DATALOGIC™

QuickScan® L

Barcode Scanner

Advanced Data Formatting (ADF) Guide

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Disclaimer

Datalogic has taken reasonable measures to provide information in this manual that is complete and accurate, however, Datalogic reserves the right to change any specification at any time without prior notice.

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Alphanumeric Keyboard 81

Introduction

About this Manual

Use this Advanced Data Formatting Guide to perform advanced configuration to your scanner using programming barcodes.

References

Current versions of the Product Reference Guide (PRG), Quick Reference Guide (QRG), and any other manuals and instruction sheets for this product can be downloaded from the website listed on the back cover of this manual. Alternatively, printed copies or product support CDs can be purchased through your Datalogic reseller.

Manual Conventions

The following conventions are used in this document:

The symbols listed below are used in this manual to notify the reader of key issues or procedures that must be observed when using the scanner:

NOTE

Notes contain information necessary for properly diagnosing, repairing and operating the scanner.

CAUTION

The CAUTION symbol advises you of actions that could damage equipment or property.

Technical Support

Datalogic Website Support

The Datalogic website (www.scanning.datalogic.com) is the complete source for technical support and information for Datalogic products. The site offers product support, product registration, warranty information, product manuals, product tech notes, software updates, demos, and instructions for returning products for repair.

Reseller Technical Support

An excellent source for technical assistance and information is an authorized Datalogic reseller. A reseller is acquainted with specific types of businesses, application software, and computer systems and can provide individualized assistance.

Telephone Technical Support

If you do not have internet or email access, you may contact Datalogic technical support at (541) 349-8283.

Chapter 2
Rules

Advanced Data Formatting

Advanced Data Formatting (ADF) is a means of customizing data before transmission to your host device. Scan data can be edited to suit your particular requirements.

NOTE

If you are using the Wand interface with your scanner, you will not be able to use ADF rules to format your data.

Rules: Criteria Linked to Actions

In ADF, data is customized through rules. These rules perform detailed actions when the data meets certain criteria. One rule may consist of single or multiple criteria applied to single or multiple actions.

For instance, a data formatting rule could be the following:

Criteria	When scan data is Code 39, length 12, and data at the start position is the string “129”,
Actions	Pad all sends with zeros to length 8, send all data up to X, send a space.

If a Code 39 barcode of 1299X1559828 is scanned, the following is transmitted: 00001299<space>. If a Code 39 barcode of 1299X15598 is scanned, this rule is ignored because the length criteria has not been met.

The rule specifies the editing conditions and requirements before data transmission occurs.

Using ADF Barcodes

When you program a rule, make sure the rule is logically correct.
Plan ahead before you start scanning.

To program each data formatting rule:

Start the Rule — Scan the barcode "Begin New Rule" on page 9.

Criteria — Scan the barcodes for all pertinent criteria. Criteria can include code type (e.g., Code 128), code length, or data that contains a specific character string (e.g., the digits “129”). These options are described in Chapter 4, Criteria.

Actions — Scan all actions related to, or affecting, these criteria. The actions of a rule specify how to format the data for transmission. These options are described in "ADF Barcode Menu Example" on page 5.

Save the Rule — Scan the barcode "Save Rule" on page 9. This places the rule in the “top” position in the rule buffer.

- If you make errors during this process, some special-purpose barcodes may be useful: "Erase Criteria And Start Again" on page 10, "Erase Actions And Start Again" on page 10, "Erase Previously Saved Rule" on page 10, etc.
- Criteria, actions, and entire rules may be erased by scanning the appropriate barcode (see barcodes beginning on page 13).
- Use the Product Reference Guide PRG as a for basic direction regarding the programming steps. For more information on scanning, see the Quick Reference Guide (ARG). See References on page 1 for information about how to access these other product publications.

ADF Barcode Menu Example

This section provides an example of how ADF rules are entered and used for scan data.

