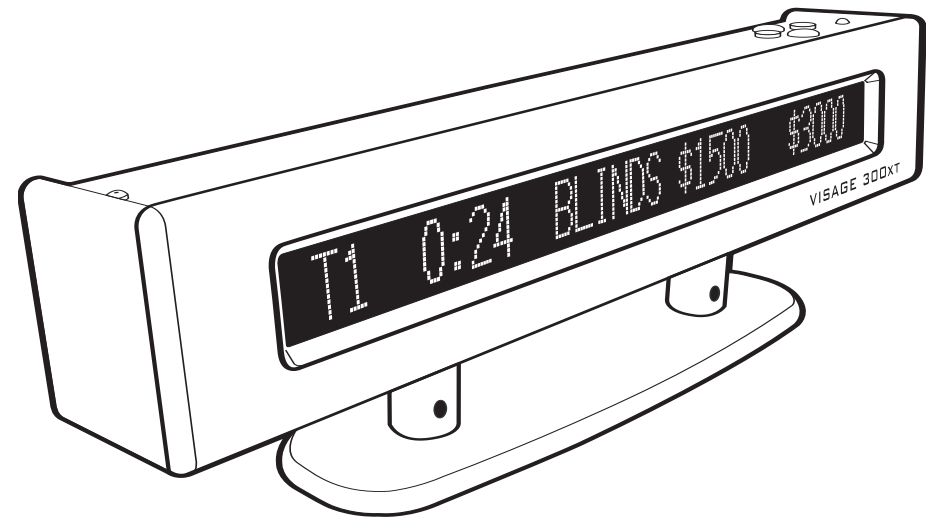# VISAGE 300XT

The world's finest poker timer and blind display.

User Guide and Owners' Manual
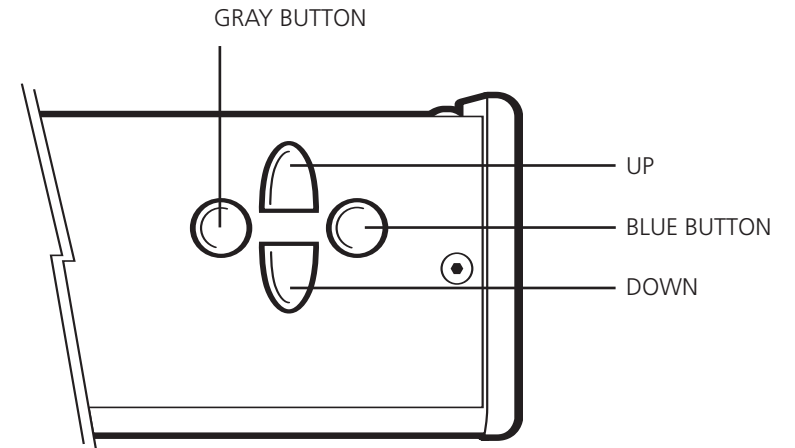
VISAGE 300XT

Congratulations! You've purchased Visage, the world's finest poker timer and blind manager. Now you can focus on your game instead of the clock. Visage combines sleek styling with advanced features to get your poker game back on track. No more confusion over blind amounts and timing issues. No more scrambling to find the stopwatch and pad of paper to keep track of your blinds.

This instruction manual will help you learn how to use Visage to keep your poker game going strong.
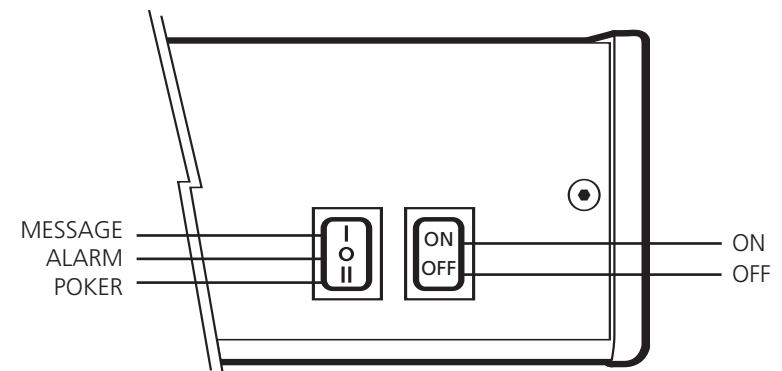
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TOP VIEW OF VISAGE 300XT

BACK VIEW OF VISAGE 300XT

FEATURES AND BENEFITS

FEATURES	BENEFITS
The finest poker clock/timer and blind manager.	Keeps tournaments consistent without a person dedicated to tracking blinds and managing round timers.
Automatically displays blind amounts, limits and antes when round timer expires.	Provides a display for players to get current game parameters.
Automatically inhibits display of parameters that are not applicable to the game profile.	Only displays pertinent information. Minimizes wait time between table displays.
Round timer can be programmed from 1 to 60 minutes. Different timers for different tables.	Ultimate flexibility to accommodate players' game preferences.
Displays decrementing round timer.	Lets players know how much time is left before blinds are to go up.
Audible beep is sounded at 2-minute warning and expiration of round.	Reminds players that blinds are about to increase and have increased.
Each table can be linked with the same or different game profile.	Provides ultimate flexibility and value.
Ships with 4 popular game profiles.	Ease of use, ready to use as soon as user receives product.
Fully programmable game profiles.	User can customize the device to their preferences.
Permanently stores 4 game profiles.	Ease of use, saves time when switching game profiles.
Game profiles support poker games with blinds, limits and antes.	Broad application means device can be used for many different games.
Game profiles can be programmed with automatic breaks and chip color-ups.	Keeps tournaments consistent, allows players to focus on playing game, not game management.
3 different modes of operation - poker round clock, date, time and programmable message display and alarm clock.	Extends enjoyment beyond poker night.
Fully enclosed in custom-machined anodized aluminum enclosure.	Sleek, elegant appearance enhances any room. Finish is beautiful, easy to clean and extremely durable.

