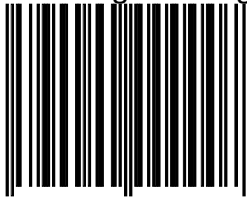




# **Programming Guide**

Omnidirectional Laser Scanner

Enter/Exit Programming Mode



(This barcode can also be found at back cover page.)

Framed values are default values.

## ***IMPORTANT NOTICE***

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Specification or version may be subject to change without notice. The actual specification and version are based on the product delivered.

### **General handling precautions**

- Do not dispose of the scanner in fire.
- Do not put the scanner directly in the sun or by any heat source.
- Do not use or store the scanner in a very humid place.
- Do not drop the scanner or allow it to collide violently with other objects.
- Do not take the scanner apart without authorization.

## **Radio Notice**

Some equipment generates uses and can radiate radio frequency energy. If not installed and used in accordance with the instructions in this manual, it may cause interference to radio communications. The equipment has been tested and found to comply with the limits for a Class A computing device pursuant to EN55022 and 47 CFR, Part 2 and Part 15 of the FCC rules. These specifications are designed to provide reasonable protection against interference when operated in a commercial environment.

### **Radio and Television Interference**

Operation of this equipment in a residential area can cause interference to radio or television reception. This can be determined by turning the equipment off and on.

The user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the device with respect to the receiver.

Move the device away from the receiver.

Plug the device into a different outlet so that the device and the receiver are on different branch circuits.

If necessary, the user may consult the manufacturer, authorized dealer, or experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 U.S.A., Stock No. 004000003454.

### **For CE-countries**

This scanner is in conformity with CE standards. Please note that an approved, CE-marked power supply unit should be used in order to maintain CE conformance.

## **Laser Safety**

The laser scanner complies with safety standard IEC 60825-1 for a Class I laser product. It also complies with CDRH as applicable to a Class IIa laser product. Avoid long term staring into direct laser light.

## **Radiant Energy**

The laser scanner uses one low-power visible laser diodes operating at 650nm in an opto-mechanical scanner resulting in less than 3.9 $\mu$ W radiated power as observed through a 7mm aperture and averaged over 10 seconds.

Do not attempt to remove the protective housing of the scanner, as un-scanned laser light with a peak output up to 0.8mW would be accessible inside.

## **Laser Light Viewing**

The scan window is the only aperture through which laser light may be observed from this product. A failure of the scanner motor, while the laser diode continues to emit a laser beam, may cause emission levels to exceed those for safe operation. The scanner has safeguards to prevent this occurrence. If, however, a stationary laser beam is emitted, the failing scanner should be disconnected from its power source immediately.

## **Adjustments**

Do not attempt any adjustments or alteration of this product. Do not remove the protective housing of the scanner. There are no user-serviceable parts inside.

## **Caution**

Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous laser light exposure.

## **Optical**

The use of optical instruments with this product will increase the eye hazard. Optical instruments include binoculars, magnifying glasses, and microscopes but do not include normal eye glasses worn by the user.

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# **1. INTRODUCTION**

This is an advanced programming guide for various omnidirectional laser scanners. This guide contains a series of programming barcode labels, and by scanning these codes, it can make configurations to the scanners. This allows decoding options and interface protocols to be tailored to a specific application. The configuration is stored in non-volatile memory and will not be lost by removing power from the scanner. Other than specified in this guide, for any special functions or specifications, please contact your dealer for details.

The scanner must be properly powered before programming. For RS-232C type scanners, an external power adapter must be used to supply DC power to the scanner. If a keyboard emulation type scanner is used with an IBM PC/XT/AT, PS/2 or any fully compatible computers, power will be drawn from the keyboard port; therefore no external power adapter is required. If keyboard emulation type scanner is used with any other non IBM PC compatible computers, an external power adapter may be required.

Under the programming mode, the laser scanner will acknowledge a good and valid reading with a short beep. It will give long beeps for either an invalid or bad reading.

## 2. CHANGE THE SCANNER SETTING

In order to change the scanner setting, please follow the steps below:

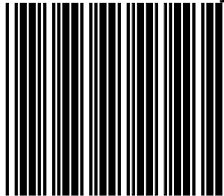
1. Scan the **Enter/Exit Programming Mode** barcode. There will be 2 beeps (low-high) indicating ready to make settings.
2. Scan barcodes for the desired feature (1 beep)
3. Scan the **Enter/Exit Programming Mode** barcode again to save the configuration. There will be 2 beeps (long-short) indicating a successful setting.

After reading a valid barcode in programming mode, the scanner will give a high beep.

## 3. DEFAULT PARAMETERS

This table gives the default settings of all the programmable parameters. The default settings will be restored whenever the **Reset** programming label is scanned. (This label can also be found on p.8.)

Reset (Return to factory default)



## Default Values of Operating Parameters

Function	Default
<b>Sleep mode</b>	
Motor sleep mode	After 30 minutes
Laser sleep mode	After 10 minutes
<b>Scanner timing</b>	
Same code delay	200msec
<b>Beeper Tone</b>	
Frequency	medium
Duration	50msec
<b>Code Identifiers</b>	
Code ID	off
Code 39	M
ITF 2 of 5	I
Chinese post code	H
UPC-A	A
UPC-E	E
EAN-13	F
EAN-8	FF
Codabar	N
Code 128	K
Code 93	L
MSI/Plessey	P
GS1 DataBar Standard (RSS-14 Standard)	RS
GS1 DataBar Limited (RSS Limited)	RL
GS1 DataBar Expanded (RSS Expanded)	RX

## Default Values of Keyboard Emulation Parameters

Function	Default Values
Keyboard type selection	IBM PC/AT USA
Message terminator	Enter/ carriage return

## Default Values of Serial Communication Parameters

Function	Default Values
Handshaking protocol	None
ACK/NAK response time setting	300 msec
Baud rate	9600
Data bit	8
Stop bit	1
Parity	None
Message terminator selection	CR/LF

## Default Values of USB Emulation Parameters

Function	Default Values
Keyboard Type	US Keyboard
Message Terminator	Enter

## Default Values of Wand Emulation Parameters

Function	Default Values
Wand emulation speed	Normal
Wand emulation output	Black = High
Data output format	Transmit as scan

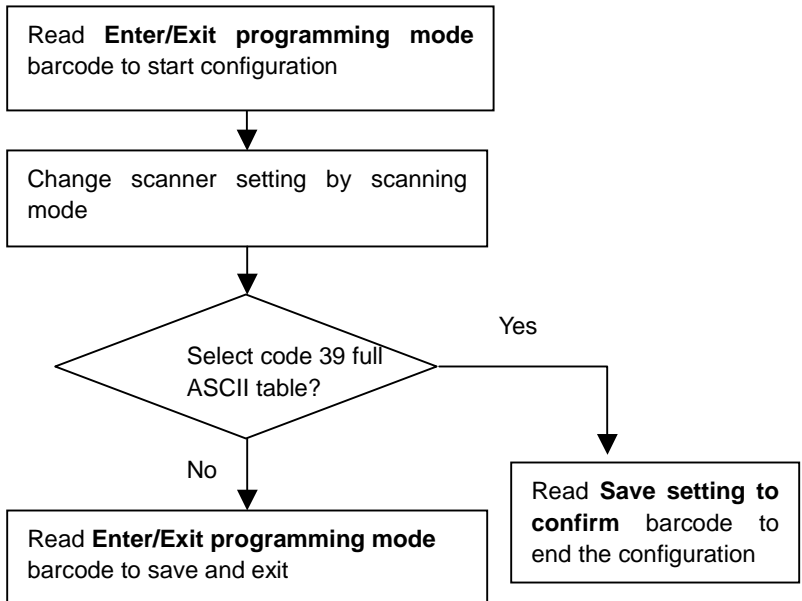
## Default Values of Decoding Parameters

Function	Code	Default Value
Reading codes selection	Code 39	Enable
	ITF 2 of 5	Disable
	Chinese Post Code	Disable
	UPC/EAN/JAN	Enable
	Codabar	Disable
	MSI/PLESSY	Disable
	Code 128	Disable
	Code 93	Disable
	EAN-128	Disable
	Italian Pharmacy	Disable
	ISSN/ ISBN	Disable
	GS1 DataBar (RSS)	Disable
Code 39	Codes	Standard
	Start/stop characters	Not transmitting
	Check digit	Disabled
	Concatenation	Off
	Length	3~32
Interleaved 2 of 5	Length	6-32
	Check digit	Disable
Chinese Post Code	Length	10~32
	Check digit	Disable
UPC/EAN/JAN	Format	All
	Addendum	Disable
	UPC-E=UPC-A	Disabled
	UPC-A leading digit	Transmit
	UPC-A check digit	Transmit
	UPC-E leading digit	Transmit
	UPC-E check digit	Transmit
Codabar	Type	Standard
	Start/stop characters	A, B, C, D
	Length	6~32 digits
Code 128	FNC 2 append	Disable
	Check digit	Disable
Code 93	Length	3~32
	Check digit	Not transmit
MSI	Length	6~32
	Check digit	Transmit
Italian Pharmacy	Transmit "A" Character	Not transmitting

## Default Values of Decoding Parameters (continued)

Function	Code	Default Value
GS1 DataBar (RSS)	GS1 DataBar Standard	Disable
	GS1 DataBar Limited	Disable
	GS1 DataBar Expanded	Disable
	Transmit GS1 DataBar Standard check digit	Enable
	Transmit GS1 DataBar Standard application ID (01)	Enable
	Transmit GS1 DataBar Limited check digit	Enable
	GS1 DataBar Standard/EAN-128 emulation	Disable
	Transmit GS1 DataBar Limited application ID (01)	Enable
	Transmit GS1 DataBar Expanded check digit	Enable
	Transmit AI(01) of Expanded	Enable
	GS1 DataBar Expanded /EAN-128 emulation	Disable

## PROGRAM PROCEDURE USING BARCODE MENUS



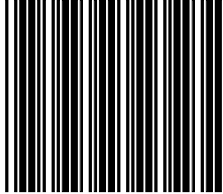
# ***System Setting***

*The series scanner is a multi-interface communication scanner. If you had ordered only one type of interface, the device is configured in the interface requested, i.e. RS-232C, keyboard wedge, wand emulation or USB. If not requested, the default interface is set in keyboard wedge interface (PC/AT). Use this section to change interfaces.*

## **Reset (Return to Factory Default)**

Reading of “Reset” barcode label turns all parameters back to default values, and the scanner remains in the last interface set when it is reset.

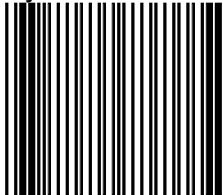
Reset (Return to Factory Default)



## **Display Firmware Version**

Reading of the “Display Firmware Version” will show the current firmware version on host.

Display Firmware Version

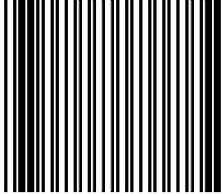




## Abort (Exit Programming Mode)

Reading of the “Abort” barcode label discards all the parameters read prior to scan the “Enter/Exit of Programming Mode”.

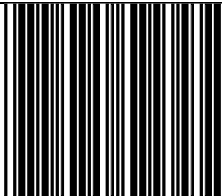
Abort (Exit Programming Mode)



## Return to PC/AT Default

This barcode allows setting in keyboard wedge interface for IBM PC AT/PS/2 and compatibles.

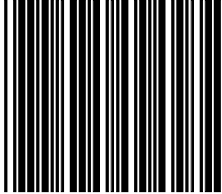
Return to PC/AT Default



## **Return to RS-232 Default**

The RS-232C interface scanner is often used when connecting to the serial port of a PC or terminal. Read the barcode to set the scanner into RS-232 interface.

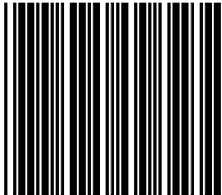
Return to RS-232 Default



## **Return to USB Default**

Reading of “Return to USB default” sets the device into USB interface support.

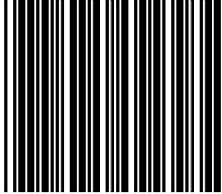
Return to USB Default



## **Return to Wand Emulation Default**

The Wand emulation is achieved by decoding a scanned barcode and then encoding it again, so that the output is readily decoded by an external decoder designed for processing of wand data.

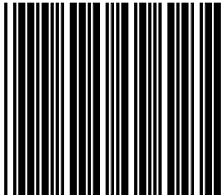
Return to Wand Emulation Default



## **Return as Customer Default**

Reading of the label sets the device back to customer saved parameter settings.

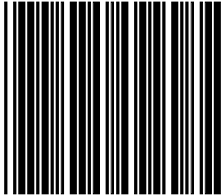
Return as Customer Default



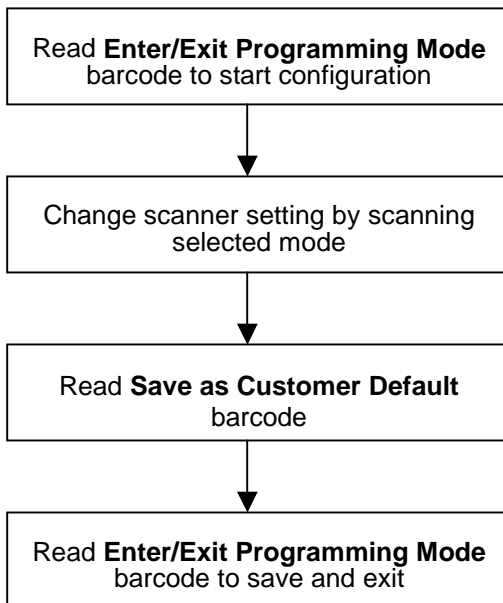
## Save as Customer Default

Reading of this label to save the desired parameters set into customer's own default setting.

Save as Customer Default



## How to Save as Customer Default



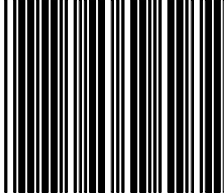
# ***Sleep Timeouts Selection***

In this section, user can set both laser and/or motor to enter into sleep mode. The timeout programming labels will allow users to set the different time frame before entering into laser and/or motor sleep mode. The feature reduces power consumption and prolongs scanner life time.

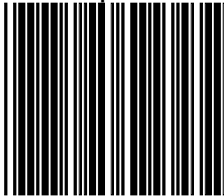
## **NOTE:**

- 1. Laser always enters sleep mode before motor.**
- 2. If the motor timeout is set shorter than the motor timeout, then laser would enter sleep mode as motor enters sleep mode.**

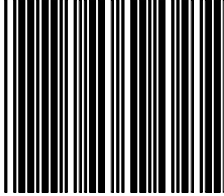
Motor sleep mode off



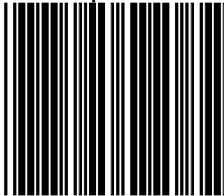
Motor sleep time 5 min.



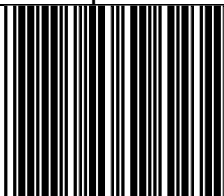
Motor sleep time 10 min.



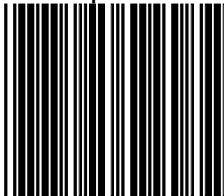
Motor sleep time 20 min.



Motor sleep time 30 min.

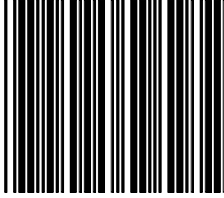


Motor sleep time 60 min.