An auto parts distribution center wants to encode manufacturer ID, part number, and destination code into their own Code 128 barcodes. The distribution center also has products that carry UPC barcodes, placed there by the manufacturer. The Code 128 barcodes have the following format:

MMMMMPPPPPDD

Where: M = Manufacturer ID
P = Part Number
D = Destination Code

The distribution center uses a PC with dedicated control characters for manufacturer ID <CTRL M>, part number <CTRL P>, and destination code <CTRL D>. At this center the UPC data is treated as manufacturer ID code.

The following rules need to be entered:

- When scanning data of code type Code 128, send the next 5 characters, send the manufacturer ID key <CTRL M>, send the next 5 characters, send the part number key <CTRL P>, send the next 2 characters, send the destination code key <CTRL D>.
- When scanning data of code type UPC/EAN, send all data, send the manufacturer ID key <CTRL M>.

ADF Barcode Menu Example — cont.

To enter these rules, follow the steps below:

Rule 1: The Code 128 Scanning Rule

Step	Barcode	On Page	Beep Indication
1	Begin New Rule	9	High High
2	Code 128	13	High High
3	Send next 5 characters	24	High High
4	Send <CTRL M>	43	High High
5	Send next 5 characters	24	High High
6	Send <CTRL P>	44	High High
7	Send next 2 characters	24	High High
8	Send <CTRL D>	42	High High
9	Save Rule	9	High Low High Low

Rule 2: The UPC Scanning Rule

Step	Barcode	On Page	Beep Indication
1	Begin New Rule	9	High High
2	UPC/EAN	15	High High
3	Send all remaining data	24	High High
4	Send <CTRL M>	43	High High
5	Save Rule	9	High Low High Low

If you made any mistakes while entering this rule, scan the barcode: Quit Entering Rules on page 10.
If you already saved the rule, scan the barcode: Erase Previously Saved Rule on page 10.

Alternate Rule Sets

ADF rules may be grouped into one of four alternate sets which can be turned on and off when needed. This is useful when you want to format the same message in different ways. For example, a Code 128 barcode contains the following information:

Class (2 digits), Stock Number (8) digits, Price (5 digits)

This barcode might look like this:

245671243701500

where:

Class = 24

Stock Number = 56712437

Price = 01500

Ordinarily you would send this data as follows:

24 (class key)

56712437 (stock key)

01500 (enter key)

Alternate Rule Sets — cont.

But, when there is a sale, you may want to send only the following:

24 (class key)

56712437 (stock key)

and the cashier will key the price manually.
To implement this, you would first enter an ADF rule that applies to the normal situation. This rule may look like this:

> When scanning a barcode of length 15, send the next 2 characters, send the class key, send the next 8 characters, send the stock key, send the data that remains, send the Enter key.

The "sale" rule may look like this:

> When scanning a barcode of length 15, send the next 2 characters, send the class key, send the next 8 characters, send the stock key.

To switch between the two sets of rules, a "switching rule" must be programmed. This rule specifies what type of barcode must be scanned to switch between the rule sets. For example, in the case of the "sale" rule above, the rule programmer wants the cashier to scan the barcode "M" before a sale. To do this, a rule can be entered as follows:

> When scanning a barcode of length 1 that begins with "M", select rule set number 1.

Another rule could be programmed to switch back.

> When scanning a barcode of length 1 that begins with "N", turn off rule set number 1.

The switching back to normal rules can also be done in the "sale" rule. For example, the rule may look like this:

> When scanning a barcode of length 15, send the next 2 characters, send the class key, send the next 8 characters, send the stock key, turn off rule set 1.

It is recommended that you scan the barcode: Disable All Rule Sets on page 11 after programming a rule belonging to an alternate rule set.

In addition to enabling and disabling rule sets within the rules, you can enable or disable them by scanning the appropriate barcodes beginning on page 11.