FEATURES	BENEFITS
Uses a high-quality, optically clear anti-reflective filter.	Protects sophisticated display module. Anti-glare surface easy to read in any light.
Utilizes a Vacuum Fluorescent dot graphic display with 1" high characters.	Light-sourcing display easy to see from across any size room.
Matching stand tilts +/- 45 degrees.	Optimizes viewing angle.
Includes a 1/4-20 threaded boss in bottom of timer.	Can attach to a standard camera tripod for floor standing use.
When Auto Double is enabled, large blind and post-flop limits default values are automatically double of small blind and pre-flop limits.	Dramatically reduces programming time. Default values can easily be changed.
Highly accurate, self-contained real-time clock with lithium ion battery backup.	Maintains accurate time and programmable settings even when powered off for extended periods.
Optional custom carrying case available.	Protects unit and transports it in style.

QUICK START GUIDE

1. Unpack the Visage 3000XT. Remove the protective film from the front of the unit.

2. Insert the optional tilting stand into the bottom of the unit.

3. Make sure power switch is off, insert power supply adapter into unit, plug cord into wall outlet and turn on power switch.

4. Put the clock mode of operation switch to the poker position (II).

5. Gather a group of people and issue 1,000 chips to each person.

6. Press the gray button to "un-pause" the timer.

7. Now you are free to play your game.

Game profile #1 is structured for groups of 8 to 20 players who are issued 1,000 chips at the start of no limit game. A typical tournament will last 3 to 4 hours.

Game profile #1	Break	Color Up	Small Blind	Large Blind	Low Limit	High Limit	Ante
Round 1	No	$0	$10	$20	$0	$0	$0
Round 2	No	$0	$15	$30	$0	$0	$0
Round 3	No	$0	$20	$40	$0	$0	$0
Round 4	No	$0	$25	$50	$0	$0	$0
Round 5	Yes	$5	$50	$100	$0	$0	$0
Round 6	No	$0	$75	$150	$0	$0	$0
Round 7	No	$0	$100	$200	$0	$0	$0
Round 8	No	$0	$150	$300	$0	$0	$0
Round 9	Yes	$25	$200	$400	$0	$0	$0
Round 10	No	$0	$300	$600	$0	$0	$0
Round 11	No	$0	$400	$800	$0	$0	$0
Round 12	No	$0	$500	$1,000	$0	$0	$0
Round 13	Yes	$0	$600	$1,200	$0	$0	$0
Round 14	No	$0	$800	$1,600	$0	$0	$0
Round 15	No	$0	$1,000	$2,000	$0	$0	$0
Round 16	No	$0	$1,500	$3,000	$0	$0	$0

Game profile #2 is structured for groups of 15 to 40 players who are issued 10,000 chips at the start of a no limit game. A typical tournament will last 4 to 5 hours.

Game profile #2	Break	Color Up	Small Blind	Large Blind	Low Limit	High Limit	Ante
Round 1	No	$0	$100	$200	$0	$0	$0
Round 2	No	$0	$200	$400	$0	$0	$0
Round 3	No	$0	$300	$600	$0	$0	$0
Round 4	No	$0	$400	$800	$0	$0	$0
Round 5	Yes	$0	$500	$1,000	$0	$0	$100
Round 6	No	$0	$700	$1,400	$0	$0	$100
Round 7	No	$0	$800	$1,600	$0	$0	$100
Round 8	No	$0	$1,000	$2,000	$0	$0	$200
Round 9	Yes	$100	$1,500	$3,000	$0	$0	$200
Round 10	No	$0	$2,000	$4,000	$0	$0	$200
Round 11	No	$0	$3,000	$6,000	$0	$0	$300
Round 12	No	$0	$4,000	$8,000	$0	$0	$300
Round 13	Yes	$500	$5,000	$10,000	$0	$0	$400
Round 14	No	$0	$6,000	$12,000	$0	$0	$400
Round 15	No	$0	$8,000	$16,000	$0	$0	$500
Round 16	No	$0	$10,000	$20,000	$0	$0	$500

Game profile #3 is structured for groups of 15 to 40 players who are issued 1,000-1,500 chips at the start of a limit game.