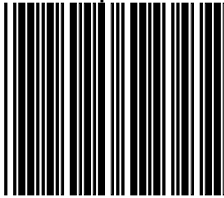




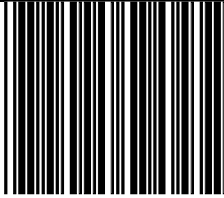
Laser sleep mode off



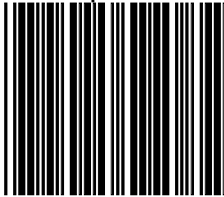
Laser sleep time 5 min.



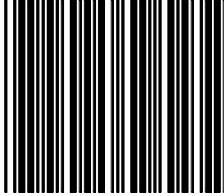
Laser sleep time 10 min.



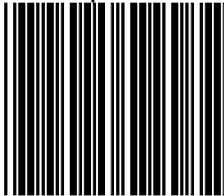
Laser sleep time 15 min.



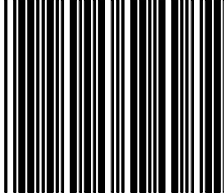
Laser sleep time 20 min.



Laser sleep time 25 min.



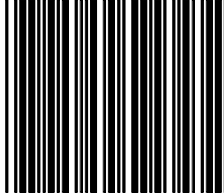
Laser sleep time 30 min.



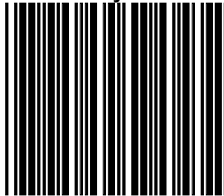
# ***Same Code Delay Time***

This parameter sets the minimum time allowed between decodes of the same label.

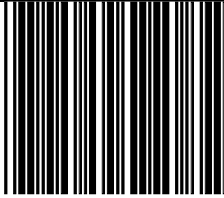
Same code delay time 50 msec.



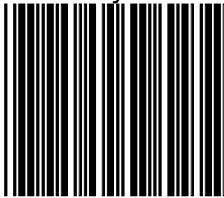
Same code delay time 100 msec.



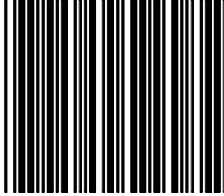
Same code delay time 200 msec.



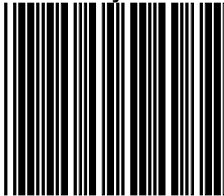
Same code delay time 300 msec.



Same code delay time 400 msec.

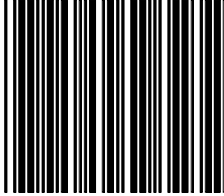


Same code delay time 500 msec.

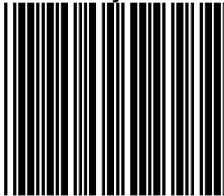




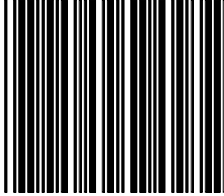
Same code delay time 600 msec.



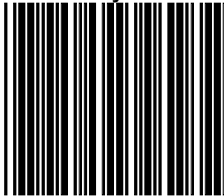
Same code delay time 700 msec.



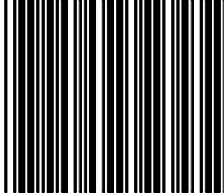
Same code delay time 800 msec.



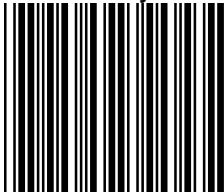
Same code delay time 900 msec.



Same code delay time 1000 msec.



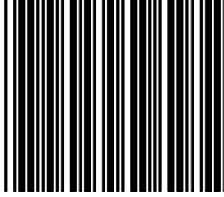
Same code delay time infinite



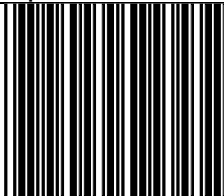
# ***Beeper Sound Selection***

This section includes all setting labels for beeper sound settings, including tone frequency, volume, duration time, power on beep enable/disable, and enable/disable sound when the scanner enters sleep mode.

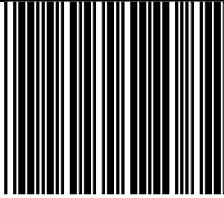
LED/Beep after transmission



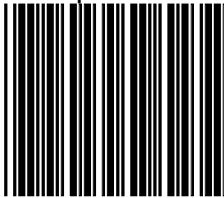
LED/Beep before transmission



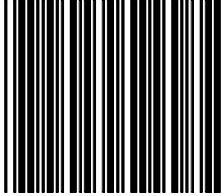
Power-up tone enable



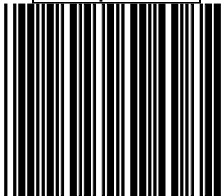
Power-up tone disable



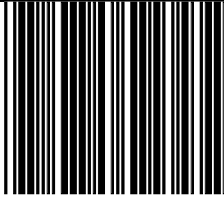
Sleep sound



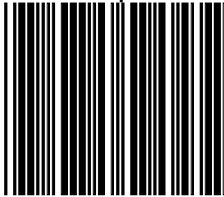
Sleep silent



Medium beeper tone

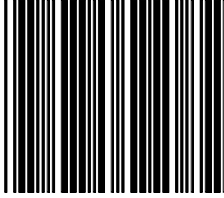


Low beeper tone

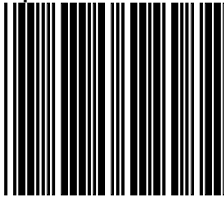




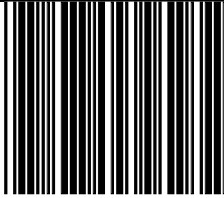
High beeper tone



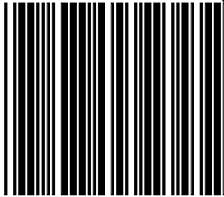
Speaker disable



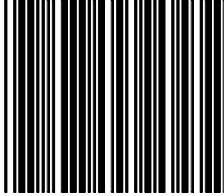
Beeper sound duration (100msec)



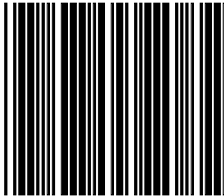
Beeper sound duration (50msec)



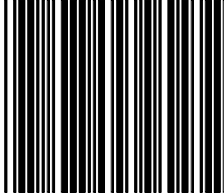
Beeper sound duration (20msec)



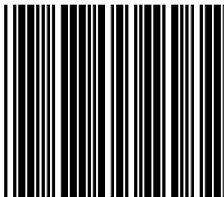
Beeper sound duration (5msec)



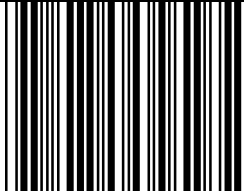
Beeper sound duration 200msec



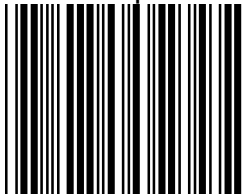
Beeper sound duration 500msec



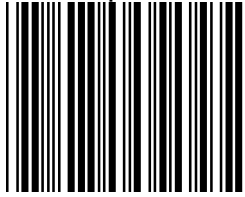
Loud beeper volume



Medium beeper volume



Low beeper volume



# ***Barcode Identifier Code Setting***

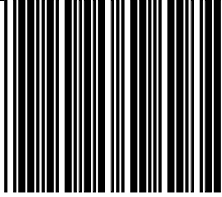
The scanner can transmit maximum 2 digits barcode identifier code for different types of barcodes. Use Enable or Disable identifier setting barcode to determine the transmission of barcode ID.

The procedure is as follows:

- 1.) Scan **Enter/Exit Programming Mode** label
- 2.) Scan **Barcode Identifier Setting Code** label
- 3.) Scan the new code mark from ASCII table (maximum 2 digits).  
For example, if **AB** is the code mark, then scan **A** and **B**.
- 4.) Scan **Save Setting to Confirm** label
- 5.) Scan **Enter/Exit Programming Mode** label

## Barcode Identifier Code Selection

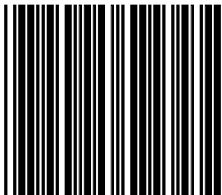
Disable identifier code



Scan “Enable identifier code” label to transmit the label ID as shown in the table below.

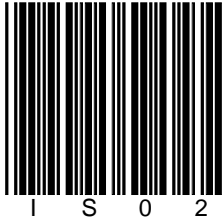
Code 39	M
ITF 2 of 5	I
Chinese post code	H
UPC-A	A
UPC-E	E
EAN-13	F
EAN-8	FF
Codabar	N
Code 128	K
Code 93	L
MSI/Plessey	P
GS1 DataBar Standard (RSS-14 Standard)	RS
GS1 DataBar Limited (RSS Limited)	RL
GS1 DataBar Expanded (RSS Expanded)	RX

Enable identifier code



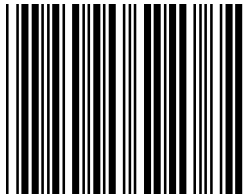


## Set Message Format with Code Identifier



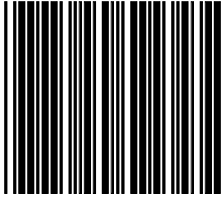
<b>Code</b>	<b>Code identifier</b>
UPC-A	A
UPC-E	E
EAN-8	FF
EAN-13	F
CODE 39	*
CODBAR	%
ITF 2 OF 5	i
CODE 93	&
CODE 128	#
MSI/PLESSY	@
EAN-128	P

## Enable Identifier Code Table as AIM Standard

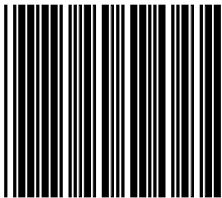


## Barcode Identifier Code Setting

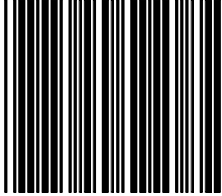
Code 39 identifier code setting



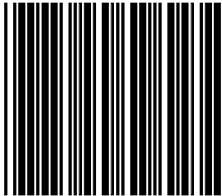
ITF 2 of 5 identifier code setting



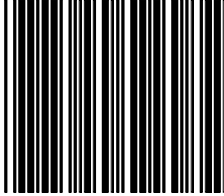
## Chinese Post code identifier code setting



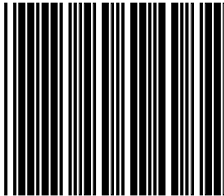
## UPC-E identifier code setting



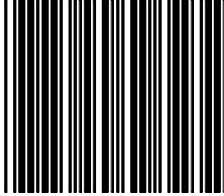
UPC-A identifier code setting



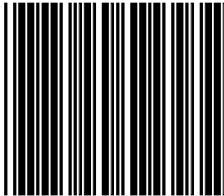
EAN-13 identifier code setting



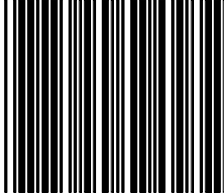
### EAN-8 identifier code setting



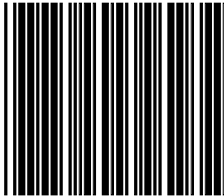
### Codabar identifier code setting



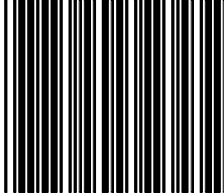
Code 128 identifier code setting



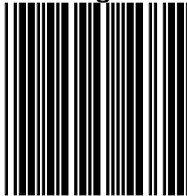
Code 93 identifier code setting



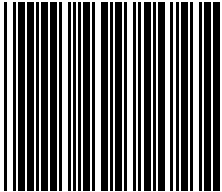
MSI identifier code setting



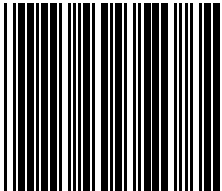
Save setting to confirm



GS1 DataBar Standard identifier code setting

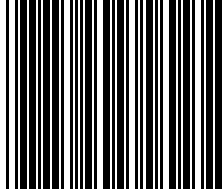


GS1 DataBar Limited identifier code setting





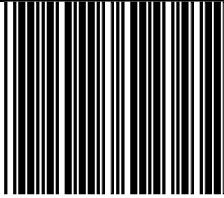
## GS1 DataBar Expanded identifier code setting



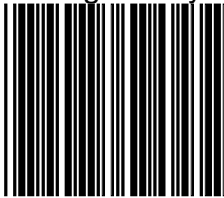
# ***Message delay***

This section contains different delay time frames between two consecutive messages. This delay will be added before each data transmission.

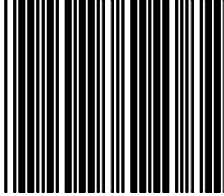
Inter message delay 0 ms



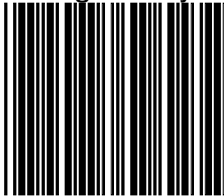
Inter message delay 100 ms



Inter message delay 500 ms



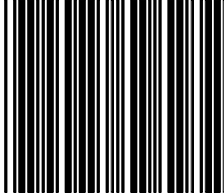
Inter message delay 1000 ms



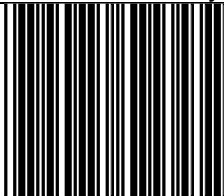
# ***Character delay***

This option governs delay time between two consecutive characters; the delay time can be altered by scanning the following labels.

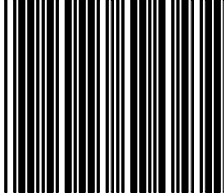
Character delay 5 ms



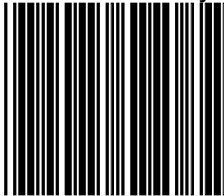
Inter character delay 0 ms



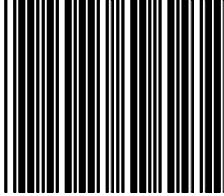
Inter character delay 10 ms



Inter character delay 20 ms



Inter character delay 50 ms





# ***Interface Communication Setting***

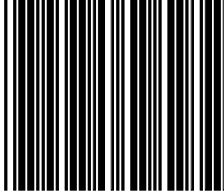
This section contains labels to configure the scanner to user's host terminal. The following interfaces are supported:

- \*RS-232C interface
- \*Keyboard wedge
- \*USB interface
- \*Wand emulation

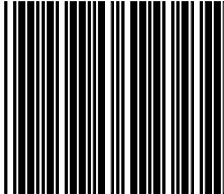
# RS-232C Interface Configuration

## 1. Baud Rate Setting

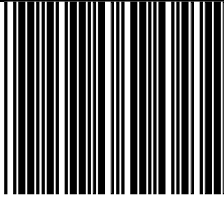
Baud Rate 38400



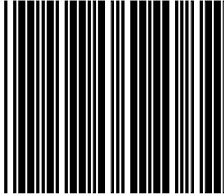
Baud Rate 19200



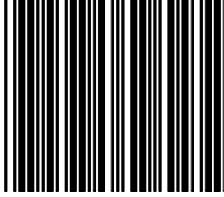
Baud Rate 9600



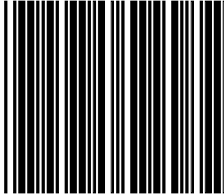
Baud Rate 4800



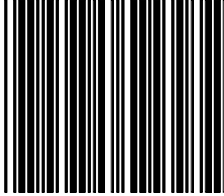
Baud Rate 2400



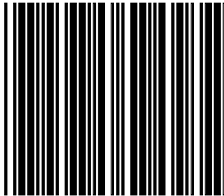
Baud Rate 1200



Baud Rate 57600

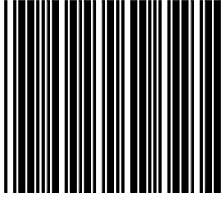


Baud Rate 115200

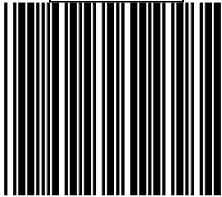


## 2. Date Bit Setting

7 data bit



8 data bit

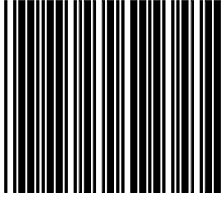


### 3. Stop Bit Setting

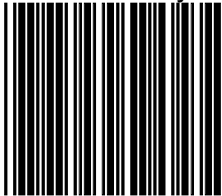


#### 4. Parity Bit Setting

Even Parity

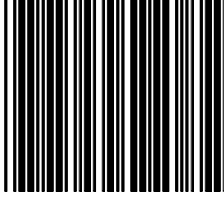


Odd Parity

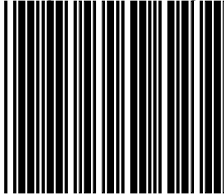




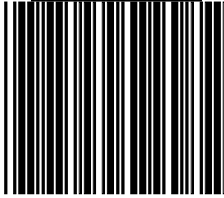
### Mark Parity



### Space Parity



None Parity



## 5. Handshaking Protocol

The RS-232C type scanner supports four handshaking protocols. With these options of communication protocol, users can tailor the scanner to meet the requirement of most systems. These handshaking protocols are:

### **\*None**

The scanner will transmit any read data unconditionally. The scanner will not check the receiving device or the transmitted message.

