
Red - Hard-wired RJ45

### Internal Wireless Jumper Settings

#### STEP 3 - Connect the Power

Power can be supplied to the display from an external 12V source (battery or AC Adapter) or from an internal battery. If power is supplied to the display externally, connect through the 12VDC POWER INPUT connector located on the rear of the display. Connecting power to the display will set the display into a power-up self-test mode. If the power source is an internal battery, turn on the power using the switch on the bottom of the display.

## POWER-ON SELF-TEST

When the 6XX0 power source is connected, the display begins an internal self-test and an external visual check of the display elements.

The self-test begins by stepping through each segment of all six digits, one segment at a time including the colon or decimal point which exist to the right of each digit except the right-most digit. The self-test continues by sequentially illuminating each segment until all segments, colons, and decimal points are on. The self-test continues by drawing a square frame by sliding a small square from left to right, then down and right to left. The square then collapses and the revision level of the code running in the microprocessor is displayed. When the internal self-test and external visual test is complete, [rEAdy] scrolls in from left to right and blanks out. The display is now ready for use.

NOTE: IF SWITCH NUMBER 1 IS SET TO THE 'OFF' POSITION DURING THE POWER-UP SELF-TEST, THE DISPLAY WILL CONTINUOUSLY LOOP ON THE SELF-TEST UNTIL SWITCH NUMBER 1 IS SET TO THE 'ON' POSITION.

## DIP SWITCH SETTINGS

The 6XX0 can operate in different modes dependent upon the device sending the information and race results to be displayed. The eight DIP switches located on the back of the Large Display are numbered from 1 to 8 and can be switched ON or OFF. The ON position is indicated on the switch itself. Recommended settings for connection to selected timers are discussed below.

Switch	E.0X.7 Position	F.0X.7 Position
1	ON	ON
2	ON	ON
3	OFF	OFF
4	OFF	ON
5	ON	ON
6	ON	ON
7	ON	ON
8	ON	ON

## SWITCH SETTINGS FOR RACEAMERICA TIMER AC4 3800

When connected to a RaceAmerica Model 3800 Timer AC4 Autocross Timing System (T-Link enabled), use the following switch settings for proper operation if the Timer AC4 is running E.10.x code (m:ss.fff) or F.10.x code (sss.fff) as displayed on the Timer AC4 during power up in all modes:

Switch	E.10.X Position	F.10.X Position
1	ON	ON
2	ON	ON
3	ON	ON
4	OFF	ON
5	ON	ON
6	ON	ON
7	ON	ON
8	ON	ON

When connected to a RaceAmerica Model 3800 Timer AC4 Autocross Timing System, use the following switch settings for proper operation if the Timer AC4 is running E.0x.7 code (m:ss.fff) or F.0x.7 code (sss.fff) as displayed on the Timer AC4 during power up in all modes:

The 6X40 models will only operate with the F.xx.7 code with auto ranging data display.

When connected to a RaceAmerica Model 3800 Timer AC4 Autocross Timing System, use the following switch settings for proper operation if the Timer AC4 is running previous revisions of E.03.X or E.02.X (X = 6 or lower) code (m:ss.fff) or F.03.X or F.02.X (X = 6 or lower) (sss.fff) as displayed on the Timer AC4 during power up in slip or log mode:

Switch	E.03.X Position	F.03.X Position
1	ON	ON
2	ON	ON
3	OFF	OFF
4	OFF	ON
5	ON	ON
6	ON	ON
7	OFF	OFF
8	OFF	OFF

If the Timer AC4 is running in PC Mode with F.xx.x code (sss.fff), as displayed on the Timer AC4 during power up, use the CONNECTION to PC settings.

The 6X40 models will only operate with the F.xx.x code with auto ranging data display.

### SWITCH SETTINGS FOR RACEAMERICA S-TRAP 3230C

When connected to a RaceAmerica Model 3230 S-Trap Timing System, use the following switch settings for proper operation if the S-Trap is running A.xx.x code or C.1x.x as displayed on the S-Trap during power up in all modes. Configuration of the printer and serial port of the S-Trap system should not be changed from its power up settings.