Game profile #3	Break	Color Up	Small Blind	Large Blind	Low Limit	High Limit	Ante
Round 1	No	$0	$10	$20	$20	$40	$0
Round 2	No	$0	$15	$30	$30	$60	$0
Round 3	No	$0	$20	$40	$40	$80	$0
Round 4	No	$0	$25	$50	$50	$100	$0
Round 5	Yes	$5	$50	$100	$100	$200	$0
Round 6	No	$0	$75	$150	$150	$300	$0
Round 7	No	$0	$100	$200	$200	$400	$0
Round 8	No	$0	$150	$300	$300	$600	$0
Round 9	Yes	$25	$200	$400	$400	$800	$0
Round 10	No	$0	$300	$600	$600	$1,200	$0
Round 11	No	$0	$400	$800	$800	$1,600	$0
Round 12	No	$0	$500	$1,000	$1,000	$2,000	$0
Round 13	Yes	$0	$600	$1,200	$1,200	$2,400	$0
Round 14	No	$0	$800	$1,600	$1,600	$3,200	$0
Round 15	No	$0	$1,000	$2,000	$2,000	$4,000	$0
Round 16	No	$0	$1,500	$3,000	$3,000	$6,000	$0

Game profile #4 is a continuation of game profile #1 for longer tournaments.

Game profile #4	Break	Color Up	Small Blind	Large Blind	Low Limit	High Limit	Ante
Round 1	No	$0	$2,000	$4,000	$0	$0	$0
Round 2	No	$0	$2,500	$5,000	$0	$0	$0
Round 3	No	$0	$3,000	$6,000	$0	$0	$0
Round 4	No	$0	$3,500	$7,000	$0	$0	$0
Round 5	Yes	$500	$4,000	$8,000	$0	$0	$0
Round 6	No	$0	$5,000	$10,000	$0	$0	$0
Round 7	No	$0	$6,000	$12,000	$0	$0	$0
Round 8	No	$0	$7,000	$14,000	$0	$0	$0
Round 9	Yes	$0	$8,000	$16,000	$0	$0	$0
Round 10	No	$0	$10,000	$20,000	$0	$0	$0
Round 11	No	$0	$12,000	$24,000	$0	$0	$0
Round 12	No	$0	$15,000	$30,000	$0	$0	$0
Round 13	Yes	$0	$20,000	$40,000	$0	$0	$0
Round 14	No	$0	$25,000	$50,000	$0	$0	$0
Round 15	No	$0	$25,000	$50,000	$0	$0	$0
Round 16	No	$0	$25,000	$50,000	$0	$0	$0

DIRECTORY MENU

Visage is flexible and customizable, which allows you to easily program blind and time information through a user-friendly interface. It automatically displays all pertinent time and blind information for up to four tables.

In this section you'll learn how to use the different features of the Visage poker clock and blind manager.

To start the Visage 300XT, make sure the power switch is in the off position and plug in the power supply to the back of the unit. Plug the power supply into a 120 VAC outlet. The 90-240 VAC universal power supply can be used in most countries with an appropriate plug adapter. Turn the unit on with the power switch. The Visage will display an animated introductory message. The unit will automatically switch to the currently selected mode of operation as indicated by the three-position rocker switch on the back of the panel.

The Visage 300XT has three modes of operation: Date-time-messaging display, alarm clock and poker round timer, and blind display. To switch between the modes, use the three-position rocker switch on the back panel. Switch up (I) is the messaging display mode, center position is alarm clock on and switch down (II) is poker display mode.

When the unit is in the messaging mode and alarm clock mode operation, only the BLUE BUTTON is active. When pressed, the unit will enter the setup menu. When the unit is in the alarm clock mode, and the alarm is going off, any one of the four buttons will act as a snooze button.

01 Number of tables
02 Master timer value
03 Setup tables
04 Auto double
05 Edit game profile 1
06 Edit game profile 2
07 Edit game profile 3
08 Edit game profile 4
09 Display NO LIMIT message
10 Rotation delay in seconds
11 Select poker brightness
12 Select poker messages
13 Enter poker message 1
14 Enter poker message 2
15 Set time
16 Set alarm time
17 Set snooze time
18 Select clock brightness
19 Display clock messages
20 Enter clock message 1
21 Enter clock message 2
22 Enter clock message 3
23 Enter clock message 4
24 Display alarm messages
25 Enter alarm message 1
26 Enter alarm message 2
27 Exit

01 NUMBER OF TABLES

FUNCTION   Selects the number of tables to display.

OPERATION   Press UP button to increment value or DOWN button to decrement value. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 1
            Maximum value = 4
            Default = 1

EXAMPLE   If a value of 3 is entered, the timer will display the status for 3 tables.

02 MASTER TIMER VALUE

FUNCTION   The value entered for this menu item will enable the individual table timers for the entered time value in minutes.

OPERATION   Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 15 minute
Maximum value = 60 minutes
Default = 15 minutes

EXAMPLE   If a value of 10 is entered and the 'Use master timer' is enabled for an individual table (see Setup Tables Menu item 01), the master timer value entered for this menu item will automatically be used as the individual table timer value.

03 SETUP TABLES

FUNCTION   This menu item will advance to the 'Setup tables menu'.

OPERATION   Press BLUE BUTTON to enter the individual table setup menu. Press GRAY BUTTON to advance to next menu item.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the user will be forwarded to the individual table setup menu items (see Setup Tables Menu section).

04 AUTO DOUBLE

FUNCTION   Enables automatic doubling of small blind and low limit values when calculating the large blind and high limit values.

OPERATION   Press UP button to increment value or DOWN button to decrement value. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   YES, NO
Default = YES

EXAMPLE   If YES is selected, the value entered for the small blind and low limit will automatically be doubled when calculating the large blind and high limit values. (see 'Game Profile Menu' section).

05 EDIT GAME PROFILE 1

FUNCTION   This menu item will advance to the 'Edit game profile 1' menu items.