### **\*RTS/CTS**

Under this handshaking protocol, the scanner use the RTS pin to instruct the connected device to transmit data and test the CTS pin for readiness of the connected device to receive data.

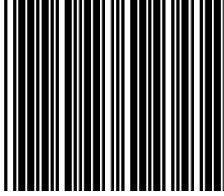
### **\*ACK/NAK**

The scanner waits for an ACK or NAK signal from the host computer after each data transmission. Normally, the scanner will temporarily stored the scanned data in the memory buffer before receiving the ACK or NAK signal. If the ACK signal is received, it will clear the transmitted data and continue to send the next data. In case the NAK signal is received, it will repeat to transmit the same data until receiving the ACK signal.

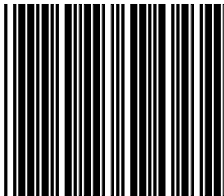
### **\*Xon/Xoff**

During the data communication, if a scanner receives an Xoff (ASCII 013H), it will stop the transmission at once. The scanner waits for a Xon (ASCII 01H) to start the transmission again.

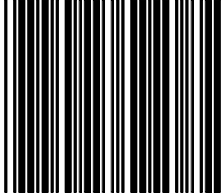
None handshaking



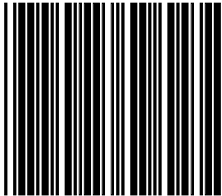
ACK/NAK



Xon/Xoff



RTS/CTS

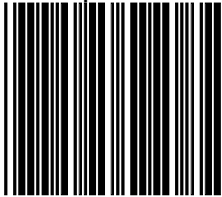


6. ACK/NAK Response Time Setting

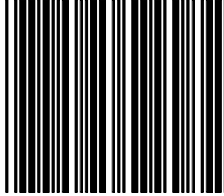
ACK/NAK response time 300ms



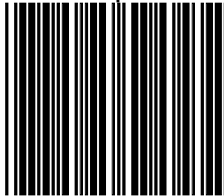
ACK/NAK response time 500ms



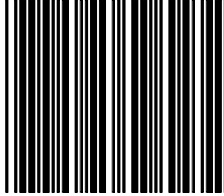
ACK/NAK response time 1s



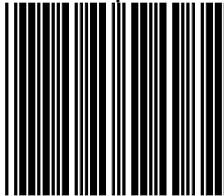
ACK/NAK response time 2s



ACK/NAK response time 3s

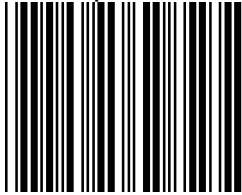


ACK/NAK response time 5s

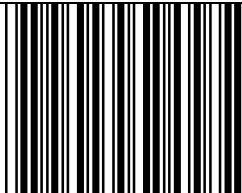




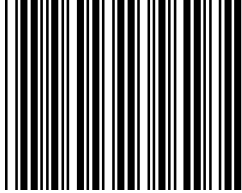
ACK/NAK response time Infinity



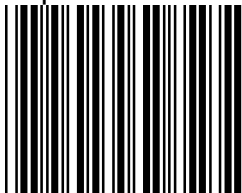
Disable ACK/NAK timeout beeper



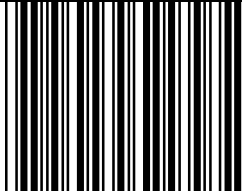
Enable ACK/NAK timeout beeper



Enable beeper on<BEL> character



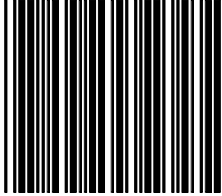
Ignore beep on <BEL>character



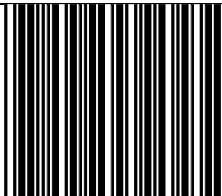
## 7. Message terminator for RS-232C

The series RS-232C type scanner can be programmed to append a terminator to every message sent via the serial port. Different terminator will be appended at the end of message sent from the serial port.

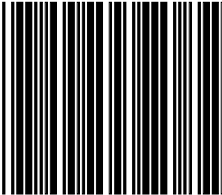
RS-232 message terminator - none



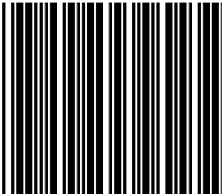
RS-232 message terminator - CR/LF



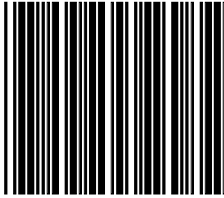
RS-232 message terminator - CR



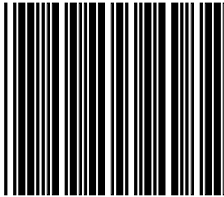
RS-232 message terminator - LF



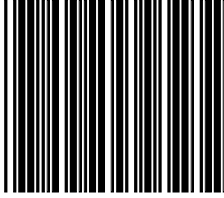
RS-232 message terminator - H tab



RS-232 message terminator - STX/ETX



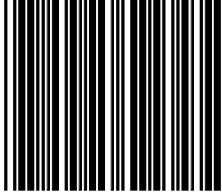
RS-232 message terminator - EOT



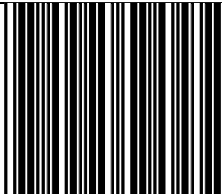
# Keyboard Wedge Interface Configuration

## 1. Message Terminator for Keyboard Wedge

Keyboard terminator---none

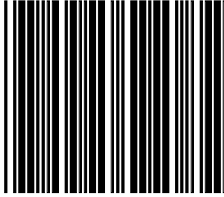


Keyboard terminator---Enter



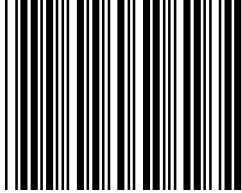


Keyboard terminator---H-TAB

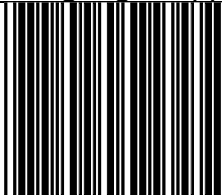


## 2. Keyboard Language Selection

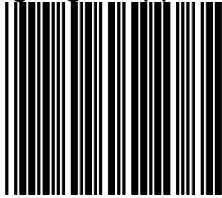
Enable International keyboard type  
(Alt method)



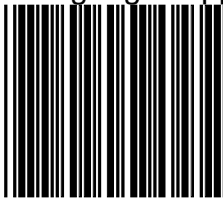
Keyboard language support---USA



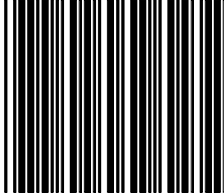
Keyboard language support---Germany



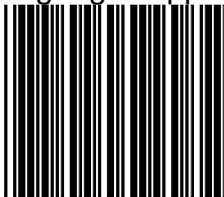
Keyboard language support---UK



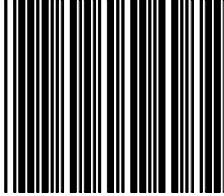
Keyboard language support---French



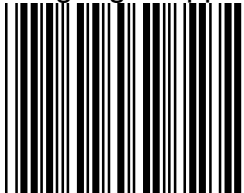
Keyboard language support---Spanish



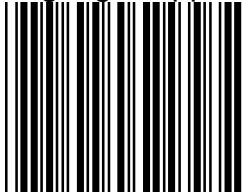
Keyboard language support--- Italian



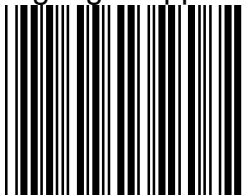
Keyboard language support--- Swiss



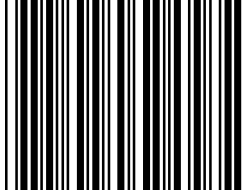
Keyboard language support---Swedish



Keyboard language support---Japanese



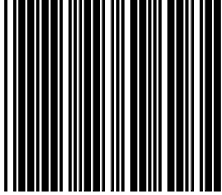
## Keyboard language support---Belgium



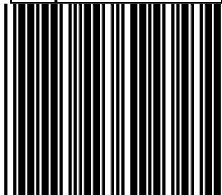
### 3. Capital Lock

Select the suitable code to match your keyboard caps lock status.

Capital lock on



Capital lock off

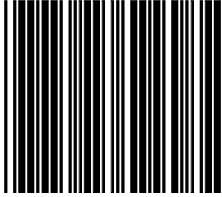




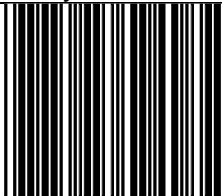
#### 4. Function Key Emulation

In this section, users can emulate Function keys, Arrow keys, and many other extended keys. An IBM compatible keyboard does not translate to ASCII characters; it can be concatenated with input data as header and/or trailer. (See Appendix B)

Function key emulation enable



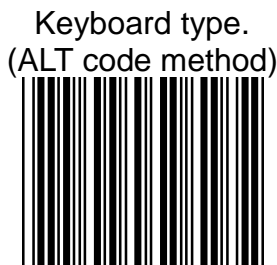
Function key emulation disable



# USB Interface Configuration

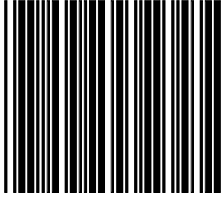
The USB mode is effectively a keyboard emulator that works with hosts, such as USB-compatible operating system and USB ports. USB compatible operating systems are Windows 98, Windows NT 5.0 and later. No additional software is needed since the USB driver supports its built-in operating system

## 1. Keyboard Type

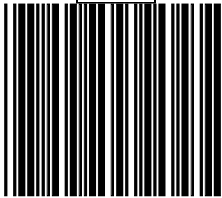


## 2. Message terminator for USB

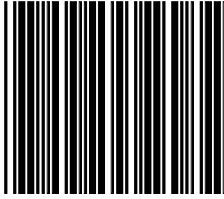
None



Enter



H tab

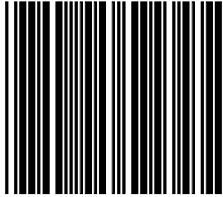


# Wand Emulation Configuration

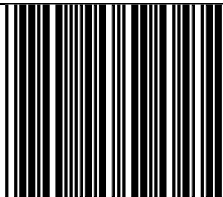
## 1. Emulation Speed Selection

The data output speed can be set to befit the external decoder.

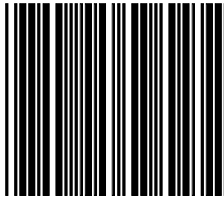
Wand emulation speed=Low  
(1ms narrow element width)



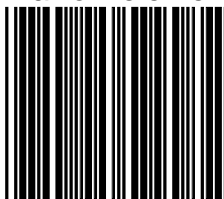
Wand emulation speed =medium  
(600 us narrow element width)



Wand emulation speed= high  
(300 us narrow element width)



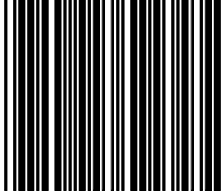
Wand emulation speed ---- higher  
(100us narrow element width)



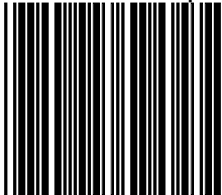
## 2. Emulation Data Output Selection

The decoded data output logic level can be set to benefit the external decoder.

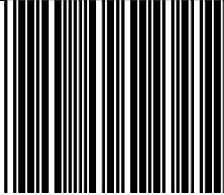
Wand emulation data output black = high



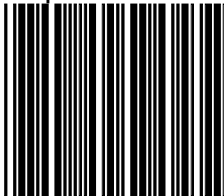
Wand emulation data output black = low



Wand Data Transmitted as Scanning



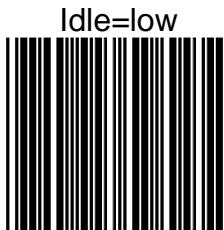
Enable Wand output data format as Code 39





### 3. Emulation data idle state selection

The level refers to wand emulation data signal when not in use.



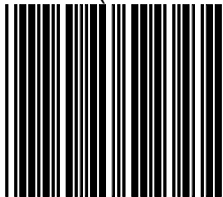
# ***Data Editing***

## HEADER AND TRAILER

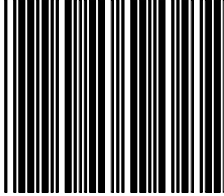
The **Header and Trailer** section allows you to append a header and/or a trailer to every message transmitted via the serial ports, USB or the keyboard port. There is no restriction in selecting header or trailer characters as far as the sum of the lengths of header and trailer is not greater than 10 digits.

1. Select either header or trailer you are going to program by scanning the corresponding label
2. Scan the character(s) you want from the ASCII table to set as header or trailer. (Be sure to enable full ASCII code 39 option before you start.)
3. Read the **save setting to confirm** label to confirm your choice into memory.

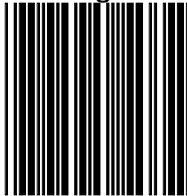
Header (Preamble)



Trailer (Postamble)



Save setting to confirm

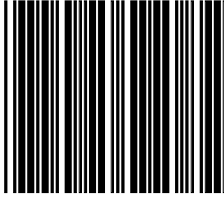


## Truncate Header/Trailer Character

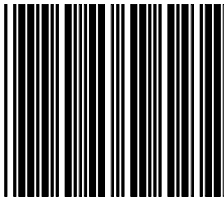
This setting allows you to truncate a number of header or trailer for symbology. As a result, the specific character you select is deleted from the symbology you want.

- 1.) Scan the **Enter/Exit programming mode** label.
- 2.) Select the **Truncate header or truncate trailer** label.
- 3.) Scan two barcode value from the full ASCII code table(0~9). For example, scan **0** and **2** if you want to clear the number **2** from header.
- 4,) Scan **save setting to confirm** label
- 5,) Scan **Enter/Exit programming mode** label to end of configuration.

Truncate header character



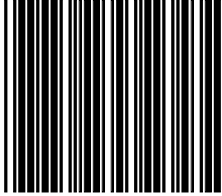
Truncate trailer character



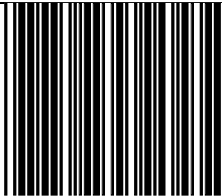
## Add Code Length

This option allows you to add the reading barcode numeric characters as header

Add code length as header enable (all barcode)



Add code length as header disable (all barcode)



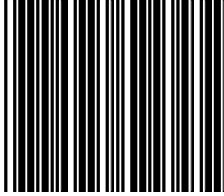
# ***Symbology Configuration***

In this section, device can be programmed to recognize one or more barcode symbologies automatically. If the scanner is configured to support multiple barcode symbologies, the scanner will discriminate different symbologies automatically. However, to improve scanning performance, you should enable only the symbologies that will be in active use.