Switch	A.xx.x	C.1x.x
1	ON	ON
2	OFF	ON
3	ON	ON
4	ON	ON
5	ON	ON
6	ON	ON
7	ON	ON
8	ON	ON

### SWITCH SETTINGS FOR NON-RACEAMERICA TIMERS

When model 6X60 is connected to a timer or timing system that is not a RaceAmerica product, use the following switch settings for proper operation when displaying race results in a minutes/seconds format (m:ss.fff):

Switch	Position
1	ON
2	ON
3	ON
4	OFF
5	ON
6	ON
7	ON
8	ON

### SWITCH SETTINGS FOR CONNECTION TO PC'S, TIMER MB 3210C, LAPTIMERS 3900C/3905C and Display Timers XX32E

When the 6X60 Large Display is connected to a PC (or an AC4 in PC Mode) running race management software capable of interfacing to large displays using the Chronomix data string format, use the following switch settings for operation at 9600 baud and using a minutes/seconds format (m:ss.fff):

Switch	Position
1	ON
2	ON
3	ON
4	OFF
5	ON
6	ON
7	ON
8	ON

If the PC is using a seconds only format (sss.fff), set switch number 4 to the ON position. Model 6X40 only works in sss.fff format.

### SWITCH SETTINGS FOR RACEAMERICA TIMER SBD 3220C

When the 6X60 is connected to a RaceAmerica Timer SBD use the following switch settings to display the winning LANE NUMBER and DIFFERENTIAL TIME when connected to the Large Display port on the console or to display lane Elapsed Times (ETs).

The 6X40 models are not intended to work with the Timer SBD.

Switch	Lane+Diff	ET L1	ET L2
1	ON	ON	ON
2	OFF	OFF	OFF
3	OFF	OFF	OFF
4	OFF	OFF	ON
5	OFF	ON	OFF
6	ON	ON	ON
7	ON	ON	ON
8	ON	ON	ON

## DIP SWITCH DEFINITIONS

The 6XX0 can operate in different modes dependent upon the device sending the information and race results to be displayed. The 8 DIP switches located on the back of the Large Display are numbered from 1 to 8 and can be switched ON or OFF. The ON position is indicated on the switch itself. Each switch function and setting are discussed below as well as recommended settings when connected to RaceAmerica timing systems, non-RaceAmerica timers, PC's running race management software for autotcross, and devices conforming to established industry standard data formats. The hold time and display format may not apply to all timers.

### Display Hold Time

Switch number 6 determines the length of time to display the race results before clearing the display. When race results are displayed, the display will continue to display the results for either 15 seconds for fast paced action or 120 seconds for large viewing audiences. If the display is sent new race results prior to the 15 or 120 seconds expiring, the display will be updated with the new results and the display hold time timer is reset to 15 or 120 seconds.

<u>Display Hold Time</u>	<u>6</u>
15 seconds	ON
120 seconds	OFF

### Baud Rate

Switches 7 and 8 determine the baud rate of data received by the display:

#### 9600 Baud

<u>Switch</u>	<u>Position</u>
7	ON
8	ON

#### 1200 Baud

<u>Switch</u>	<u>Position</u>
7	OFF
8	OFF

## Display Formats

Switch number 4 determines whether race results are displayed in a minutes m:ss.fff format or in a seconds sss.fff format (where m is minutes, s is seconds and f is fractions of a second). The format is set to match the format of the race results data sent to the Large Display. The following table is used to set the switches to select the desired display format on the Large Display.

This switch only applies to RaceAmerica Timer AC4 and AXWARE software data.

<u>Display Format</u>	<u>4</u>
Minutes/Seconds (m:ss.fff)	OFF
Seconds only (sss.fff)	ON

### Data Sources

Switches 2, 3 and 5 are set to match the type of timing system connected to the Large Display in order for the Large Display to decode the information to be displayed. The following table is used to set the switches to select the type of data source hardware:

<u>Data Source Type</u>	<u>2</u>	<u>3</u>	<u>5</u>
S-Trap 3230 A.xx,x	OFF	ON	ON
S-Trap 3230 C.1x.x	ON	ON	ON
Timer SBD*3220 (Ln + Diff)	OFF	OFF	OFF
Timer AC4 3800	ON	OFF	ON
Custom Timer 3204	ON	ON	ON
<u>Data Source Type</u>	<u>2</u>	<u>3</u>	<u>5</u>
Timer MB 3210	ON	ON	ON
LapTimer 3905C	ON	ON	ON
Display Timer XX32E	ON	ON	ON
JA Circuits Timer	ON	ON	ON
Chronomix Format	ON	ON	ON
PC w/ AutoX/TS software	ON	ON	ON
PC w/ AXware software	ON	ON	ON
PC w/ GPSsoftware	ON	ON	ON
PC w/ Display Utility	ON	ON	ON

\* - See SBD section for ET Display options

### Diagnostic mode

Switch number 1 enables and disables the diagnostic capabilities of the Large Display. When enabled, the Large Display receives data and displays error codes when invalid data has been received. The following table is used to set switch number 1 to enable/disable the diagnostic feature:

<u>Diagnostic Mode</u>	<u>1</u>
Disabled	ON
Enabled	OFF

NOTE: IF SWITCH NUMBER 1 IS SET TO THE 'OFF' DURING THE POWER UP SELF-TEST, THE DISPLAY WILL CONTINUOUSLY LOOP ON THE SELF-TEST UNTIL SWITCH NUMBER 1 IS SET TO THE 'ON' POSITION.

### DISPLAY UTILITY

RaceAmerica offers a Windows based Display Utility for download from it's web site (<http://www.raceamerica.com>) to handle some of the special functions discussed here without requiring knowledge of the specific character command sets.

The utility allows several functions to be sent from the PC to the display - a time of day clock, a count-down timer, a six digit time, a combination display of time and position summary and up to six word sentences. This is also helpful for troubleshooting.

### PROGRAMMING FUNCTIONS

For developers designing a software interface to the RaceAmerica 6X60 Large Digital Display, the following documentation illustrates the control and display functions designed into the 6X60 Display. All data strings listed in this section are sent to the display via the serial port and display of the information occurs immediately after receipt of the entire data string.

### Display Race Results

Race results are displayed on display model 6X60 for 15 seconds when the display receives the following data strings. After 15 seconds, the display blanks out.

[hex80]fffsss[cr][lf] (6X40 models also)

where the time to be displayed is sss seconds and fff fractions of a second sent in reverse order and displayed as sss.fff with switch number 4 set to the ON position

[hex80]fffssm[cr][lf]

where the time to be displayed is m minutes, ss seconds and fff fractions of a second sent in reverse order and displayed as m:ss.fff with switch number 4 set to the OFF position

### Countdown Timer

Model 6X60 can act as a timer counting backwards until zero is reached. The starting time is sent to the display in the following formats:

[hex84]fffsss[cr][lf]

where the starting time to count to zero is sss seconds and fff fractions of a second sent in reverse order and displayed as sss with switch number 4 set to the ON position (fractions of a second are ignored)

[hex84]fffssm[cr][lf]

where the starting time to count to zero is m minutes, ss seconds and fff fractions of a second sent in reverse order and displayed as sss with switch number 4 set to the OFF position (fractions of a second are ignored)

### Extended Race Results

Model 6X60 contains a unique interface to race management software packages where the current run, best run and current place in the standings can be displayed in sequence by the Large Display. The display sequences as follows:

THIS  
 RUN  
 (time of current run)  
 BEST  
 RUN  
 (time of best run)

**PLACE**

(place in standings)

**THIS****RUN**

(time of current run repeated and held)

`[hex88]fffsspppfffss[cr][lf]`

where the first fffss is the current time, the ppp is the place (1 through 999), the second fffss is the best time, where time is displayed as sss.fff with switch number 4 set to the ON position

`[hex88]fffssmpppfffssm[cr][lf]`

where the first fffssm is the current time, the ppp is the place (1 through 999), the second fffssm is the best time, where time is displayed as m:ss.fff with switch number 4 set to the OFF position