OPERATION   Press BLUE BUTTON to enter game profile 1 setup menu. Press GRAY BUTTON to advance to next menu item.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the user will be forwarded to game profile 1 setup menu items (see 'Game Profile Menu' section).

06 EDIT GAME PROFILE 2

FUNCTION   This menu item will advance to the 'Edit game profile 2' menu items.

OPERATION   Press BLUE BUTTON to enter game profile 2 setup menu. Press GRAY BUTTON to advance to next menu item.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the user will be forwarded to game profile 2 setup menu items (see 'Game Profile Menu' section).

07 EDIT GAME PROFILE 3

FUNCTION   This menu item will advance to the 'Edit game profile 3' menu items.

OPERATION   Press BLUE BUTTON to enter game profile 3 setup menu. Press GRAY BUTTON to advance to next menu item.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the user will be forwarded to game profile 3 setup menu items (see 'Game Profile Menu' section).

08 EDIT GAME PROFILE 4

FUNCTION   This menu item will advance to the 'Edit game profile 4' menu items.

OPERATION   Press BLUE BUTTON to enter game profile 4 setup menu. Press GRAY BUTTON to advance to next menu item.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the user will be forwarded to game profile 4 setup menu items (see 'Game Profile Menu' section).

09 DISPLAY NO LIMIT MESSAGE

FUNCTION   Determines if the NO LIMIT message is displayed in the timer status rotation.

OPERATION   Press UP button to increment value or DOWN button to decrement value. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   YES, NO
            Default = NO

EXAMPLE   If YES is selected, and the value for the small and large limits is zero, the NO LIMIT message will be displayed in the timer status rotation. (see 'Game Profile Menu' section for details on small and large limit values).

10 ROTATION DELAY IN SECONDS

FUNCTION   Determines the time (in seconds) that the table status items are displayed on the screen.

OPERATION   Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 1 second
            Maximum value = 25 seconds
            Default = 3 seconds

EXAMPLE   If a value of 5 is entered, the small blind value will be displayed for 5 seconds, and then the large blind value will be displayed.

11 SELECT POKER BRIGHTNESS

FUNCTION   Determines the brightness level of the screen during poker mode.

OPERATION   Press UP button to increment value or DOWN button to decrement value. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 1(dim)
            Maximum value = 8 (brightest)
            Default = 8

EXAMPLE   If a value of 8 is entered, the screen brightness will be at the maximum.

12 SELECT POKER MESSAGES

FUNCTION   Determines which custom poker messages will be displayed during poker mode. If this value is greater than zero, the custom poker messages and current time of day will be displayed once every 10 minutes during poker mode.

OPERATION   Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 0
Maximum value = 3
Default = 3
Value = 0, Disable display of poker messages & time of day
Value = 1, Display custom poker message 1 & time of day
Value = 2, Display custom poker message 2 & time of day
Value = 3, Display custom poker messages 1, 2, & time of day

EXAMPLE   If a value of 3 is entered, custom poker message 1 will be displayed, then custom poker message 2, and then the time of day. This will occur every 10 minutes during poker mode.

13 ENTER POKER MESSAGE 1

FUNCTION   Enter custom poker message 1.

OPERATION   Press BLUE BUTTON to enter custom poker message mode. Press GRAY BUTTON to advance to next menu item. Once in custom poker message mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE complete message when done editing. Press GRAY BUTTON to advance cursor to next character position. The cursor will wrap around to the beginning of the message when the cursor is moved past the last available character space.

VALUES   A custom message can consist of a combination of up to 32 characters and symbols. (See the ASCII character chart for available characters and symbols.)

14 ENTER POKER MESSAGE 2

FUNCTION   Enter custom poker message 2.

OPERATION   Press BLUE BUTTON to enter custom poker message mode. Press GRAY BUTTON to advance to next menu item. Once in custom poker message mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE complete message when done editing. Press GRAY BUTTON to advance cursor to next character position. The cursor will wrap around to the beginning of the message when the cursor is moved past the last available character space.

VALUES   A custom message can consist of a combination of up to 32 characters and symbols. (See the ASCII character chart for available characters and symbols.)

15 SET TIME

FUNCTION   Enter the current time of day.

OPERATION   Press BLUE BUTTON to enter current time of day menu mode. Press GRAY BUTTON to advance to next menu item. Once in current time of day menu mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE current time of day information when done editing. Press GRAY BUTTON to advance cursor to next time setting position. The cursor will wrap around to the beginning of the time setting when at last time setting value.

VALUES   Hours value = 1 to 12
                Minutes value = 0 to 59
                AM/PM mode = AM or PM
                Day = Sunday through Saturday
                Month = January through December
                Year = 2000 - 2099

16 SET ALARM TIME

FUNCTION   Enter the alarm time.

OPERATION   Press BLUE BUTTON to enter alarm time menu mode. Press
                GRAY BUTTON to advance to next menu item. Once in
                alarm time menu mode: Press UP button to increment
                value, or DOWN button to decrement value. The UP and
                DOWN values will update at a faster rate if the UP or
                DOWN button is held steady for more than 2 seconds.
                Press BLUE BUTTON to SAVE current alarm time
                information when done editing. Press GRAY BUTTON to
                advance cursor to next time setting position. The cursor
                will wrap around to the beginning of the time setting
                when at last time setting value.