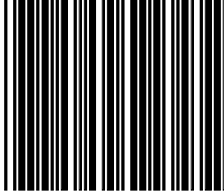


# Reading Code Selection

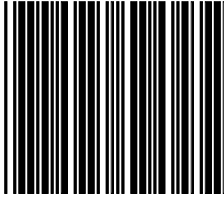
Code 39 enable



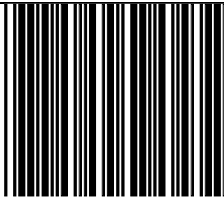
Code 39 disable



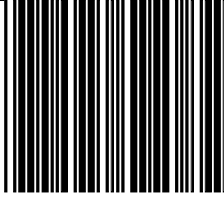
Codabar enable



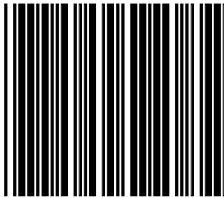
Codabar disable



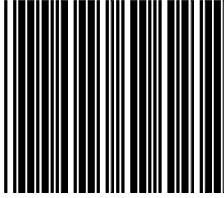
UPC/EAN/JAN enable



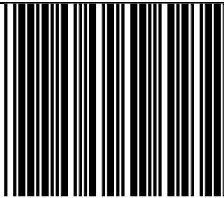
UPC/EAN/JAN disable  
(only can't transmitted but can decode)



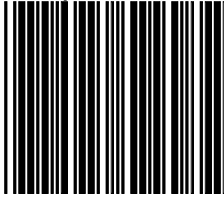
ITF 2 of 5 enable



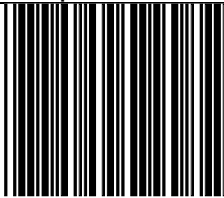
ITF 2 of 5 disable



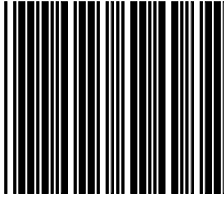
Chinese postcode enable



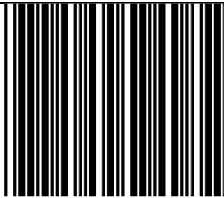
Chinese postcode disable



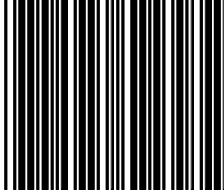
Code 128 enable



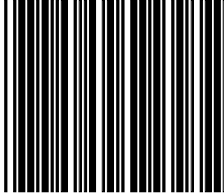
Code 128 disable



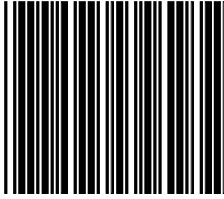
Code 93 enable



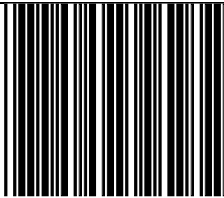
Code 93 disable



EAN-128 enable

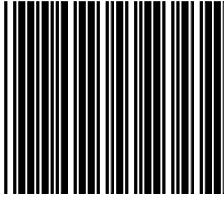


EAN-128 disable

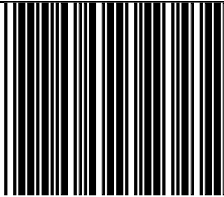




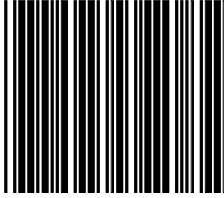
EAN convert to ISSN/ISBN



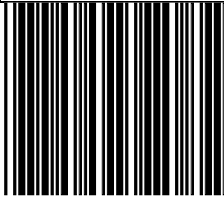
EAN convert to ISSN/ISBN disable



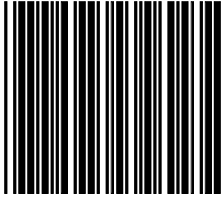
Code 32 enable



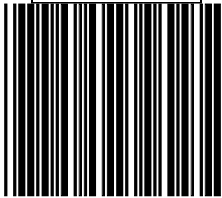
Code 32 disable



MSI enable



MSI disable



## UPC/EAN Parameters Setting

In this section, device can be programmed to recognize some or all derivatives of UPC/EAN.

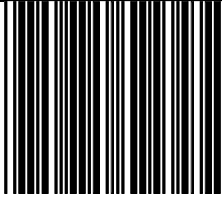
These derivatives are UPC-A, UPC-E, EAN-8, and EAN-13. Either 2 or 5 addendum digits is supported, addendum digits are those additional digits after normal stop character.

The programming menu for UPC/EAN/JAN also provides several options to govern the transmission of scanned data.

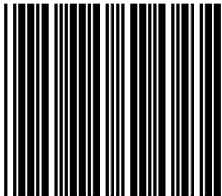
- \*UPC/EAN expansion
- \*Check digit transmission
- \*Data redundant check
- \*Addendum seek timeout
- \*Addendum left/right margin adjust

# 1. Format

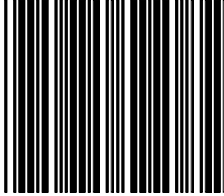
UPC/EAN/JAN all enable



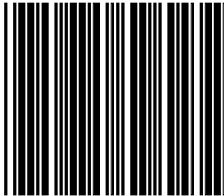
EAN-8 or EAN-13 enable



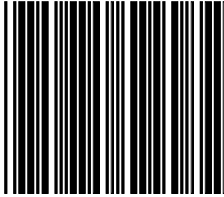
UPC-A and EAN-13 Enable



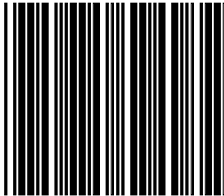
UPC-A and UPC-E Enable



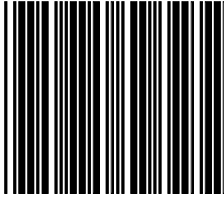
UPC-A enable



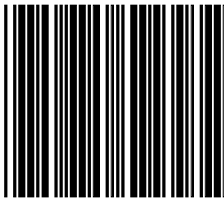
UPC-E enable



EAN-13 enable



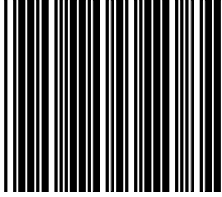
EAN-8 enable



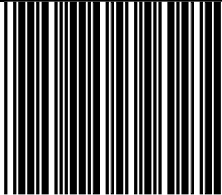


## 2. Force UPC-E to UPC-A format

Force UPC-E to UPC-A format enable

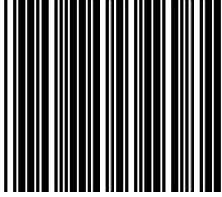


Force UPC-E to UPC-A format disable

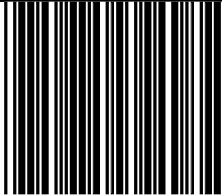


### 3. Force UPC-A to EAN-13 format

Force UPC-A to EAN-13 format enable

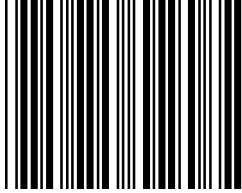


Force UPC-A to EAN-13 format disable

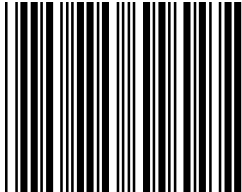


#### 4. Force EAN-8 to EAN-13 format

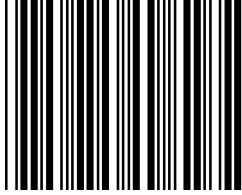
Force EAN-8 to EAN-13 format disable



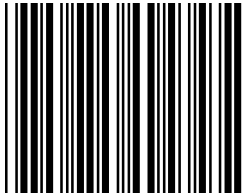
Force EAN-8 to EAN-13 format enable



EAN-13 first "0" can transmitted

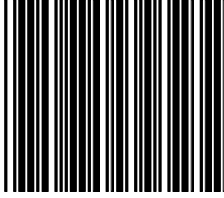


EAN-13 first "0" can't transmitted

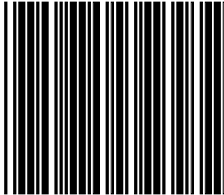


## 5. Transmit UPC-A check digit

Transmit UPC-A check digit enable

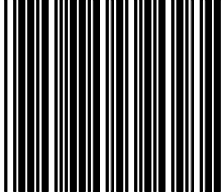


Transmit UPC-A check digit disable

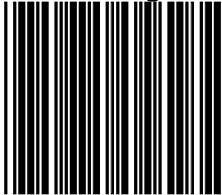


## 6. Transmit UPC-E leading character

Transmit UPC-E leading character enable

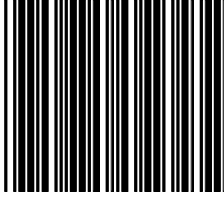


Transmit UPC-E leading character disable

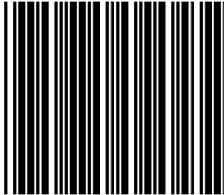


## 7. Transmit UPC-E check digit

Transmit UPC-E check digit enable

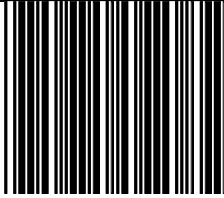


Transmit UPC-E check digit disable

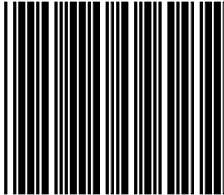


## 8. Transmit EAN-8 check digit

Transmit EAN-8 check digit enable



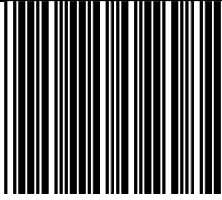
Transmit EAN-8 check digit disable



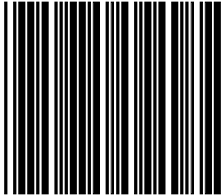


## 9. Transmit EAN-13 check digit

Transmit EAN-13 check digit enable

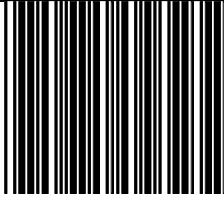


Transmit EAN-13 check digit disable

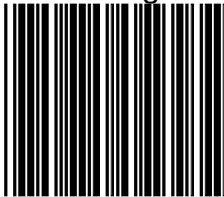


## 10. Transmit UPC-A leading character

Transmit UPC-A leading character enable

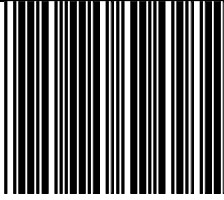


Transmit UPC-a leading character disable

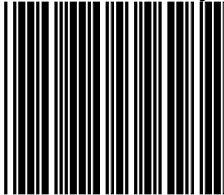


## 11. Addendum

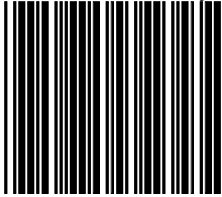
UPC/EAN add on off



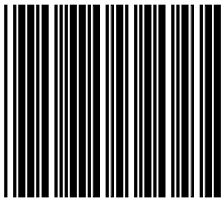
Add on 5 only



Add on 2 only

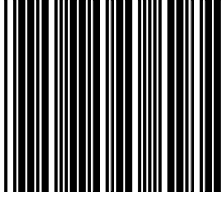


Add on 2 or 5

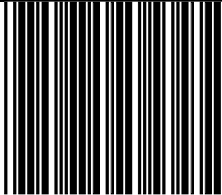


## 12. Add on format

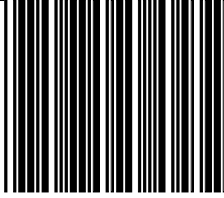
Add on format with separator



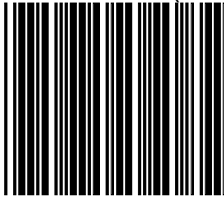
Add on format without separator



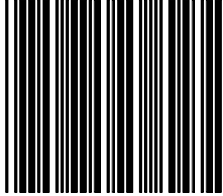
EAN/UPC +Add on (none mandatory)



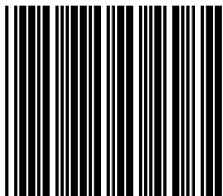
EAN/UPC + Add on(mandatory)



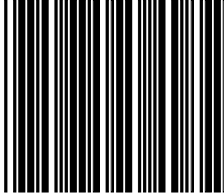
EAN/UPC + add on mandatory for 378/379 French Supplement  
requirement not sent for other



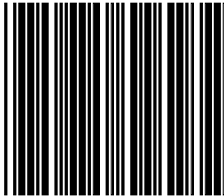
EAN/UPC +add on mandatory for 978/977  
book land Supplement requirements  
Not sent for other



EAN/UPC + addon mandatory for 434/439  
German Supplement requirement  
Not sent for other

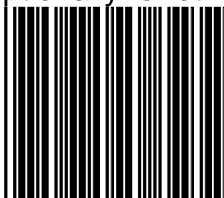


EAN/UPC + add on mandatory for 419/414  
Euro amounts Supplement requirement  
not sent for other

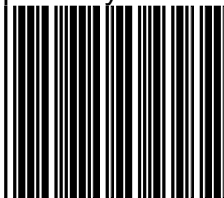




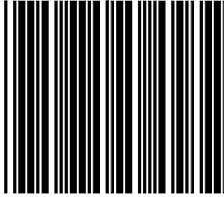
EAN/UPC + add on mandatory for 378/379  
French Supplement requirement  
optionally for other



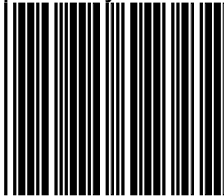
EAN/UPC + add on mandatory for 978/977  
Book land Supplement requirement  
optionally for other



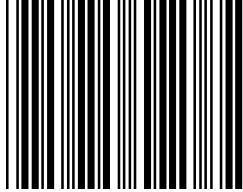
EAN/UPC + add on mandatory for 434/439  
German Supplement requirement  
optionally for other



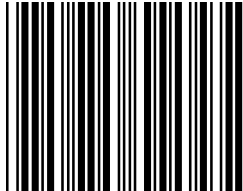
EAN/UPC + add on mandatory for 419/414  
Euro amounts Supplement requirement  
optionally for other



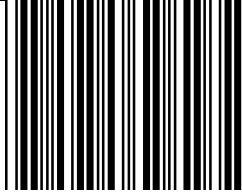
EAN/UPC + add on mandatory for 491  
Japanese (bookland) Supplement  
requirement optionally for other



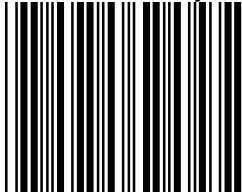
EAN/UPC + add on mandatory for 491  
Japanese (bookland) Supplement  
requirement Not sent for other



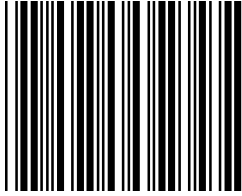
Double code not allowed



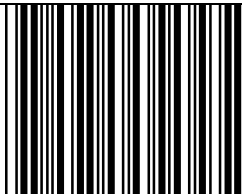
Double code mandatory for 978/192



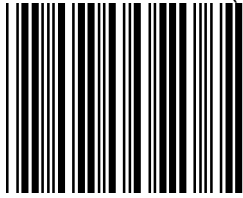
Double code format without separator



Double code format with separator



Double code format with free (one character)

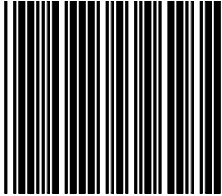


### 13. Data Redundant Check

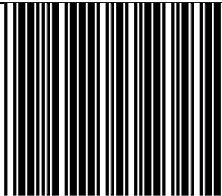
In this section, user can set decoder data redundant check, before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a barcode has been read correctly, while a lower setting allows faster scanning performance.

