



1. Assign a name to the packet.
2. Enter the ASCII code to be sent. The format is as follows:
 - Countdown Timer
 - TD1XXXX (where XXXX is the value of the timer). This will set the timer and start the decrementing
 - TD0XXXX (where XXXX is the value of the timer). This will set the timer and stop decrementing.
 - Count Up Timer
 - TU1XXXX (where XXXX is the value of the timer). This will set the timer and start the incrementing.
 - TU0XXXX (where XXXX is the value of the timer). This will set the timer and stop incrementing.
 - Static Number Display
 - TSXXXX (where XXXX is the value of the static display). The unit(s) will display the entered value
3. Enter the IP address of the unit.
4. Set the port to 23.
5. Set the resend value to 0 if not already.
6. Set the protocol to UDP.
7. Send the code to the display.
8. Save the packet information to resend.
9. The saved packet information will be logged into the saved packet list. Just highlight the packet you want to resend.

You can save packets to be sent to different IP address (different displays).