VALUES   Hours value = 1 to 12
                Minutes value = 0 to 59
                AM/PM mode = AM or PM

17 SET SNOOZE TIME

FUNCTION   Enter the snooze time interval. Determines the time (in
                minutes) that the snooze alarm tone will be off before
                sounding again.

OPERATION   Press UP button to increment value or DOWN button to
                decrement value. The UP and DOWN values will update at
                a faster rate if the UP or DOWN button is held steady for
                more than 2 seconds. Press BLUE BUTTON to SAVE value.
                Press GRAY BUTTON to advance to next menu item
                without saving changes.

VALUES   Minimum value = 1 minute
                Maximum value = 60 minutes
                Default = 7 minutes

EXAMPLE   If a value of 5 is entered, and the alarm is sounding, the
                snooze time can be activated by pressing and releasing any
                one of the UP, DOWN, GRAY BUTTON or BLUE BUTTON
                buttons. The alarm tone will turn off and delay for 5
                minutes, and then be sounded again. The alarm can be
                turned off by pressing the alarm mode rocker switch into
                the off position.

18 SELECT CLOCK BRIGHTNESS

FUNCTION   Determines the brightness level of the screen during
                clock mode.

OPERATION   Press UP button to increment value or DOWN button to
                decrement value. Press BLUE BUTTON to SAVE value. Press
                GRAY BUTTON to advance to next menu item without
                saving changes.

VALUES   Minimum value = 1(dim)
                Maximum value = 8 (brightest)
                Default = 4

EXAMPLE   If a value of 8 is entered, the screen brightness will be
                at the maximum.

19 SELECT CLOCK MESSAGES

FUNCTION   Determines which custom clock messages will be displayed
                during clock mode. If this value is greater than zero, the
                selected custom clock messages will be displayed after the
                time of day information is displayed during clock mode.

OPERATION   Press UP button to increment value or DOWN button to
                decrement value. The UP and DOWN values will update at
                a faster rate if the UP or DOWN button is held steady for
                more than 2 seconds. Press BLUE BUTTON to SAVE value.
                Press GRAY BUTTON to advance to next menu item
                without saving changes.

VALUES   Minimum value = 0
Maximum value = 5
Default = 5
Value = 0, Disable display of clock messages
Value = 1, Display custom clock message 1
Value = 2, Display custom clock message 2
Value = 3, Display custom clock message 3
Value = 4, Display custom clock message 4
Value = 5, Display custom clock messages 1, 2, 3, and 4

EXAMPLE   If a value of 3 is entered, the time of day information will be displayed and then custom clock message 3 will be displayed. This action will then repeat. If all blanks (space characters) are entered for a custom message, the message will not be displayed.

20 ENTER CLOCK MESSAGE 1

FUNCTION   Enter custom clock message 1.

OPERATION   Press BLUE BUTTON to enter custom clock message mode. Press GRAY BUTTON to advance to next menu item. Once in custom clock message mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE complete message when done editing. Press GRAY BUTTON to advance cursor to next character position. The cursor will wrap around to the beginning of the message when at the end of the message space.

VALUES   A custom message can consist of a combination of up to 32 characters and symbols.(See the ASCII character chart for available characters and symbols.)

21 ENTER CLOCK MESSAGE 2

FUNCTION   Enter custom clock message 2.

OPERATION   Press BLUE BUTTON to enter custom clock message mode. Press GRAY BUTTON to advance to next menu item. Once in custom clock message mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE complete message when done editing. Press GRAY BUTTON to advance cursor to next character position. The cursor will wrap around to the beginning of the message when at the end of the message space.

VALUES   A custom message can consist of a combination of up to 32 characters and symbols.(See the ASCII character chart for available characters and symbols)

22 ENTER CLOCK MESSAGE 3

FUNCTION   Enter custom clock message 3.

OPERATION   Press BLUE BUTTON to enter custom clock message mode. Press GRAY BUTTON to advance to next menu item. Once in custom clock message mode: Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE complete message when done editing. Press GRAY BUTTON to advance cursor to next character position. The cursor will wrap around to the beginning of the message when at the end of the message space.

VALUES: A custom message can consist of a combination of up to 32 characters and symbols. (See the ASCII character chart for available characters and symbols.)

23 ENTER CLOCK MESSAGE 4

FUNCTION   Enter custom clock message 4.

OPERATION   Press BLUE BUTTON to enter custom clock message mode.
Press GRAY BUTTON to advance to next menu item.
Once in custom clock message mode: Press UP button to
increment value or DOWN button to decrement value. The
UP and DOWN values will update at a faster rate if the UP
or DOWN button is held steady for more than 2 seconds.
Press BLUE BUTTON to SAVE complete message when
done editing. Press GRAY BUTTON to advance cursor to
next character position. The cursor will wrap around to
the beginning of the message when at the end of the
message space.

VALUES   A custom message can consist of a combination of up to
32 characters and symbols. (See the ASCII character chart
for available characters and symbols.)

24 SELECT ALARM MESSAGES

FUNCTION   Determines which custom alarm message will be displayed
during alarm clock mode. If this value is greater than zero,
the selected custom alarm message will be displayed
during the time the alarm tone is being sounded. The
alarm tone will be sounded along with the current time of
day, and then the custom alarm message will be displayed.
This action will repeat until the alarm is turned off or the
snooze buttons are pressed.