Rules Hierarchy (in Barcodes)

The order of programming individual rules is important.The most general rule should be programmed last.
All programmed rules are stored in a buffer. As they are programmed, they are stored at the “top” of a rules list. If three rules have been created, the list would be configured as follows:

Third Rule

Second Rule

First Rule

When data is scanned, the rules list is checked from top to bottom to determine if the criteria match (and therefore, if the actions should occur). Input is modified into the data format specified by the first matching set of criteria it finds. Be sure that your most general rule is the last one programmed.

For example, if the THIRD rule states:

When scanning a barcode of any length, send all data, then send the ENTER key.

And the SECOND rule states:

When scanning a Code 128 barcode of length 12, send the first four characters, then send the ENTER key, then send all remaining data.

If a Code 128 barcode of length 12 were scanned, the THIRD rule would be in effect. The SECOND rule would appear to not function.
Note also that ADF rules are actually created when you use the standard data editing functions. Scan options are entered as ADF rules, and the hierarchy mentioned above also applies to them. For the scanner, this applies to prefix/suffix programming in the parameter Scan Data Transmission Format.
These rules reside in the same “rule list” as ADF Rules, so the order of their creation is also important.

Default Rules

Every unit has a default rule to send all scan data. Units with custom software may have one or more default rules burned in. The rules hierarchy checks user programmable rules first, then the default rules. Default rules can be disabled by entering the following general rule in the user programmable buffer:

When receiving scan data, send all data.

Since this rule always applies, ADF will never go into the default rules.

Special Considerations for Multipoint Networks

ADF rules scanned by an individual scanner are NOT broadcast to other scanners in the piconet, as are other parameters.

Chapter 3
Special Commands

Pause Duration

This parameter along with "Send Pause" on page 28 allows a pause to be inserted in the data transmission. Pauses are set by scanning a two-digit number (i.e., two barcodes), and are measured in 0.1 second intervals. For example, scanning barcodes “0” and “1” inserts a 0.1 second pause; “0” and “5” gives a 0.5 second delay. Numeric barcodes begin on page 86 in the chapter, Alphanumeric Keyboard. In case of an error, or to change the selection, scan Cancel on page 22.

Pause Duration

Begin New Rule

Scan this barcode to start entering a new rule

Begin New Rule

Save Rule

Scan this barcode to save the entered rule.

Save Rule

Erase

Use these barcodes to erase criteria, actions, or rules.

Erase Criteria And Start Again

Erase Actions And Start Again

Erase Previously Saved Rule

Erase All Rules

Quit Entering Rules

Scan this barcode to quit entering rules.

Quit Entering Rules

Disable Rule Set

Use these barcodes to disable rule sets.

Disable Rule Set 1

Disable Rule Set 2

Disable Rule Set 3

Disable Rule Set 4

Disable All Rule Sets

NOTES

Chapter 4
Criteria

Code Types

Select any number of code types to be affected. All selected codes must be scanned in succession, prior to selecting other criteria. If a code type is not selected, all code types are affected.

Scan the barcodes for all code types desired before selecting other criteria.

Code 39

Codabar

GS1 DataBar-14

GS1 DataBar Limited

GS1 DataBar Expanded

Code 128

Code Types — cont.

D 2 OF 5

IATA 2 OF 5

I 2 OF 5

Code 93

UPC-A

UPC-E

EAN-8

EAN-13

Code Types — cont.

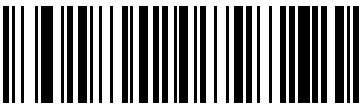
MSI

UCC/EAN 128

UPC-E1

Bookland EAN

Trioptic Code 39



Code 11

Code Lengths

Define the number of characters the selected code type must contain. If a code length is not selected, selected code types of any length are affected.

Scan these barcodes to define the number of characters the selected code types must contain. Select one length per rule only.

1 Character

2 Characters

3 Characters

4 Characters

5 Characters

6 Characters

7 Characters

Code Lengths — cont.

