NEXT WINDOW

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 1 | 2 | 3 | 4 | 5 | 6 |

AROUND CORNER

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| 7 | 8 | 9 | 10 | 11 |

OPERATION OF SIGN

The sign will be dark at the start. When a window cashier is open and ready for a customer, they will press a momentary call button next to the register. For example, window 3 is open and the push their call button. Then the “NEXT WINDOW” lights up and flashes along with the corresponding window number. This will be on a timer that will operate to an adjustable time between 5 to 30 seconds. At the end of the timer the sign will go back to dark until another call button is pushed.

If more that one window has pushed their call button then each call button will have its corresponding light turned on and flashing until its times out. Each time a button is pushed the “NEXT WINDOW” timer will reset.

EXAMPLE:

Window 2 pushes its button and the “NEXT WINDOW” light flashes along with the number 2. If the timer is set for 20 seconds and the number 2 light is set for 20 seconds both timers will begin to count down. If after 10 seconds window 6 presses its call button the timer for the “NEXT WINDOW” will reset for 20 seconds and the number 6 will also begin to flash. The same applies to all the call buttons. The “NEXT WINDOW” will continue to flash and reset as long as a call button is pushed but the number will only flash until the timer times out or the call button is pushed again for that corresponding window number.

For windows 7 thru 11 it will work in a similar fashion with the following exception. Both the “NEXT WINDOW and “AROUND CORNER” will flash when any of the 7 thru 11 windows press their call button.