OPERATION   Press UP button to increment value or DOWN button to
decrement value. The UP and DOWN values will update at
a faster rate if the UP or DOWN button is held steady for
more than 2 seconds. Press BLUE BUTTON to SAVE value.
Press GRAY BUTTON to advance to next menu item
without saving changes.

VALUES   Minimum value = 0
Maximum value = 2
Default = 0
Value = 0, Disable display of alarm messages
Value = 1, Display custom alarm message 1
Value = 2, Display custom alarm message 2

EXAMPLE   If a value of 2 is entered, and the alarm is being
sounded, custom alarm message 2 will be displayed after
the current time of day. This action will repeat until the
alarm is turned off or the snooze buttons are pressed.

25 ENTER ALARM MESSAGE 1

FUNCTION   Enter custom alarm message 1.

OPERATION   Press BLUE BUTTON to enter custom alarm message mode.
Press GRAY BUTTON to advance to next menu item.
Once in custom alarm message mode: Press UP button to
increment value or DOWN button to decrement value. The
UP and DOWN values will update at a faster rate if the UP
or DOWN button is held steady for more than 2 seconds.
Press BLUE BUTTON to SAVE complete message when
done editing. Press GRAY BUTTON to advance cursor to
next character position. The cursor will wrap around to
the beginning of the message when at the end of the
message space.

VALUES   A custom message can consist of a combination of up to
32 characters and symbols. (See the ASCII character chart
for available characters and symbols.)

26 ENTER ALARM MESSAGE 2

FUNCTION   Enter custom alarm message 2.

OPERATION   Press BLUE BUTTON to enter custom alarm message mode.
Press GRAY BUTTON to advance to next menu item.
Once in custom alarm message mode: Press UP button to
increment value or DOWN button to decrement value. The
UP and DOWN values will update at a faster rate if the UP
or DOWN button is held steady for more than 2 seconds.
Press BLUE BUTTON to SAVE complete message when
done editing. Press GRAY BUTTON to advance cursor to
next character position. The cursor will wrap around to
the beginning of the message when at the end of the
message space.

VALUES   A custom message can consist of a combination of up to
32 characters and symbols. (See the ASCII character chart
for available characters and symbols.)

27 EXIT

FUNCTION   This menu item will exit from the Directory menu and
return to the previously selected mode of operation (Poker,
Clock, Alarm On/Off).

OPERATION   Press BLUE BUTTON to exit Directory menu. Press GRAY
BUTTON to advance to next menu item. If at the Exit menu
item, the program will return to the first menu item in the
Directory menu.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item,
the user will be returned to the previously selected mode of
operation (Poker, Clock, Alarm On/Off).

SETUP TABLES MENU

In this section, you'll learn how to set timing and blind information for up
to four tables. It also describes how to choose pre-set game profiles.

Press BLUE BUTTON to enter the setup menu. The starting menu item
(Number of tables) of the Setup menu will be displayed. Scroll down to
the 'Setup tables' menu item by pressing GRAY BUTTON. When 'Setup
tables' is displayed, press BLUE BUTTON to select menu item. T1
indicates which table is being setup. T1 = Table 1, T2 = Table 3, etc.

01 T1 Use master timer
02 T1 Timer value
03 T1 Select game profile
04 T1 End-of-round volume
05 T1 2-minute warning volume
06 T2 Use master timer
07 T2 Timer value
08 T2 Select game profile
09 T2 End-of-round volume
10 T2 2-minute warning volume
11 T3 Use master timer
12 T3 Timer value
13 T3 Select game profile
14 T3 End-of-round volume
15 T3 2-minute warning volume
16 T4 Use master timer
17 T4 Timer value
18 T4 Select game profile
19 T4 End-of-round volume
20 T4 2-minute warning volume
21 Exit

01 T1, USE MASTER TIMER

Note: Table setup for tables 2,3 and 4 are identical to table 1.

FUNCTION   Determines if the table is to use the master timer value
for the table timer.

OPERATION Press UP button to increment value or DOWN button to
decrement value. Press BLUE BUTTON to SAVE value. Press
GRAY BUTTON to advance to next menu item without
saving changes.

VALUES   YES, NO
Default = NO

EXAMPLE   If YES is entered for this menu item, the table 1 timer value
will be set to the master timer value.

02 T1 TIMER VALUE

FUNCTION   Determines the length (in minutes) of each round.

OPERATION Press UP button to increment value or DOWN button to
decrement value. The UP and DOWN values will update at
a faster rate if the UP or DOWN button is held steady for
more than 2 seconds. Press BLUE BUTTON to SAVE value.
Press GRAY BUTTON to advance to next menu item
without saving changes.

VALUES   Minimum value = 1 minute
Maximum value = 60 minutes
Default = 15 minutes

EXAMPLE   If a value of 5 is entered, the table timer will be set for
5 minutes per round.

03 T1 SELECT GAME PROFILE

FUNCTION   Determines which game profile will be used for the table.

OPERATION Press UP button to increment value or DOWN button to
decrement value. The UP and DOWN values will update at
a faster rate if the UP or DOWN button is held steady for
more than 2 seconds. Press BLUE BUTTON to SAVE value.
Press GRAY BUTTON to advance to next menu item
without saving changes.

VALUES   Minimum value = 1
Maximum value = 4
Default = 1

EXAMPLE   If a value of 2 is entered, the table will run game profile 2.