**Display Sentences**

Another unique feature of the 6X60 is its ability to utilize the 7-segment digit format to display alpha characters. Most of the alphabet and selected punctuation marks can be displayed in one to six character words. Sentences can be sent to the display and are flashed in sequence on the display. It takes a couple of sentences to fully comprehend the combination of upper and lower case characters used to form words. The data string is position formatted to six characters per word including blanks, ending the sentence with a line feed or a carriage return and line feed as follows:

`[hex8C]aaaaaabbbbbbcccccddddd[cr][lf]`

where each six bytes is parsed by the display in sequence as aaaaaa is the first to be displayed, then bbbbb, then ccccc, then ddddd

**EXAMPLE:** if the phrase ‘start your engine’ is to be displayed, the data string would look like:

`[hex8C]start^your^^engine[cr][lf]`

where ^ represents a ‘space’ inserted in the string for illustration purposes.

a space could have been placed before and after the ‘your’ to center it on the display instead of both spaces after the ‘your’ to equal six characters.

See the next page for a complete list and illustration of displayable characters, digits, and punctuation marks.

**Time of Day Clock**

Model 6X60 contains an internal clock to keep track of the time of day once set. To set the time of day, use the following string which will set the clock and display the time sent. Time of day is displayed continuously until another command string is received by the display.

`[hex92]mmhh[cr][lf]`

to set the time of day, where the time of day is hh hours and mm minutes in standard non-military time format.

`[hex94]mmhh[cr][lf]`

to display the current time, where hh and mm can be any characters and are ignored by the display.

## **DISPLAY MAINTENANCE**

The model 6XX0 Large Digital Display does not require any maintenance to maintain proper operation. If the display is to be used in rainy or wet conditions, it is suggested to protect the back panel from direct moisture by shielding the connection to power and the serial port.