#### UPC-A Data Redundant Check

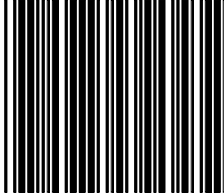
UPC-A data redundant check = 0



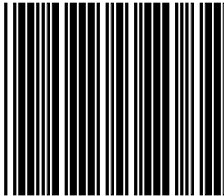
UPC-A data redundant check = 1



UPC-A data redundant check = 2



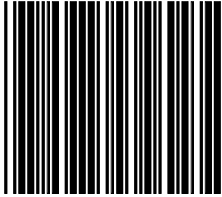
UPC-A data redundant check = 3



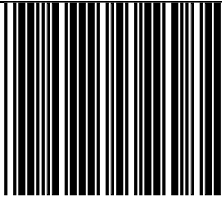


## UPC-E Data Redundant Check

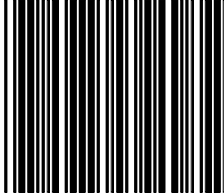
UPC-E data redundant check = 0



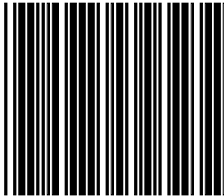
UPC-E data redundant check = 1



UPC-E data redundant check = 2

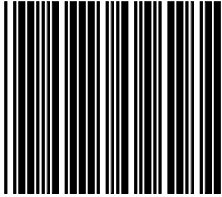


UPC-E data redundant check = 3

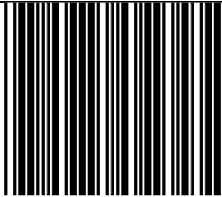


## EAN-13 Data Redundant Check

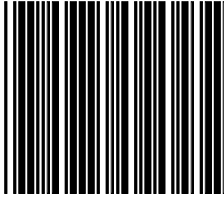
EAN-13 data redundant check = 0



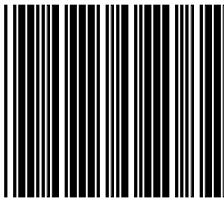
EAN- 13 data redundant check = 1



EAN-13 data redundant check = 2

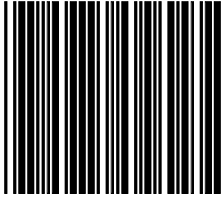


EAN-13 data redundant check = 3

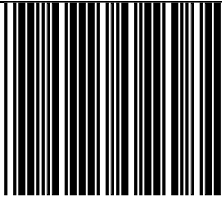


## EAN-8 Data Redundant Check

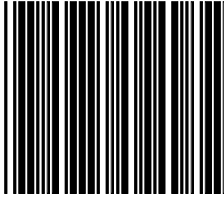
EAN-8 data redundant check = 0



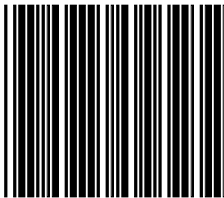
EAN-8 data redundant check = 1



EAN-8 data redundant check =2

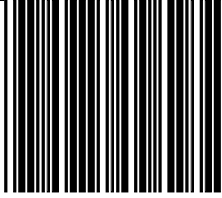


EAN-8 data redundant check = 3

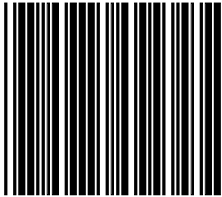


## 2 digit addendum data redundant check

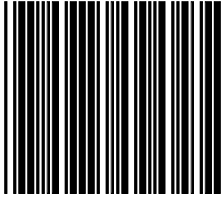
2 digit addendum data redundant check = 0



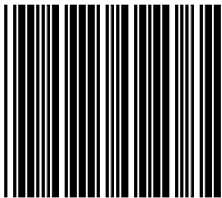
2 digit addendum data redundant check = 1



2 digit addendum data redundant check = 2



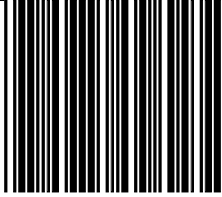
2 digit addendum data redundant check = 3



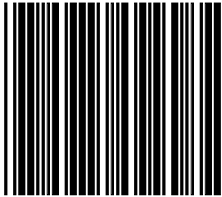


## 5 digit addendum data redundant check

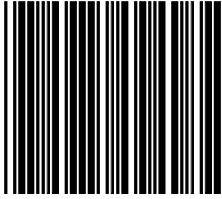
5 digit addendum data redundant check = 0



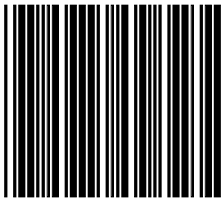
5 digit addendum data redundant check = 1



5 digit addendum data redundant check =2

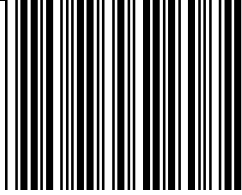


5 digit addendum data redundant check = 3

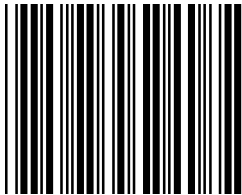


## Addendum seek timeout

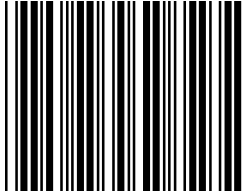
Addendum seek timeout =6



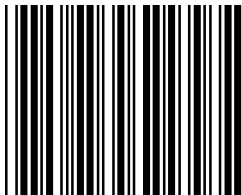
Addendum seek timeout=7



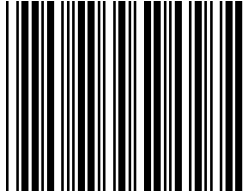
Addendum seek timeout=8



Addendum seek timeout=9



Addendum seek timeout=10

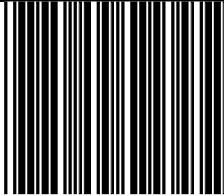


## Code 39 Parameters Setting

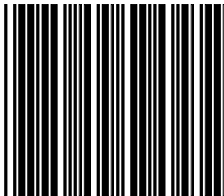
The scanner can be programmed to support the standard code 39 or Full ASCII code 39. In addition, it is user's option to transmit or not to transmit the start and stop characters. You can also enable or disable the check digit feature. If the check digit feature is enabled, you have the further option to decide whether the check digit is transmitted or not.

### Character Set

Standard code 39

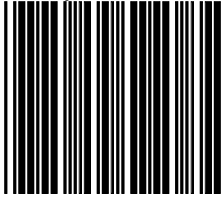


FULL ASCII code 39

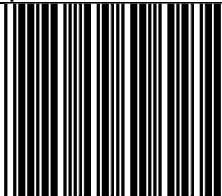


## Start/Stop Character Transmission

Code 39 start/stop character transmission

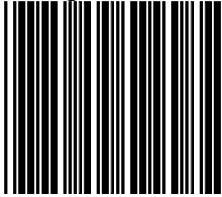


Code 39 start/stop character without transmission

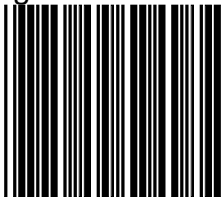


## Check Digit

Code 39 check digit calculate and transmit

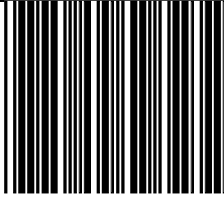


Code 39 check digit calculate but without transmit





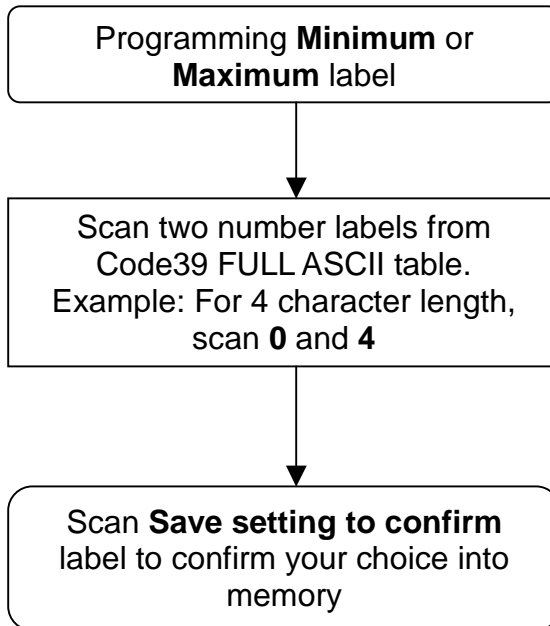
No check character



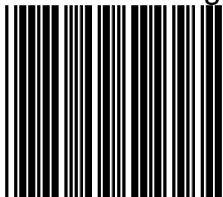
## 1. Code 39 reading length setting

The default code 39 length is 3 ~32 character. It can be set at minimum 1 digit and maximum 62 digits.

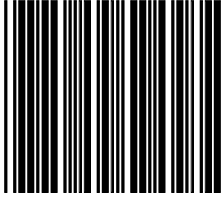
### CODE LENGTH SETTING PROCESS



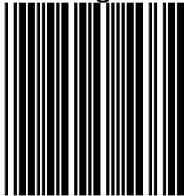
Code 39 maximum length setting



Code 39 minimum length setting

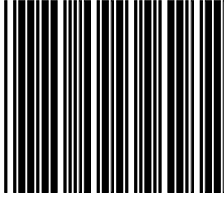


Save setting to confirm

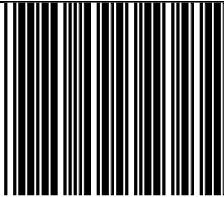


## Concatenation

Code 39 concatenation enable

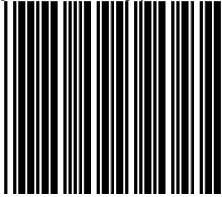


Code 39 concatenation disable

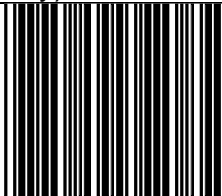


## Code 32 “A” Character Transmit

Code 32 (Italian pharmacy) transmit “A” character



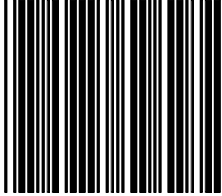
Code 32(Italian pharmacy) without transmitting “A” character



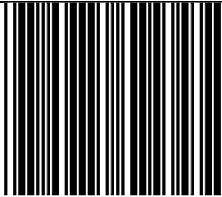
## 2. Data Redundant Check

In this section, users can use labels to set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a barcode has been read correctly while a lower setting allows faster scanning performance.

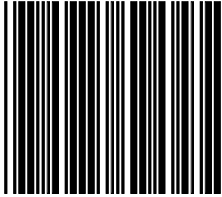
Code 39 data redundant check = 0



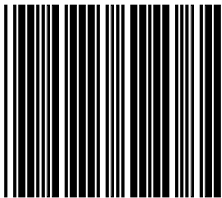
Code 39 data redundant check = 1



Code 39 data redundant check = 2



Code 39 data redundant check = 3



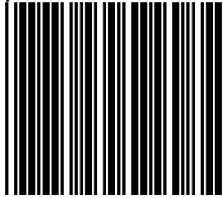
# CODABAR Parameters Setting

In this section, there are varies settings for Codabar symbology, including:

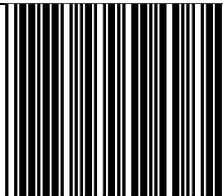
- Check character verification or transmission
- CODABAR concatenation
- Data redundant check
- Start/Stop Characters
- Min./Max. length setting

## 1. Format

Codabar start/stop character transmission ----none

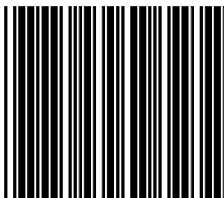


Codabar start/stop character transmission ---- A,B,C,D

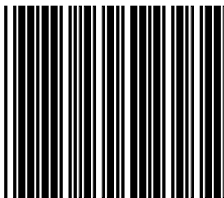




Codabar start/stop character transmission ---- DC1~DC4



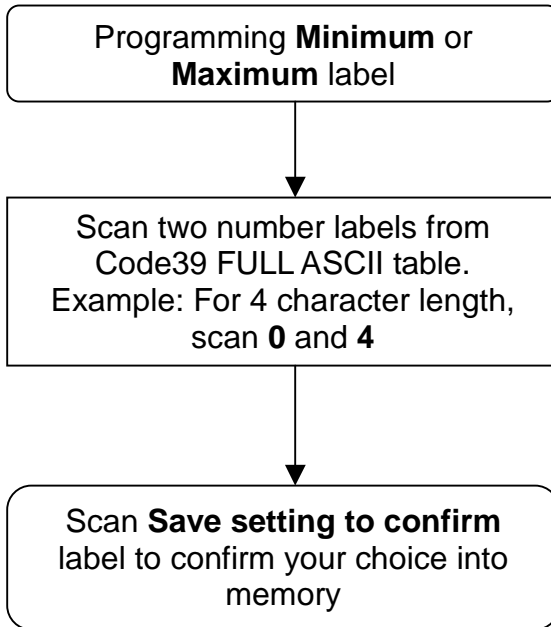
Codabar start/stop character transmission ---- a/t,b/n,c/\*,d/e



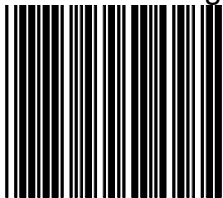
## 2. CODABAR Reading Length Setting

The default CODABAR length is 6 ~32 character. It can be set at minimum 1 digit and maximum 62 digits

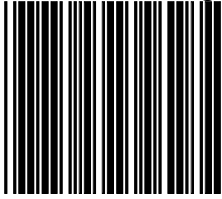
### CODE LENGTH SETTING PROCESS



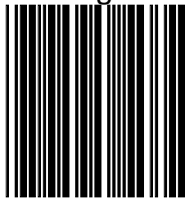
Codabar maximum length setting



Codabar minimum length setting

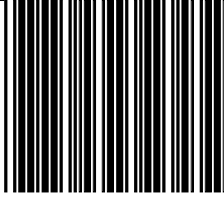


Save setting to confirm

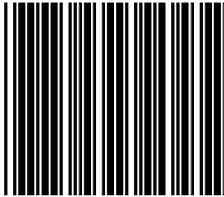


### 3. CODABAR Concatenation

Codabar concatenation disable

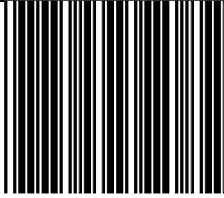


Codabar concatenation enable

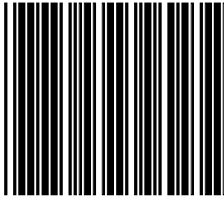


#### 4. Check digit

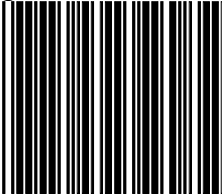
No check character



Check digits calculate but not transmit



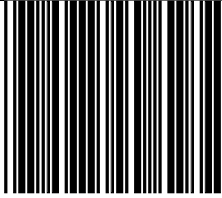
Check digit calculate and transmit



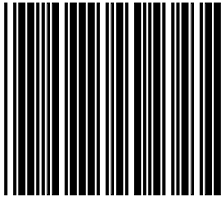
## 5. Data Redundant Check

In this section, users can set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a bar code has been read correctly while a lower setting allows faster scanning performance.