04 T1 END-OF-ROUND VOLUME

FUNCTION   Determines the volume level of the end-of-round tone
for the table.

OPERATION Press UP button to increment value or DOWN button to
decrement value. Press BLUE BUTTON to SAVE value. Press
GRAY BUTTON to advance to next menu item without
saving changes.

VALUES   Minimum value = 0
Maximum value = 8
Default = 6
Value = 0, Disable end-of-round tone
Value = 1, Lowest volume setting
Value = 8, Highest volume setting

EXAMPLE   If a value of 0 is entered, the end-of-round tone will not be
sounded for the table.

05 T1 2-MINUTE WARNING VOLUME

FUNCTION   Determines the volume level of the 2-minute warning tone
for the table. When a value is entered, the tone will be
sounded for approximately 3 seconds at the selected
volume level.

OPERATION Press UP button to increment value or DOWN button to
decrement value. Press BLUE BUTTON to SAVE value. Press
GRAY BUTTON to advance to next menu item without
saving changes.

VALUES   Minimum value = 0
Maximum value = 8
Default = 6
Value = 0, Disable 2-minute warning tone
Value = 1, Lowest volume setting
Value = 8, Highest volume setting

EXAMPLE   If a value of 0 is entered, the 2-minute warning tone
will not be sounded for the table.

06 EXIT

FUNCTION   This menu item will exit from the Setup tables menu and
return to the Directory menu.

OPERATION Press BLUE BUTTON to exit Setup tables menu. Press GRAY
BUTTON to advance to next menu item. If at the Exit menu
item, the program will return to the first menu item in the
Setup tables menu.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item,
the program will return to the Directory menu.

GAME PROFILE MENU

This section describes how to set information for each table round.

When in poker mode of operation, the GRAY BUTTON will pause each
table's round timer independently. To advance to the next display, press
the red up arrow button. To enter the setup menu, all active table round
timers must be paused by using the GRAY BUTTON. When the tables
are paused, press the BLUE BUTTON to enter the setup menu. When
in the setup menu, the GRAY BUTTON will typically move to the
next menu item without saving the changes, the red up button will
increment values, the red down button will decrement values and the
BLUE BUTTON will save the new values and advance to the next menu
item. When entering the text messages, the GRAY BUTTON will advance
to the next character to be entered and the BLUE BUTTON will save
the changes.

Press BLUE BUTTON enter Setup menu. The starting menu item (Number
of tables) of the Directory menu will be displayed. Scroll down to the 'Edit
game profile 1' menu item by pressing GRAY BUTTON. When 'Edit game
profile 1' is displayed, press BLUE BUTTON to select menu item.

Round 1 is the first round of the current game profile. There can be up
to 16 rounds programmed per game profile. R1 indicates which game
profile round is being setup. R1 = round 1, R2 = round 2, etc.

01 R1 Break
02 R1 Color Up $
03 R1 Small Blind $
04 R1 Large Blind $
05 R1 Low Limit $
06 R1 High Limit $
07 R1 Ante $
08 Go to Next Round
09 Exit

01 R1 BREAK

FUNCTION Determines if there will be a break when the round is activated.

OPERATION Press UP button to increment value or DOWN button to decrement value. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES YES, NO
Default = NO

EXAMPLE If YES is entered for this menu item, the current round values will be loaded and the table timer will automatically be paused. The GRAY BUTTON button will need to be pressed in order to un-pause the table timer and begin the round.

If NO is entered for this menu item, the current round values will be loaded and the table timer will automatically be started and the round will begin.

02 R1 COLOR UP $

FUNCTION Determines if there will be a pause at the start of the round to allow players to exchange current chips for the next highest value.

OPERATION Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES Minimum value = 0
Maximum value = 50000
Default = See default game profile chart

EXAMPLE If (100) is entered for this menu item, the current round values will be loaded and the table timer will automatically be paused. The screen will display 'Color Up $100'. The GRAY BUTTON button will need to be pressed in order to un-pause the table timer and begin the round.

If (0) is entered for this menu item and no 'Break' has been programmed, the current round values will be loaded and the table timer will automatically be started and the round will begin.

03 R1 SMALL BLIND $

FUNCTION Enter the value of the small blind.

OPERATION Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES Minimum value = 0
Maximum value = 50,000
Default = See default game profile chart

EXAMPLE If (25) is entered for this menu item, the screen will display 'Small Blind $25'.

If (0) is entered for this menu item, the screen will display 'Small Blind $0'.

04 R1 LARGE BLIND $

FUNCTION Enter the value of the large blind.

OPERATION Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 0
Maximum value = 50,000
Default = See default game profile chart

NOTE   If 'Auto double' is set to YES, the value entered for the small blind will automatically be doubled and displayed for the large blind value. Pressing BLUE BUTTON will ave the value, or it can be edited by using the UP or DOWN buttons.

EXAMPLE   If 'Auto double' is set to NO and (75) is entered for this menu item, the screen will display 'Large Blind $75.

If 'Auto double' is set to YES and (100) is entered for the small blind value, the screen will display 'Large Blind $200'.

05 R1 LOW LIMIT $

FUNCTION   Enter the value of the low limit. (Pre-Flop Limit).