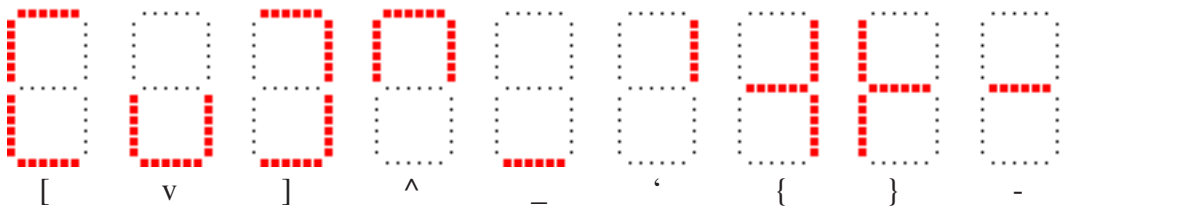
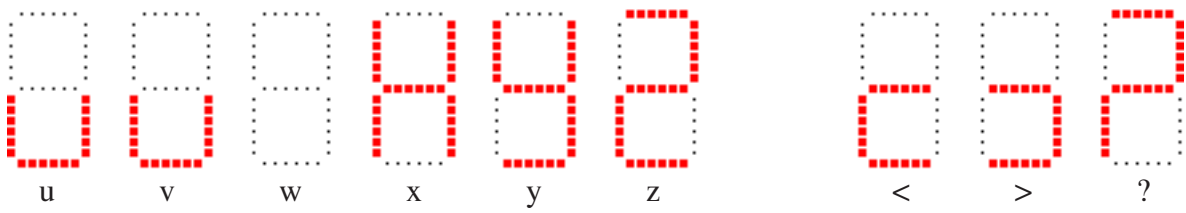
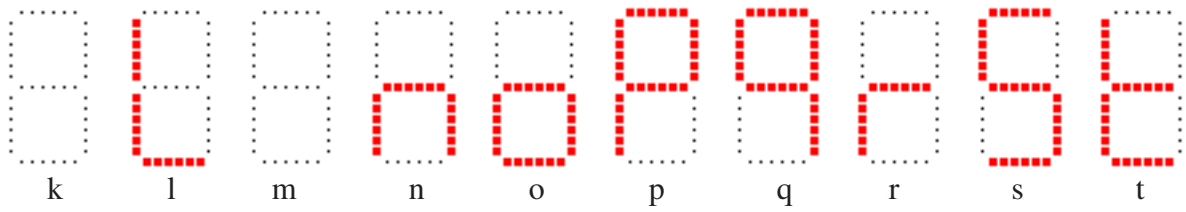
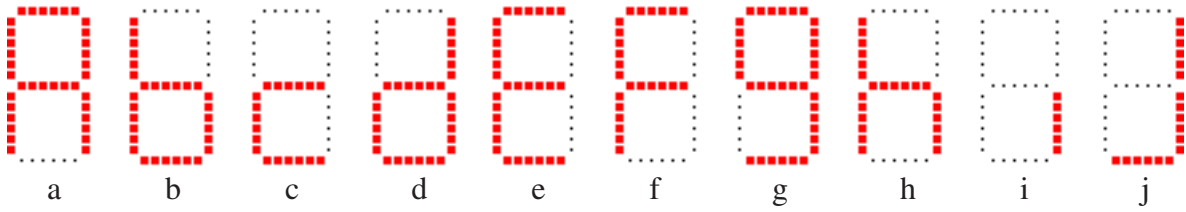
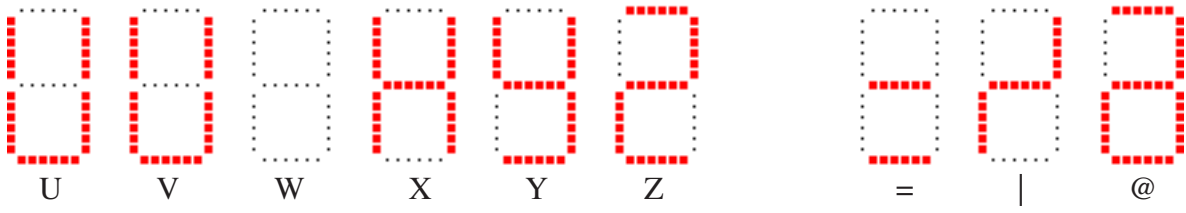
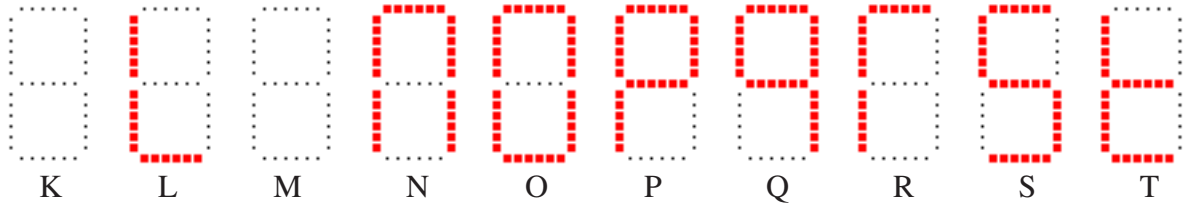
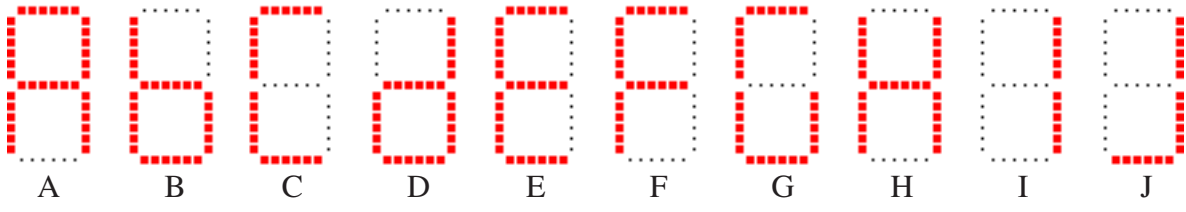
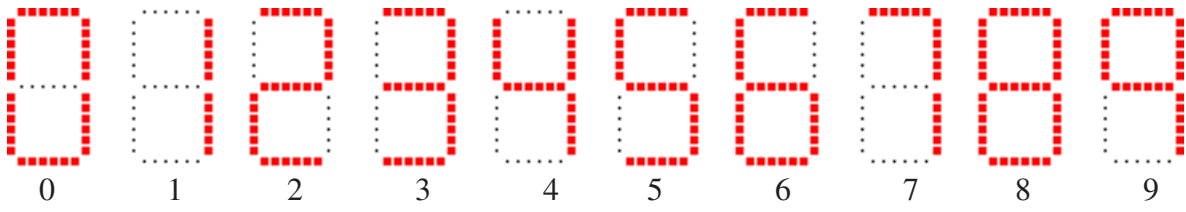
To clean the red acrylic lens, use a non-abrasive cleaner on a soft cloth. This will keep the protective lens clean and maximize visibility and clarity of the digits. If the red lens is soiled with mud or dirt, gently remove the grit using a soft cloth being careful not to press when wiping to avoid scratching the red lens material.