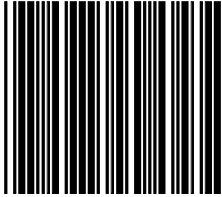
Codabar data redundant check = 0



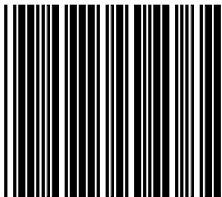
Codabar data redundant check = 1



Codabar data redundant check = 2



Codabar data redundant check = 3





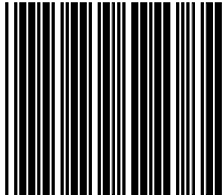
## Code 128 Parameters Setting

In this section, there are varies setting for Code 128 symbology, including:

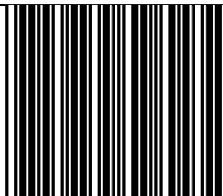
- Check character verification or transmission
- FNC2 concatenation
- Data redundant check
- FNC1 transmission for EAN-128
- Min./Max. length setting

### 1. Check Digit

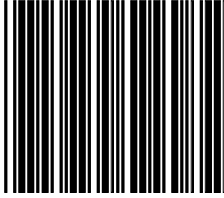
No check character



Calculate but not transmit



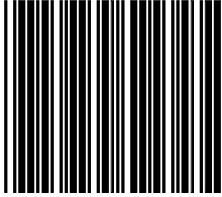
Calculate and transmit



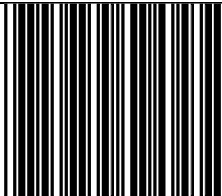
## 2. Code 128 FNC2 concatenation

This function permits the temporary storage of a code in the decoder if this code starts with FNC 2 character. The message buffered will be concatenated and transmitted with the next code having no FNC 2 character

Code 128 FNC2 concatenation enable



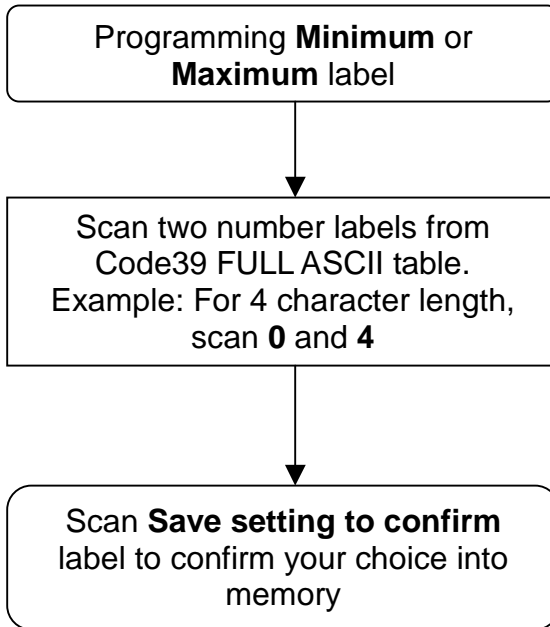
Code 128 FNC2 concatenation disable



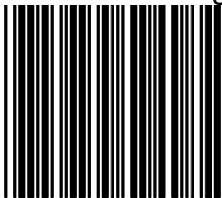
### 3. Code 128 reading length setting

The default code 128 length is 3 ~62 character. It can be set at minimum 1 digit and maximum 62 digits

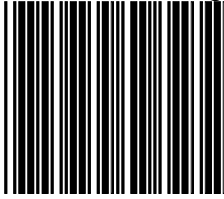
#### CODE LENGTH SETTING PROCESS



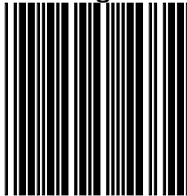
Code 128 maximum length setting



Code 128 minimum length setting

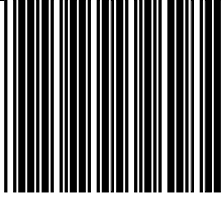


Save setting to confirm

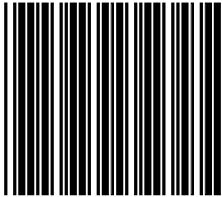


#### 4. EAN-128 FNC1 CHARACTER

EAN-128 FNC1 Character transmitted



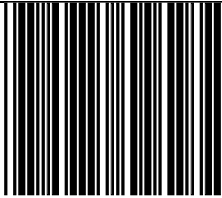
EAN-128 FNC1 not character transmitted



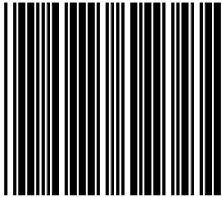
## 5. Data Redundant Check

In this section, users can set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a bar code has been read correctly while a lower setting allows faster scanning performance

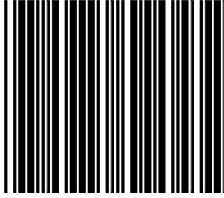
Code 128 data redundant check = 0



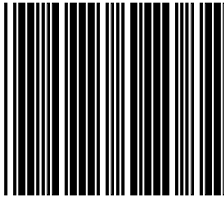
Code 128 data redundant check = 1



Code 128 data redundant check = 2



Code 128 data redundant check = 3





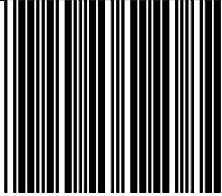
## ITF 2 of 5 Parameters Setting

In this section, there are varies ITF 2 of 5 symbology including:

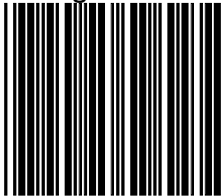
- Check character verification or transmission
- Data redundant check
- Two fixed length setting
- Min./Max. length setting

### 1. Check Digit

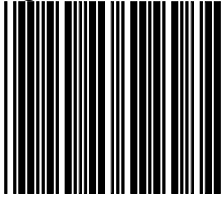
ITF 2 of 5 no check character



ITF 2 of 5 check digit calculate and transmit



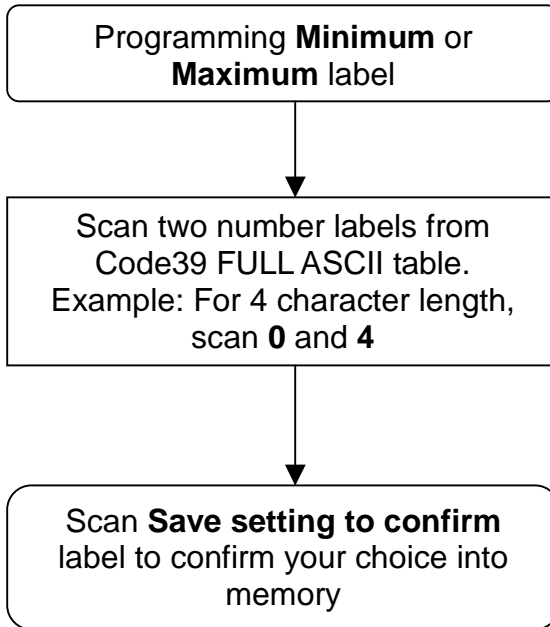
ITF 2 of 5 check digit calculate but without transmit



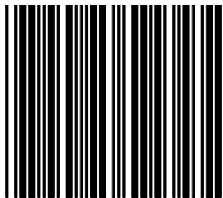
## 2. ITF 2 of 5 reading length setting

The default ITF 2 of 5 length is 6 ~32 character. It can be set at minimum 2 digit and maximum 62 digits

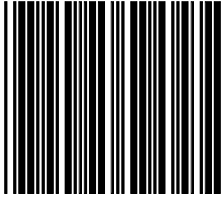
### CODE LENGTH SETTING PROCESS



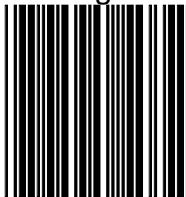
ITF 2 of 5 code maximum length setting



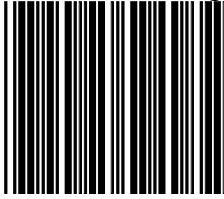
ITF 2 of 5 code minimum length setting



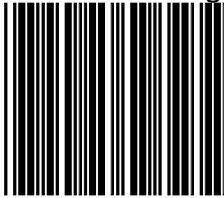
Save setting to confirm



ITF 2 of 5 one fixed length setting



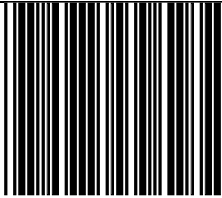
ITF 2 of 5 two fixed length setting



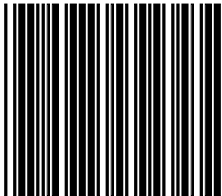
### 3. Data Redundant Check

In this section, users can set decoder data redundant check, before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a bar code has been read correctly, while a lower setting allows faster scanning performance

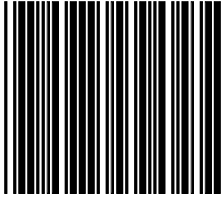
ITF 25 data redundant check =0



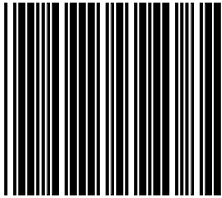
ITF 25 data redundant check = 1



ITF 25 data redundant check = 2



ITF 25 data redundant check = 3



# Chinese Post Code Parameters Setting

In this section, there are varies Chinese post code symbologies including:

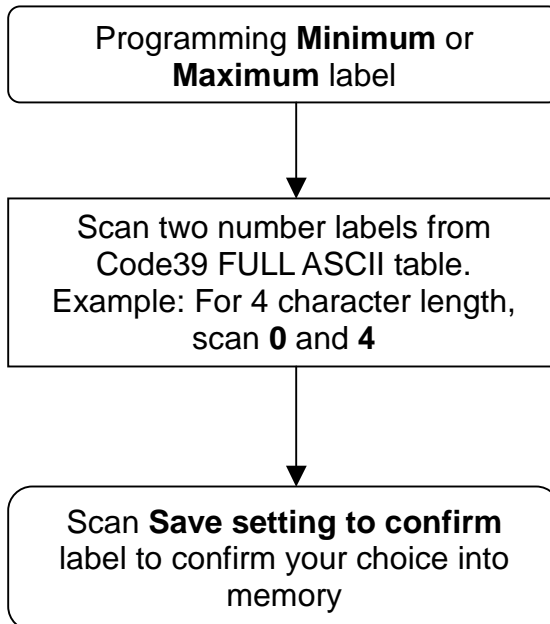
- Data redundant check
- Min./Max. length setting

## 1. Chinese Post Code Reading Length Setting

The default Chinese post code length is 10 ~32 character. It can be set at minimum 1 digit and maximum 62 digits.

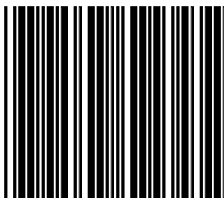
**In order to avoid missing characters when scanning is incomplete, we recommend using a short-range length or fixed length.**

### CODE LENGTH SETTING PROCESS

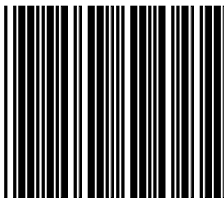




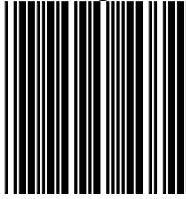
Chinese post code maximum length setting



Chinese post code minimum length setting



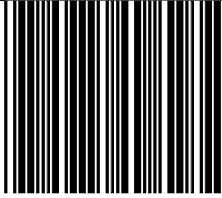
Save setting to confirm



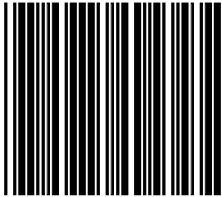
## 2. Data Redundant Check

The option allows you to set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a bar code has been read correctly while a lower setting allows faster scanning performance

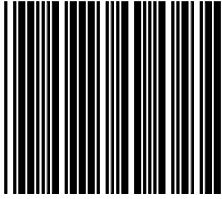
Chinese post code data redundant check = 0



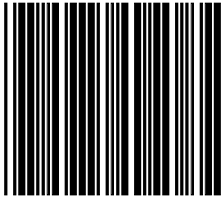
Chinese post code data redundant check = 1



Chinese post code data redundant check = 2



Chinese post code data redundant check = 3



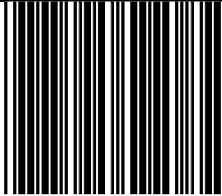
## MSI/PLESSY Code Parameters Setting

In this section, there are varies set up for Chinese post code symbology, including:

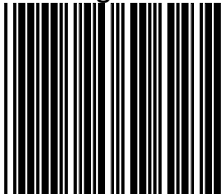
- Check character verification or transmission
- Data redundant check
- Min./Max. length setting

### 1. Double Check Digit

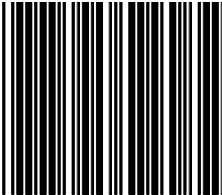
MSI/PLESSY double check digit calculate but not transmit



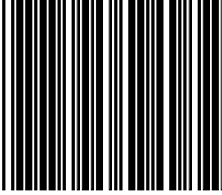
MSI/PLESSY double check digit without calculate and transmit



MSI/PLESSY double check digit calculate but only first digit transmit

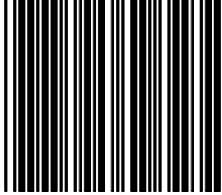


MSI/PLESSY double check digit calculate and both transmit

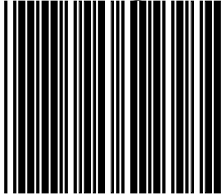


## 2. Single Check Digit

MSI/PLESSY single check digit calculate but without transmission



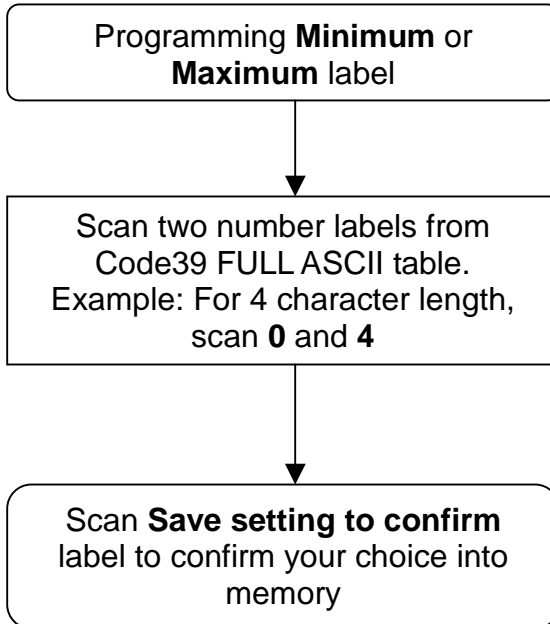
MSI/Plessy single check digit calculate and transmit



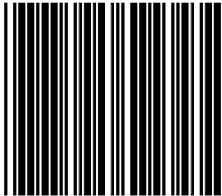
### 3. MSI/PLESSY code reading length setting

The default MSI/PLESSY code length is 6~32 character. It can be set at minimum 1 digit and maximum 62 digits

#### CODE LENGTH SETTING PROCESS

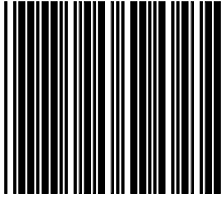


MSI/PLESSY maximum length setting

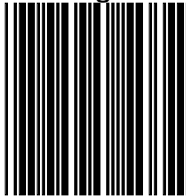




MSI/PLESSY minimum length setting



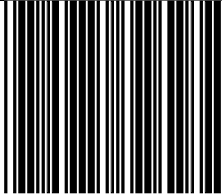
Save setting to confirm



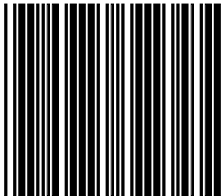
#### 4. Data Redundant Check

The option allows you to set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a barcode has been read correctly while a lower setting allows faster scanning performance