OPERATION   Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 0
Maximum value = 50,000
Default = See default game profile chart

EXAMPLE   If 'Auto double' is set to NO and (25) is entered for the low limit value, the screen will display 'Low Limit $25'.

06 R1 HIGH LIMIT $

FUNCTION   Enter the value of the high limit.. (Post-Flop Limit).

OPERATION   Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 0
Maximum value = 50,000
Default = See default game profile chart

NOTE   If 'Auto double' is set to YES, the value entered for the low limit will automatically be doubled and displayed for the high limit value. Pressing BLUE BUTTON will save the value, or it can be edited by using the UP or DOWN buttons.

EXAMPLE   If 'Auto double' is set to NO and (100) is entered for the high limit value, the screen will display 'High Limit $100'.

If 'Auto double' is set to YES and (25) is entered for the low limit value, the screen will display 'High Limit $50'.

NOTE   If both Low Limit and High Limit values are set to (0) and the 'Display NO LIMIT message' is set to YES, the program will display 'NO LIMIT' .

If both Low Limit and High Limit values are set to (0) and the 'Display NO LIMIT message' is set to NO, the program will NOT display limit indicators.

07 R1 ANTE $

FUNCTION   Enter the value of the ante.

OPERATION Press UP button to increment value or DOWN button to decrement value. The UP and DOWN values will update at a faster rate if the UP or DOWN button is held steady for more than 2 seconds. Press BLUE BUTTON to SAVE value. Press GRAY BUTTON to advance to next menu item without saving changes.

VALUES   Minimum value = 0
Maximum value = 50,000
Default = See default game profile chart
If (0) is entered for this menu item, the program will not display the ante indicator.

EXAMPLE   If (25) is entered for this menu item, the screen will display 'Ante $25'.

08 GO TO NEXT ROUND

FUNCTION   This menu item will advance to the next round of the current game profile.

OPERATION Press BLUE BUTTON to exit Setup tables menu. Press GRAY BUTTON to advance to next menu item. If at the Exit menu item, the program will return to the first menu item in the Setup tables menu.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the program will advance to the next round of the current game profile. If the current round is round 16, the program will return to round 1 of the current game profile.

09 EXIT

FUNCTION   This menu item will exit from the current game profile menu and return to the Directory menu.

OPERATION Press BLUE BUTTON to exit current game profile menu and return to the Directory menu. Press GRAY BUTTON to advance to next menu item. If at the Exit menu item, the program will return to the first menu item in the current round menu.

VALUES   N/A

EXAMPLE   If BLUE BUTTON is pressed when displaying this menu item, the program will return to the Directory menu.

CLEANING INSTRUCTIONS

To clean the Visage 300XT, unplug the unit from the power supply. Take a lint-free cloth and wet with an ammonia-based window cleaning solution. Wipe off all dust and fingerprints from the anodized aluminum and the anti-glare filter. The tough anodized aluminum exterior of the Visage is highly fade- and corrosion-resistant and will remain stunning for decades to come.

CUSTOM MESSAGE CHARACTERS AND SYMBOLS

ASCII CHARACTER CHART

CHARACTER NUMBER	DISPLAY VALUE	DESCRIPTION
1	SPACE	space
2	!	exclamation
3	"	double quote
4	#	pound
5	$	dollar
6	%	percent
7	&	ampersand
8	'	single quote
9	(	left parenthesis
10	)	right parenthesis
11	*	asterisk
12	+	plus
13	,	comma
14	-	minus
15	.	period
16	/	forward slash
17	0	zero digit
18	1	one digit
19	2	two digit
20	3	three digit
21	4	four digit
22	5	five digit
23	6	six digit
24	7	seven digit
25	8	eight digit
26	9	nine digit

CHARACTER NUMBER	DISPLAY VALUE	DESCRIPTION
27	:	colon
28	;	semicolon
29	<	less than
30	=	equal
31	>	greater than
32	?	question mark
33	@	at sign
34	A	capital A
35	B	capital B
36	C	capital C
37	D	capital D
38	E	capital E
39	F	capital F
40	G	capital G
41	H	capital H
42	I	capital I
43	J	capital J
44	K	capital K
45	L	capital L
46	M	capital M
47	N	capital N
48	O	capital O
49	P	capital P
50	Q	capital Q
51	R	capital R
52	S	capital S
53	T	capital T
54	U	capital U
55	V	capital V

CHARACTER NUMBER	DISPLAY VALUE	DESCRIPTION
56	W	capital W
57	X	capital X
58	Y	capital Y
59	Z	capital Z
60	[	left bracket
61	\	backward slash
62	]	right bracket
63	^	caret
64	_	underscore
65	`	back quote
66	a	lower case a
67	b	lower case b
68	c	lower case c
69	d	lower case d
70	e	lower case e
71	f	lower case f
72	g	lower case g
73	h	lower case h
74	i	lower case I
75	j	lower case j
76	k	lower case k
77	l	lower case l
78	m	lower case m
79	n	lower case n
80	o	lower case o
81	p	lower case p
82	q	lower case q
83	r	lower case r
84	s	lower case s

CHARACTER NUMBER	DISPLAY VALUE	DESCRIPTION
85	t	lower case t
86	u	lower case u
87	v	lower case v
88	w	lower case w
89	x	lower case x
90	y	lower case y
91	z	lower case z
92	{	left brace
93	l	vertical bar
94	}	right brace
95	~	tilde