8 Characters

9Characters

10 Characters

11Characters

12 Characters

13Characters

14 Characters

Code Lengths — cont.

15 Characters

16 Characters

17 Characters

18 Characters

19 Characters

20 Characters

21 Characters

22 Characters

Code Lengths — cont.

23 Characters

24 Characters

25 Characters

26 Characters

27 Characters

28 Characters

29 Characters

30 Characters

Message Containing A Specific Data String

Use this feature to select whether the formatting affects data that begins with a specific character or data string, or contains a specific character or data string.

There are 4 features:

- Specific String at Start
- Specific String, Any Location
- Any Message OK
- Rule Belongs To Set

Specific String at Start

Scan this barcode, then scan the barcodes representing the desired character or characters (up to a total of 8) in the chapter: Alphanumeric Keyboard on page 81.

After scanning the following barcode:

1. Enter a string using the Alphanumeric Keyboard on page 81.
2. Scan End of Message on page 90.

Specific String At Start

Specific String, Any Location

Scan this barcode, then, using the Numeric Keypad, starting on page 4-21, scan a two-digit number representing the position (use a leading "zero" if necessary). Then scan the desired character or characters (up to a total of 8) on the Alphanumeric Keyboard on page 81, followed by the barcode: End of Message on page 90.
After scanning the following barcode:

1. Enter a location using the Numeric Keypad, starting on page 4-21.
2. Enter a string using the Alphanumeric Keyboard on page 81.
3. Scan End of Message on page 90.

Specific String Any Location

Any Message OK

By not scanning any barcode, all selected code types are formatted, regardless of information contained.

Rule Belongs To Set

Select the set a rule belongs to. (There are four possible rule sets.) See Alternate Rule Sets on page 6 for more information about rule sets.

Scan a barcode below to select which set a rule belongs to.

Rule Belongs To Set 1

Rule Belongs To Set 2

Rule Belongs To Set 3

Rule Belongs To Set 4

Numeric Keypad

Barcodes in this group should not be confused with those on the Alphanumeric Keyboard on page 81.

0

1

2

Numeric Keypad — cont.

3

4

5

6

7

8

9

Cancel

Chapter 5 Actions

Actions

Use the programming barcodes in this chapter to format the data for transmission.

Send Data

Send all data that remains, send all data up to a specific character selected from the Alphanumeric Keyboard, starting on page 6-81, or send the next N characters. N = any number from 1 to 254, selected from the Alphanumeric Keyboard. Use these barcodes to send data.

Send Data Up To Character

Send All Data That Remains

Send Next Character

Send Next 2 Characters

Send Next 3 Characters

Send Next 4 Characters

Send Next 5 Characters

Send Data — cont.

Send Next 6 Characters

Send Next 7 Characters

Send Next 8 Characters

Send Next 9 Characters

Send Next 10 Characters

Send Next 11 Characters

Send Next 12 Characters

Send Next 13 Characters

Send Data — cont.

Send Next 14 Characters

Send Next 15 Characters

Send Next 16 Characters

Send Next 17 Characters

Send Next 18 Characters

Send Next 19 Characters

Send Next 20 Characters

Setup Field(s)

Table 1. Setup Field(s) Definitions

Parameter	Description	Page
Move Cursor		
Move Cursor to a Character	Scan the barcode: Move Cursor To Character on page 28, then any printable ASCII character from the Alphanumeric Keyboard, starting on page 6-81. When this is used, the cursor moves to the position after the matching character. If the character is not there, the rule fails and ADF tries the next rule.	28
Move Cursor to Start of Data	Scan this barcode to move the cursor to the beginning of the data.	28
Move Cursor Past a Character	This parameter moves the cursor past all sequential occurrences of a selected character. For example, if the selected character is 'A,' then the cursor moves past 'A,' 'AA,' 'AAA,' etc. Scan the barcode: Move Cursor Past Character on page 28, then select a character from the Alphanumeric Keyboard. If the character is not there, the cursor does not move (i.e., has no effect).	28
Skip Ahead "N" Characters	Scan one of these barcodes to select the desired number of positions to move the cursor ahead.	29
Skip Back "N" Characters	Scan one of these barcodes to select the desired number of positions to move the cursor back.	30
Send Preset Value	Send prefix and/or suffix value by scanning the appropriate barcodes on page 31. The prefix or suffix values must be preset using the "*Set Prefix*" and/or "*Set Suffix*" barcodes from the Product Reference Guide (PRG).	31