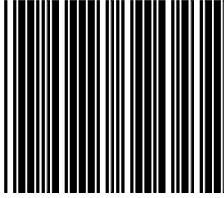
MSI data redundant check = 0



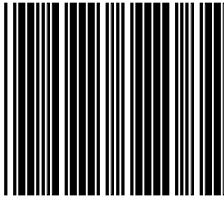
MSI data redundant check = 1



MSI data redundant check = 2



MSI data redundant check = 3



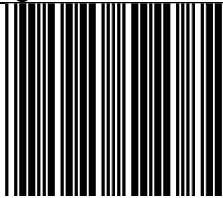
## Code 93 Parameters Setting

In this section, there are varies set up for Code 93 symbology, including:

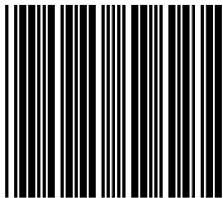
- Check character verification or transmission
- Data redundant check
- Min./Max. length setting

### 1. Check Digit

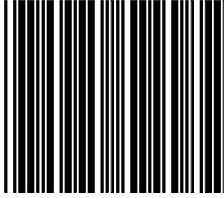
Code 93 check digit calculate but without transmit



Code 93 check digit not calculate and without transmit



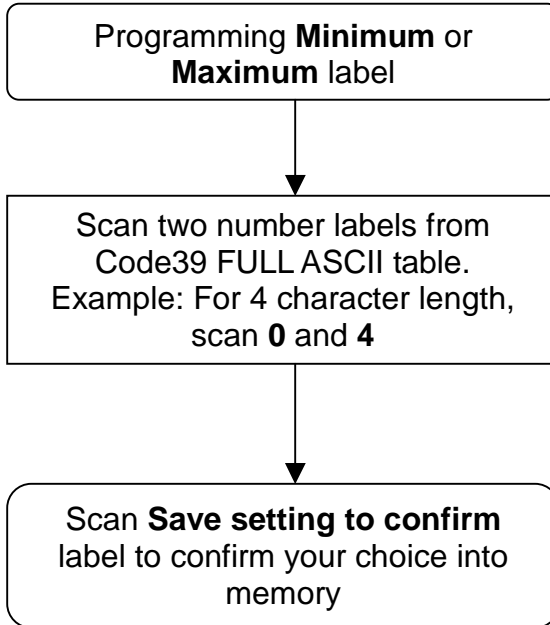
Code 93 check digit calculate and transmit



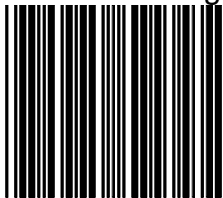
## 2. Code 93 code reading length setting

The default Code 93 code length is 3 ~32 character. It can be set at minimum 1 digit and maximum 62 digits.

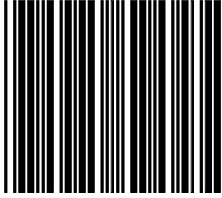
### CODE LENGTH SETTING PROCESS



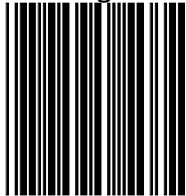
Code 93 maximum length setting



Code 93 minimum length setting



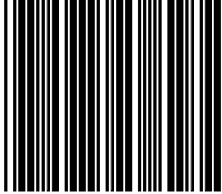
Save setting to confirm



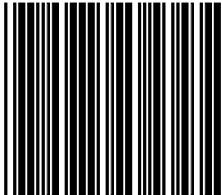
### 3. Data Redundant Check

The option allows you to set decoder data redundant check before it is accepted as a good read. A higher data redundant check read setting offers more assurance that a barcode has been read correctly while a lower setting allows faster scanning performance.

Code 93 data redundant check = 0

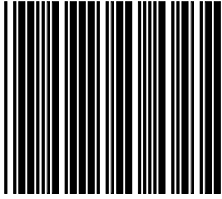


Code 93 data redundant check = 1

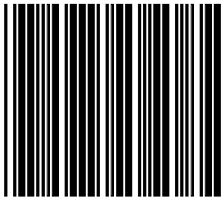




Code 93 data redundant check = 2

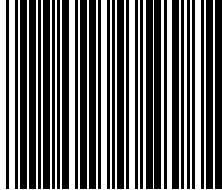


Code 93 data redundant check = 3

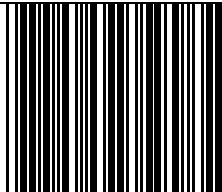


# GS1 DATABAR (CODE39 LABEL) Parameters Setting

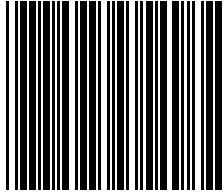
GS1 DataBar Standard enable



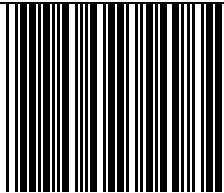
GS1 DataBar Standard disable



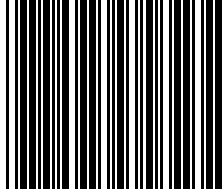
GS1 DataBar Limited enable



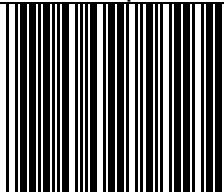
GS1 DataBar Limited disable



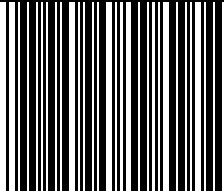
GS1 DataBar Expanded enable



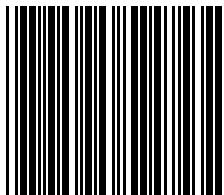
GS1 DataBar Expanded disable



Transmit GS1 DataBar Standard check digit



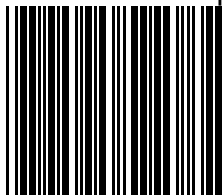
Do not transmit GS1 DataBar Standard check digit



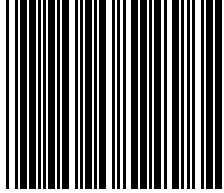
Transmit GS1 DataBar application ID (01)



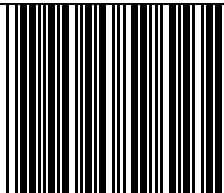
Do not transmit GS1 DataBar application ID (01)



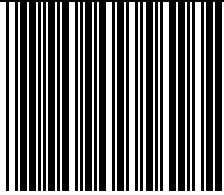
GS1 DataBar Standard/EAN-128 emulation enable (JC1)



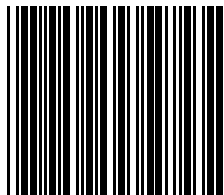
GS1 DataBar Standard/EAN-128 emulation disable (JC1)



Transmit GS1 DataBar Limited check digit

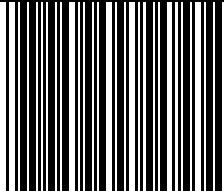


Do not transmit GS1 DataBar Limited check digit

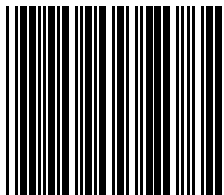




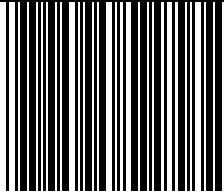
Transmit GS1 DataBar Limited application ID (01)



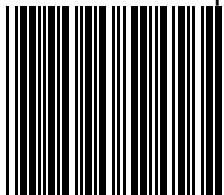
Do not transmit GS1 DataBar Limited application ID (01)



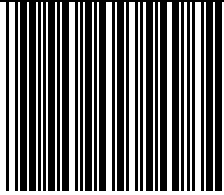
Transit GS1 DataBar Expanded check digit



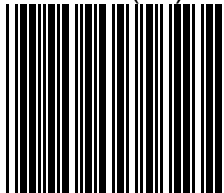
Do not transmit GS1 DataBar Expanded check digit



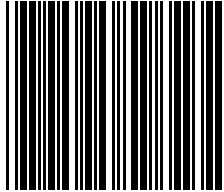
Enable transmit AI(01) of expanded



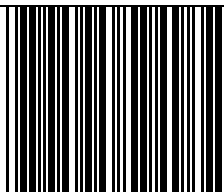
Disable transmit AI(01) of expanded



GS1 DataBar Expanded/EAN-128 emulation enable (JC1)

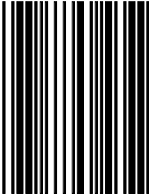


GS1 DataBar Expanded/EAN-128 emulation disable (JC1)

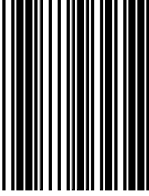


# ***Full ASCII Code Table***

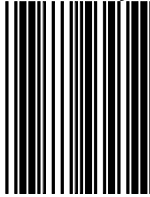
Full ASCII --- NUL



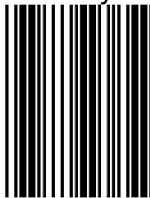
Full ASCII ---- SOH  
(Function Key---Ins)



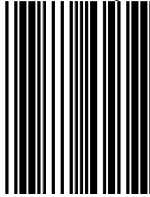
Full ASCII ----STX  
(Function Key---Del)



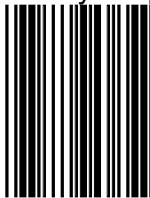
Full ASCII ---- ETX  
(Function Key---Home)



Full ASCII ---- EOT  
(Function Key---End)

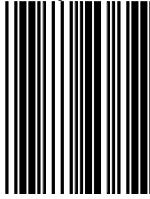


Full ASCII ---- ENQ  
(Function Key---Up arrow)

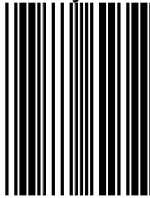




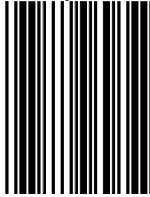
Full ASCII ---- ACK  
(Function Key---Down arrow)



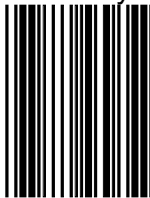
Full ASCII ---- BEL  
(Function Key---Left arrow)



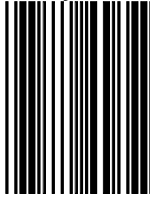
Full ASCII ---- BS  
(Function Key---Backspace)



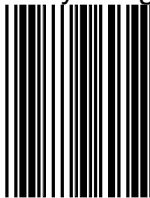
Full ASCII ---- HT  
(Function Key---Tab)



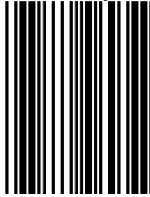
Full ASCII ---- LF  
(Function Key---Enter(num))



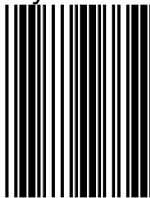
Full ASCII ---- VT  
(Function Key---Right arrow)



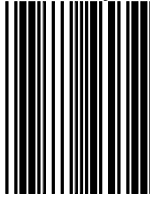
Full ASCII ---- FF  
(Function Key---PgUp)



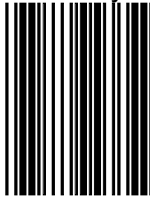
Full ASCII ---- CR  
(Function Key---Enter(alphabet))



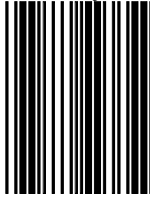
Full ASCII ---- SO  
(Function Key---PgDn)



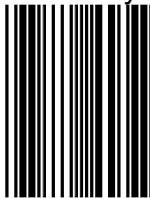
Full ASCII ---- SI  
(Function Key---Shift)



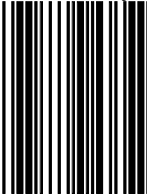
Full ASCII ---- DLE  
(Function Key---5(num))



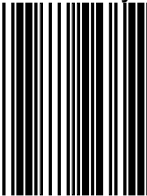
Full ASCII ---- DC1  
(Function Key---F1)



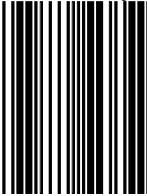
Full ASCII ---- DC2  
(Function Key---F2)



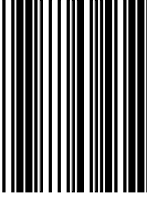
Full ASCII ---- DC3  
(Function Key---F3)



Full ASCII ---- DC4  
(Function Key---F4)

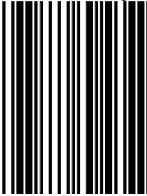


Full ASCII ---- NAK  
(Function Key---F5)

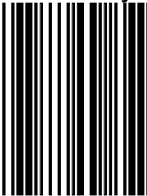




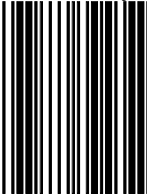
Full ASCII ---- SYN  
(Function Key---F6)



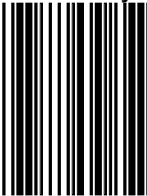
Full ASCII ---- ETB  
(Function Key---F7)



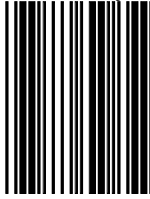
Full ASCII ---- CAN  
(Function Key---F8)



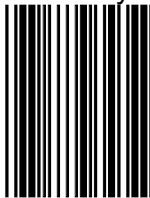
Full ASCII ---- EN  
(Function Key---F9)



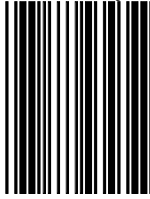
Full ASCII ---- SUB  
(Function Key---F10)



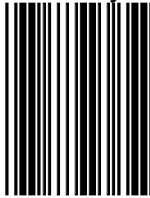
Full ASCII ---- ESC  
(Function Key---F11)



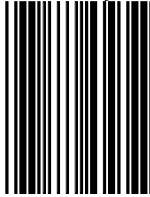
Full ASCII ---- FS  
(Function Key---F12)



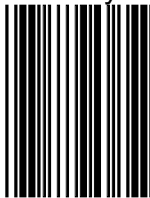
Full ASCII ---- GS  
(Function Key---ESC)



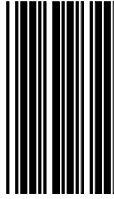
Full ASCII ---- RS  
(Function Key---Ctl(L))



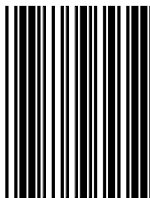
Full ASCII ---- US  
(Function Key---Alt(L))



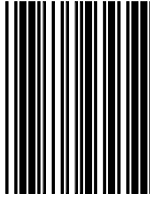
Full ASCII ---- SP



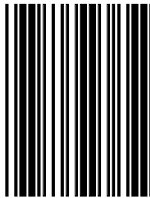
Full ASCII ---- !



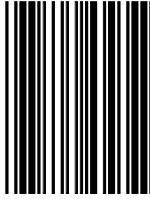
Full ASCII ---- “



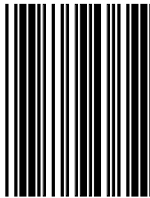
Full ASCII ---- #



Full ASCII ---- \$

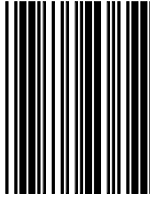


Full ASCII ---- %

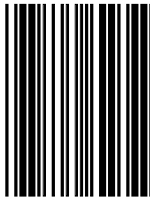




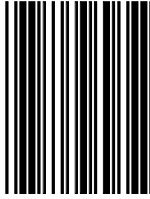
Full ASCII ---- &



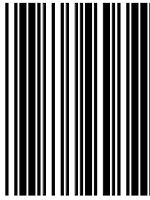
Full ASCII ---- ‘



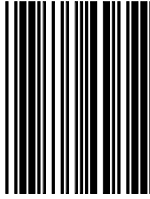
Full ASCII ---- (



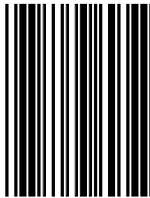
Full ASCII ---- )



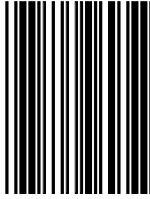
Full ASCII ---- \*



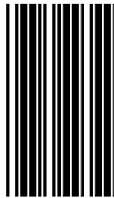
Full ASCII ---- +



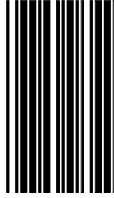
Full ASCII ---- ,



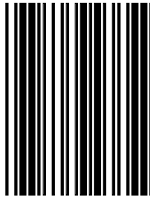
Full ASCII ---- -



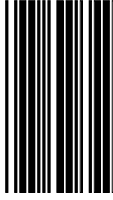
Full ASCII ---- .