## **SPARE PARTS**

Further to minimize race program interruptions, RaceAmerica recommends some spare parts. While the Display may not shut down the racing action, related cables and PODs for the Display should be in considered. Contact RaceAmerica for availability and pricing.

## **SUPPORT AGREEMENTS**

Support agreements are available from RaceAmerica providing Telephone Assistance on technical issues and operational questions, repair and/or replacement of hardware failures, Software and Firmware updates and bug reporting. Contact RaceAmerica for more information and pricing.



Uppercase Letters

Lowercase Letters

## DISPLAY STAND ASSEMBLY INSTRUCTIONS

This assembly instruction is intended for use with six digit eight inch digital displays.

### 7606B Stand Kit Contents

- 2 - Suspension Stand Arms with 'J' hooks
- 1 - Pipe Flange
- 2 - 20 in pipe sections
- 1 - Pipe union
- 1 - Base Plate with Pipe Flange
- 2 - 1/4-20 bolts with wing nuts

### Assembly

1) Assemble the suspension arms with the pipe flange and 1/4-20 bolts at most extreme angle setting. Orient flange and 'J' hooks down.

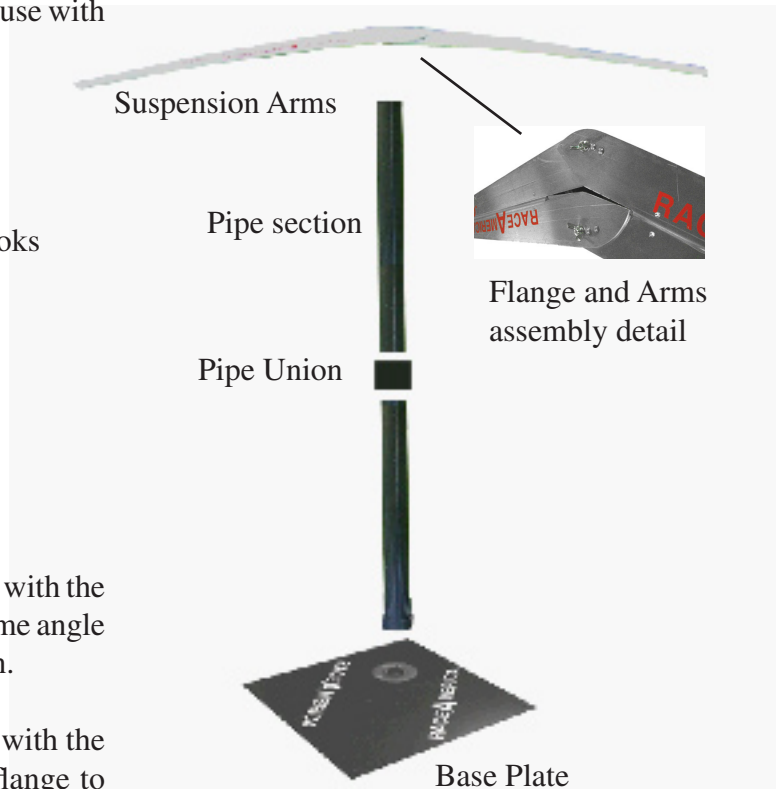
2) Connect the two pipe sections with the coupling and screw into the base plate flange to assemble the post.

3) Carefully screw the suspension arm assembly onto the post. Align such that arms will suspend the display over the center of the base plate on the diagonal for maximum stability.

4) Hang the display on the 'J' hooks; some droop is normal; the display will swing in the wind.

### Additional Stability - (if required)

1) Place a weight onto the base plate or stake it into the ground



Assembled Suspension Stand