Move Cursor

Scan a barcode below to move the cursor in relation to a specified character, then enter a character by scanning a barcode from the Alphanumeric Keyboard, starting on page 6-81.

NOTE **If there is no match when the rule is interpreted and the rule fails, the next rule is checked.**

Move Cursor To Character

Move Cursor To Start

Move Cursor Past Character

Send Pause

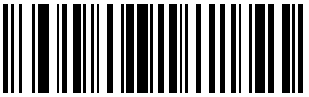
Scan the barcode below to insert a pause in the transmission of data. The length of this pause is controlled by the value of the Pause Duration parameter.

Send Pause

Skip Ahead

Use the following barcodes to skip ahead characters.

Skip Ahead 1 Character



Skip Ahead 2 Characters

Skip Ahead 3 Characters

Skip Ahead 4 Characters

Skip Ahead 5 Characters

Skip Ahead 6 Characters

Skip Ahead 7 Characters

Skip Ahead 8 Characters

Skip Ahead — cont.

Skip Ahead 9 Characters

Skip Ahead 10 Characters

Skip Back

Use the following barcodes to skip back characters.

Skip Back 1 Character

Skip Back 2 Characters

Skip Back 3 Characters

Skip Back 4 Characters

Skip Back 5 Characters

Skip Back — cont.

Skip Back 6 Characters

Skip Back 7 Characters

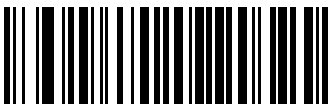
Skip Back 8 Characters

Skip Back 9 Characters

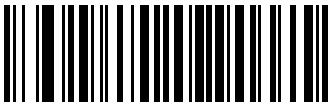
Skip Back 10 Characters

Send Preset Value

Use these barcodes to send preset values. The prefix or suffix values must be preset using the "*Set Prefix*" and/or "*Set Suffix*" barcodes from the Product Reference Manual (PRG).



Send Prefix



Send Suffix

Modify Data

Modify data in the ways listed. The following actions work for all send commands that follow it within a rule. If pad zeros to length 6, send next 3 characters, stop padding, send next 5 characters is programmed, three zeros are added to the first send, and the next send is unaffected by the padding. These options do not apply to the Send Keystroke (Control Chars. and Keyboard Chars.) or Send Preset Value options.

Remove All Spaces

To remove all spaces in the send commands that follow, scan this barcode.

Remove All Spaces

Crunch All Spaces

To leave one space between words, scan this barcode. This also removes all leading and trailing spaces.

Crunch All Spaces

Stop Space Removal

Scan this barcode to disable space removal.

Stop Space Removal

Remove Leading Zeros

Scan this barcode to remove all leading zeros.

Remove Leading Zeros

Stop Zero Removal

Scan this barcode to disable the removal of zeros.

Stop Zero Removal

Pad Data with Spaces

To pad data to the left, scan the barcode containing the desired number of spaces. This parameter is activated by Send commands.

Pad Spaces To Length 1

Pad Spaces To Length 2

Pad Spaces To Length 3

Pad Spaces To Length 4

Pad Spaces To Length 5

Pad Spaces To Length 6

Pad Spaces To Length 7

Pad Spaces To Length 8

Pad Data with Spaces — cont.