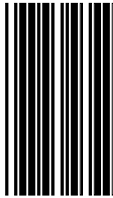
Full ASCII ---- /



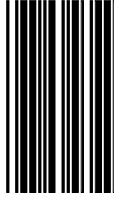
Full ASCII ---- 0



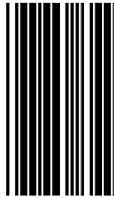
Full ASCII ---- 1



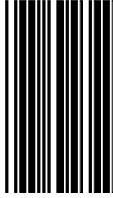
Full ASCII ---- 2



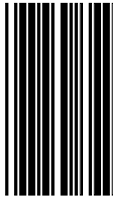
Full ASCII ---- 3



Full ASCII ---- 4

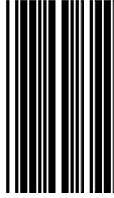


Full ASCII ---- 5

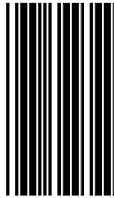




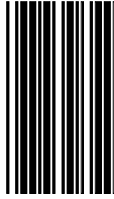
Full ASCII ---- 6



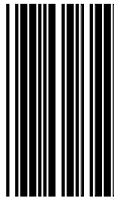
Full ASCII ---- 7



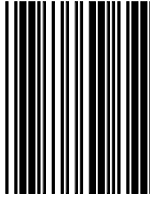
Full ASCII ---- 8



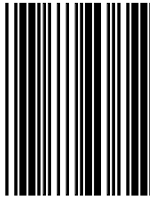
Full ASCII ----9



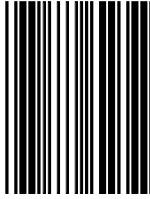
Full ASCII ---- :



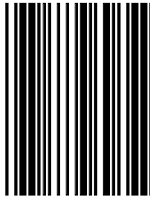
Full ASCII ---- ;



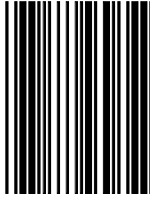
Full ASCII ---- <



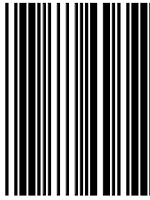
Full ASCII ---- =



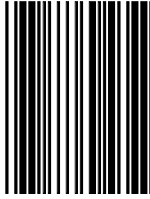
Full ASCII ---- >



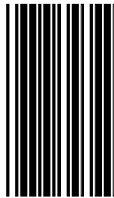
Full ASCII ---- ?



Full ASCII ---- @



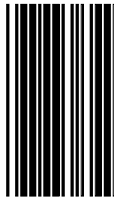
Full ASCII ---- A



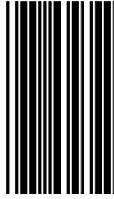
Full ASCII ---- B



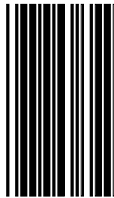
Full ASCII ---- C



Full ASCII ---- D

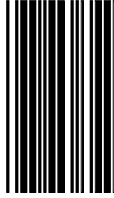


Full ASCII ---- E

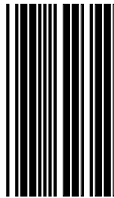




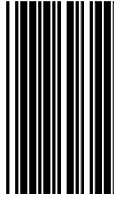
Full ASCII ---- F



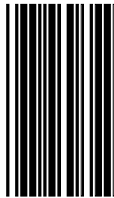
Full ASCII ---- G



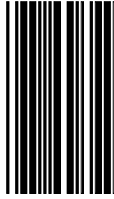
Full ASCII ---- H



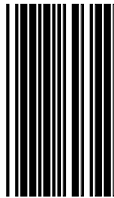
Full ASCII ---- I



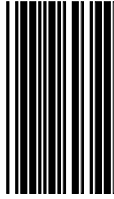
Full ASCII ---- J



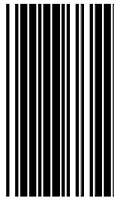
Full ASCII ---- K



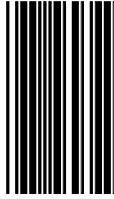
Full ASCII ---- L



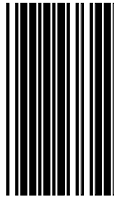
Full ASCII ---- M



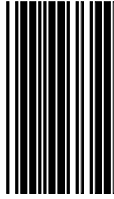
Full ASCII ---- N



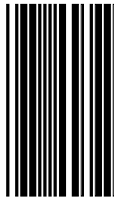
Full ASCII ---- O



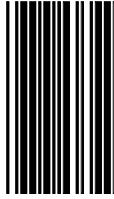
Full ASCII ---- P



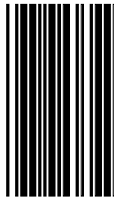
Full ASCII ---- Q



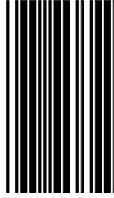
Full ASCII ---- R



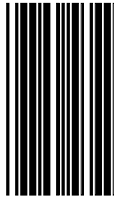
Full ASCII ---- S



Full ASCII ---- T

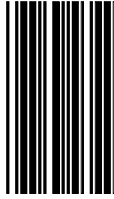


Full ASCII ---- U

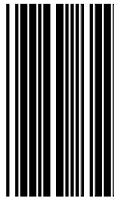




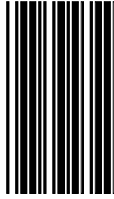
Full ASCII ---- V



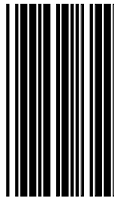
Full ASCII ---- W



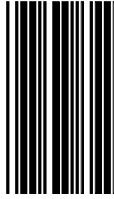
Full ASCII ---- X



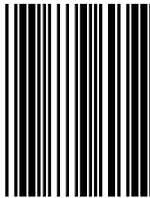
Full ASCII ---- Y



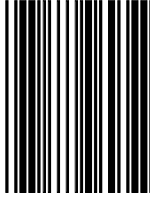
Full ASCII ---- Z



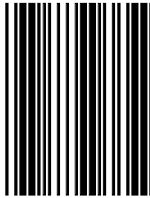
Full ASCII ---- [



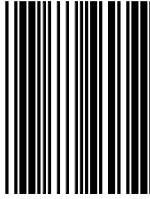
Full ASCII ---- \



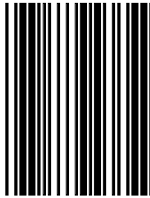
Full ASCII ---- ]



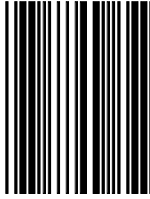
Full ASCII ---- ^



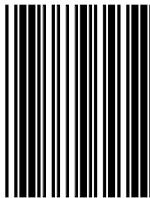
Full ASCII ---- \_



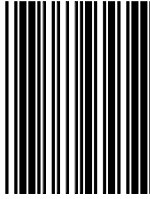
Full ASCII ---- `



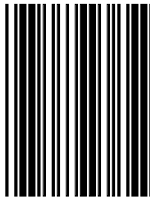
Full ASCII ---- a



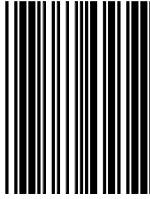
Full ASCII ---- b



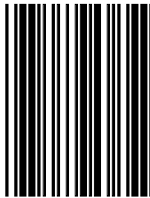
Full ASCII ---- c



Full ASCII ---- d

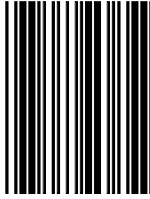


Full ASCII ---- e

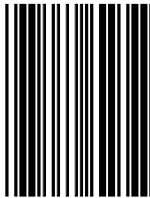




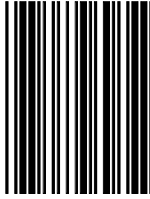
Full ASCII ---- f



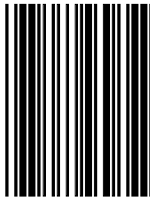
Full ASCII ---- g



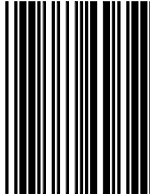
Full ASCII ---- h



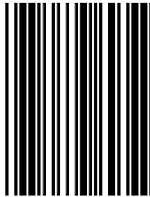
Full ASCII ---- i



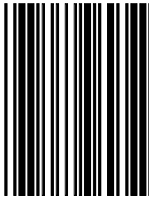
Full ASCII ---- j



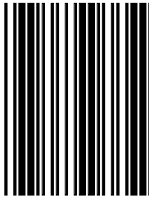
Full ASCII ---- k



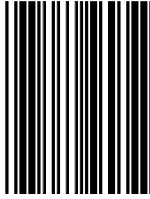
Full ASCII ---- l



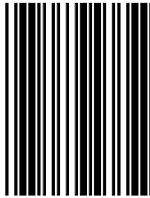
Full ASCII ---- m



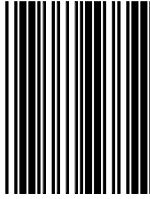
Full ASCII ---- n



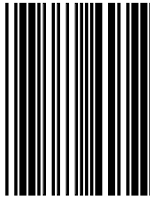
Full ASCII ---- o



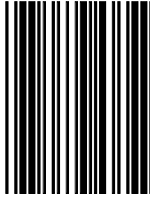
Full ASCII ---- p



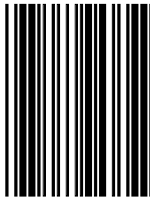
Full ASCII ---- q



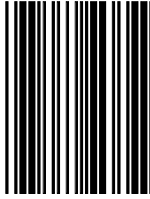
Full ASCII ---- r



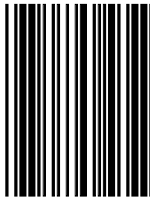
Full ASCII ---- s



Full ASCII ---- t

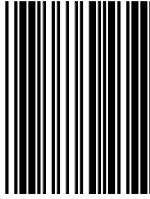


Full ASCII ---- u

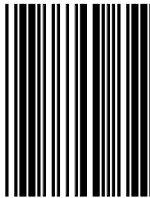




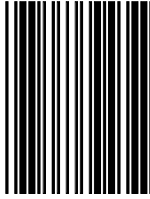
Full ASCII ---- v



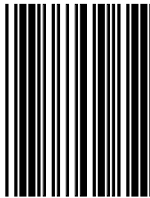
Full ASCII ---- w



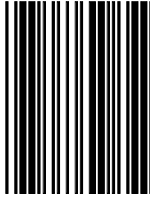
Full ASCII ---- x



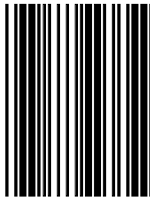
Full ASCII ---- y



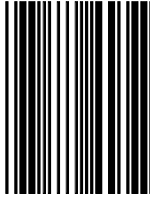
Full ASCII ---- z



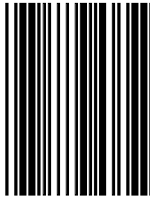
Full ASCII ---- {



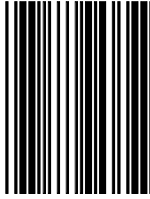
Full ASCII ---- |



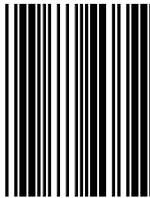
Full ASCII ---- }



Full ASCII ---- ~



Full ASCII ---- DEL



# ***APPENDIXES***

# APPENDIX A

## CODE 39 FULL ASCII CODE TABLE

ASCII	CODE 39	VALEUR HEXA.	ASCII	CODE 39	VALEUR HEXA.
NUL	%U	00	%	/E	25
SOH	\$A	01	&	/F	26
STX	\$B	02	'	/G	27
ETX	\$C	03	(	/H	28
EOT	\$D	04	)	/I	29
ENQ	\$E	05	*	/J	2A
ACK	\$F	06	+	/K	2B
BEL	\$G	07	,	/L	2C
BS	\$H	08	-	-	2D
HT	\$I	09	.	.	2E
LF	\$J	0A	/	/	2F
VT	\$K	0B	0	0	30
FF	\$L	0C	1	1	31
CR	\$M	0D	2	2	32
SO	\$N	0E	3	3	33
SI	\$O	0F	4	4	34
DLE	\$P	10	5	5	35
DC1	\$Q	11	6	6	36
DC2	\$R	12	7	7	37
DC3	\$S	13	8	8	38
DC4	\$T	14	9	9	39
NAK	\$U	15	:	/Z	3A
SYN	\$V	16	;	%F	3B
ETB	\$W	17	<	%G	3C
CAN	\$X	18	=	%H	3D
EM	\$Y	19	>	%I	3E
SUB	\$Z	1A	?	%J	3F
ESC	%A	1B	@	%V	40
FS	%B	1C	A	A	41
GS	%C	1D	B	B	42
RS	%D	1E	C	C	43
US	%E	1F	D	D	44
SP	SP	20	E	E	45
!	/A	21	F	F	46
"	/B	22	G	G	47
#	/C	23	H	H	48
\$	/D	24	I	I	49

# APPENDIX A

## CODE 39 FULL ASCII CODE TABLE

ASCII	CODE 39	VALEUR HEXA.	ASCII	CODE 39	VALEUR HEXA.
J	J	4A	e	+E	65
K	K	4B	f	+F	66
L	L	4C	g	+G	67
M	M	4D	h	+H	68
N	N	4E	i	+I	69
O	O	4F	j	+J	6A
P	P	50	k	+K	6B
Q	Q	51	l	+L	6C
R	R	52	m	+M	6D
S	S	53	n	+N	6E
T	T	54	o	+O	6F
U	U	55	p	+P	70
V	V	56	q	+Q	71
W	W	57	r	+R	72
X	X	58	s	+S	73
Y	Y	59	t	+T	74
Z	Z	5A	u	+U	75
[	%K	5B	v	+V	76
\	%L	5C	w	+W	77
]	%M	5D	x	+X	78
^	%N	5E	y	+Y	79
_	%O	5F	z	+Z	7A
`	%W	60	{	%P	7B
a	+A	61		%Q	7C
b	+B	62	}	%R	7D
c	+C	63	~	%S	7E
d	+D	64	DEL	%T	7F



## APPENDIX B

### FUNCTION KEY EMULATION

FUNCTION KEY	ASCII	CODE 39	FUNCTION KEY	ASCII	CODE 39
Ins	\$A	01	F1	\$Q	11
Del	\$B	02	F2	\$R	12
Home	\$C	03	F3	\$S	13
End	\$D	04	F4	\$T	14
Up	\$E	05	F5	\$U	15
Down	\$F	06	F6	\$V	16
Left	\$G	07	F7	\$W	17
Backspace	\$H	08	F8	\$X	18
TAB	\$I	09	F9	\$Y	19
Enter(num)	\$J	0A	F10	\$Z	1A
Right	\$K	0B	F11	%A	1B
PgUp	\$L	0C	F12	%B	1C
Enter	\$M	0D	ESC	%C	1D
PgDn	\$N	0E	Ctl(L)	%D	1E
shift	\$O	0F	Alt(L)	%E	1F
5 (num)	\$P	10			

Enter/Exit programming