Pad Spaces To Length 9

Pad Spaces To Length 10

Pad Spaces To Length 11

Pad Spaces To Length 12

Pad Spaces To Length 13

Pad Spaces To Length 14

Pad Spaces To Length 15

Pad Spaces To Length 16

Pad Data with Spaces — cont.

Pad Spaces To Length 17

Pad Spaces To Length 18

Pad Spaces To Length 19

Pad Spaces To Length 20

Pad Spaces To Length 21

Pad Spaces To Length 22

Pad Spaces To Length 23

Pad Data with Spaces — cont.

Pad Spaces To Length 24

Pad Spaces To Length 25

Pad Spaces To Length 26

Pad Spaces To Length 27

Pad Spaces To Length 28

Pad Spaces To Length 29

Pad Spaces To Length 30

Stop Pad Spaces

Pad Data with Zeros

To pad data to the left, scan the barcode containing the desired number of zeros. This parameter is activated by Send commands.

Pad Zeros To Length 1

Pad Zeros To Length 2

Pad Zeros To Length 3

Pad Zeros To Length 4

Pad Zeros To Length 5

Pad Zeros To Length 6

Pad Zeros To Length 7

Pad Zeros To Length 8

Pad Data with Zeros — cont.

Pad Zeros To Length 9

Pad Zeros To Length 10

Pad Zeros To Length 11

Pad Zeros To Length 12

Pad Zeros To Length 13

Pad Zeros To Length 14

Pad Zeros To Length 15

Pad Zeros To Length 16

Pad Data with Zeros — cont.

Pad Zeros To Length 17

Pad Zeros To Length 18

Pad Zeros To Length 19

Pad Zeros To Length 20

Pad Zeros To Length 21

Pad Zeros To Length 22

Pad Zeros To Length 23

Pad Zeros To Length 24

Pad Data with Zeros — cont.

Pad Zeros To Length 25

Pad Zeros To Length 26

Pad Zeros To Length 27

Pad Zeros To Length 28

Pad Zeros To Length 29

Pad Zeros To Length 30

Stop Pad Zeros

Beeps

Select a beep sequence for each ADF rule.

Beep Once

Beep Twice

Beep Three Times

Send Keystroke (Control Chars. and Keyboard Chars.)

Control Characters

Scan the “Send __” barcode for the desired keystroke.

Send Control 2

Send Control A

Send Control B

Send Control C

Send Control D

Send Control E

Send Control F

Send Control G

Send Keystroke (Control Chars. and Keyboard Chars.) — cont.

Send Control H

Send Control I

Send Control J

Send Control K

Send Control L

Send Control M

Send Control N

Send Control O

Send Keystroke (Control Chars. and Keyboard Chars.) — cont.

Send Control P

Send Control Q

Send Control R

Send Control S

Send Control T

Send Control U

Send Control V

Send Control W

Send Keystroke (Control Chars. and Keyboard Chars.) — cont.

Send Control X

Send Control Y

Send Control Z

Send Control [

Send Control \

Send Control]

Send Control 6

Send Control -

Keyboard Characters

Scan the “Send __” barcode for the desired keyboard characters.

Send Space

Send !

Send “

Send #

Send $

Send %

Send &

Send ‘

Keyboard Characters — cont.

Send (

Send)

Send *

Send +

Send ,

Send -

Send .

Send /

Keyboard Characters — cont.

Send 0

Send 1

Send 2

Send 3

Send 4

Send 5

Send 6

Send 7

Keyboard Characters — cont.

Send 8

Send 9

Send :

Send ;

Send <

Send =

Send >

Send ?

Keyboard Characters — cont.

Send @

Send A

Send B

Send C

Send D

Send E

Send F

Send G

Keyboard Characters — cont.

Send H

Send I

Send J

Send K

Send L

Send M

Send N

Send O

Keyboard Characters — cont.

Send P

Send Q

Send R

Send S

Send T

Send U

Send V

Send W

Keyboard Characters — cont.

Send X

Send Y

Send Z

Send [

Send \

Send]

Send ^

Send _

Keyboard Characters — cont.

Send `

Send a

Send b

Send c

Send d

Send e

Send f

Send g

Keyboard Characters — cont.

Send h

Send i

Send j

Send k

Send l

Send m

Send n

Send o

Keyboard Characters — cont.

Send p

Send q

Send r

Send s

Send t

Send u

Send v

Send w

Keyboard Characters — cont.

Send x

Send y

Send z

Send {

Send |

Send }

Send ~

Send ALT Characters

Send Alt 2

Send Alt A

Send Alt B

Send Alt C

Send Alt D

Send Alt E

Send Alt F

Send Alt G

Send ALT Characters — cont.

Send Alt H

Send Alt I

Send Alt J

Send Alt K

Send Alt L

Send Alt M

Send Alt N

Send Alt O

Send ALT Characters — cont.

Send Alt P

Send Alt Q

Send Alt R

Send Alt S

Send Alt T

Send Alt U

Send Alt V

Send Alt W

Send ALT Characters — cont.

Send Alt X

Send Alt Y

Send Alt Z

Send Alt [

Send Alt \

Send Alt]

Send Alt 6

Send Alt -

Send Keypad Characters

Send Keypad *

Send Keypad +

Send Keypad -

Send Keypad .

Send Keypad /

Send Keypad 0

Send Keypad 1

Send Keypad 2

Send Keypad Characters — cont.

Send Keypad 3

Send Keypad 4

Send Keypad 5

Send Keypad 6

Send Keypad 7

Send Keypad 8

Send Keypad 9

Send Keypad Enter

Send Keypad Characters — cont.

Send Keypad Numlock
NUM LOCK

Send Break Key

Send Delete Key

Send Page Up Key

Send End Key

Send Page Down Key

Send Pause Key

Send Scroll Lock Key

Send Keypad Characters — cont.

Send Backspace Key

Send Tab Key

Send Print Screen Key

Send Insert Key

Send Home Key

Send Enter Key

Send Escape Key

Send Up Arrow Key

Send Keypad Characters — cont.

Send Down Arrow Key

Send Left Arrow Key

Send Right Arrow Key

Send Function Key

Send F1 Key

Send F2 Key

Send F3 Key

Send F4 Key

Send F5 Key

Send F6 Key

Send Function Key — cont.

Send F7 Key

Send F8 Key

Send F9 Key

Send F10 Key

Send F11 Key

Send F12 Key

Send F13 Key

Send F14 Key

Send Function Key — cont.

Send F15 Key

Send F16 Key

Send F17 Key

Send F18 Key

Send F19 Key

Send F20 Key

Send F21 Key

Send F22 Key

Send Function Key — cont.

Send F23 Key

Send F24 Key

Send PF1 Key

Send PF2 Key

Send PF3 Key

Send PF4 Key

Send PF5 Key

Send PF6 Key

Send Function Key — cont.

Send PF7 Key

Send PF8 Key

Send PF9 Key

Send PF10 Key

Send PF11 Key

Send PF12 Key

Send PF13 Key

Send PF14 Key

Send Function Key — cont.

Send PF15 Key

Send PF16 Key

Send PF17 Key

Send PF18 Key

Send PF19 Key

Send PF20 Key

Send PF21 Key

Send PF22 Key

Send Function Key — cont.

Send PF23 Key

Send PF24 Key

Send PF25 Key

Send PF26 Key

Send PF27 Key

Send PF28 Key

Send PF29 Key

Send PF30 Key

Send Right Control Key

The "Send Right Control Key" action sends a tap (press and release) of the Right Control Key.

Send Right Control Key

Send Graphic User Interface (GUI) Characters

The "Send Graphic User Interface Character" actions tap the specified key while holding the System Dependent Graphic User Interface (GUI) Key. The definition of the Graphic User Interface key is dependent upon the attached system:

Send GUI 0

Send GUI 1

Send GUI 2

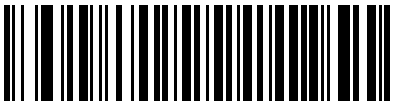
Send GUI 3

Send GUI 4

Send GUI 5

Send Graphic User Interface (GUI) Characters — cont.

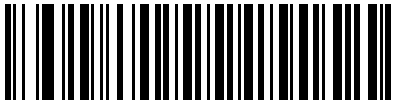
Send GUI 6



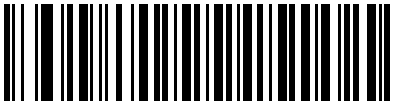
Send GUI 7

Send GUI 8

Send GUI 9



Send GUI A



Send GUI B

Send GUI C

Send Graphic User Interface (GUI) Characters — cont.

Send GUI D

Send GUI E

Send GUI F

Send GUI G

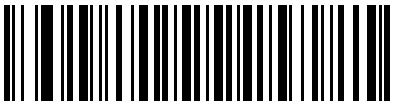
Send GUI H

Send GUI I

Send GUI J

Send Graphic User Interface (GUI) Characters — cont.

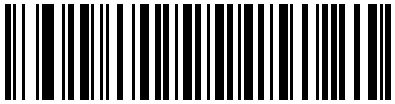
Send GUI K



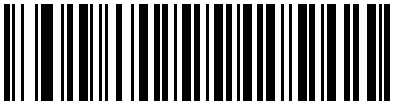
Send GUI L

Send GUI M

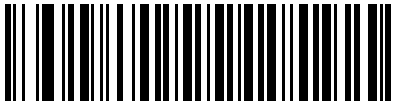
Send GUI N



Send GUI O



Send GUI P



Send GUI Q

Send Graphic User Interface (GUI) Characters — cont.

Send GUI R

Send GUI S

Send GUI T

Send GUI U

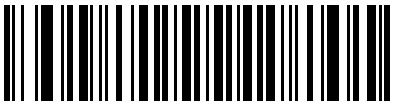
Send GUI V

Send GUI W

Send GUI X

Send Graphic User Interface (GUI) Characters — cont.

Send GUI Y



Send GUI Z

Turn On/Off Rule Sets

Use these barcodes to turn rule sets on and off.

Turn On Rule Set 1

Turn On Rule Set 2

Turn On Rule Set 3

Turn On Rule Set 4

Turn Off Rule Set 1

Turn Off Rule Set 2

Turn Off Rule Set 3

Turn Off Rule Set 4

Chapter 6
Alphanumeric Keyboard

Alphanumeric Keyboard

This chapter contains barcodes representing alphanumeric keyboard characters.

Alphanumeric Keyboard — cont.

Space

#

$

%

*

+

-
(Dash)

.

Alphanumeric Keyboard — cont.

/

!

“

&

“

(

)

Alphanumeric Keyboard — cont.

:

;

<

=

>

?

@

Alphanumeric Keyboard — cont.

[

\

]

^

_
(Underscore)

`

Alphanumeric Keyboard — cont.

NOTE

Barcodes on this page should not be confused with those on the Numeric Keypad on page 21

0

1

2

3

4

5

6

Alphanumeric Keyboard — cont.

7

8

9

A

B

C

D

Alphanumeric Keyboard — cont.

E

F

G

H

I

J

K

L

Alphanumeric Keyboard — cont.

M

N

O

P

Q

R

S

T

Alphanumeric Keyboard — cont.

U

V

W

X

Y

Z

Cancel

End of Message

Alphanumeric Keyboard — cont.

a

b

c

d

e

f

g

h

Alphanumeric Keyboard — cont.

i

j

k

l

m

n

o

Alphanumeric Keyboard — cont.

p

q

r

s

t

u

v

Alphanumeric Keyboard — cont.

w

x

y

z

{

|

}

~

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