

ADF

Advanced Data Formatting Programmer Guide

***Advanced Data Formatting
Programmer Guide***

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Introduction

The *Advanced Data Formatting Guide* provides bar codes that allow the user to perform advanced programming of a Symbol Technologies scanner, and instructions for using them.

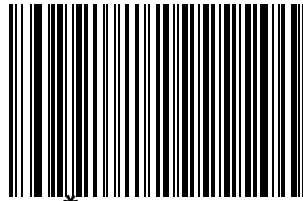
Chapter Descriptions

- [Chapter 1, Advanced Data Formatting](#) (ADF) describes how to customize scanned data before transmitting to the host.
- [Chapter 2, ADF Bar Codes](#) contains the bar codes for advanced data formatting.

Notational Conventions

The following conventions are used in this document:

- Bullets (•) indicate:
 - action items
 - lists of alternatives
 - lists of required steps that are not necessarily sequential
- Sequential lists (e.g., those that describe step-by-step procedures) appear as numbered lists.
- Throughout the programming bar code menus, asterisks (*) are used to denote default parameter settings.



* Indicates Default — ***Baud Rate 9600** — Feature/Option

Related Publications

The *Quick Reference Guide* and *Product Reference Guide* for Symbol scanners provide general information to help the user get started with and use the scanner. They include basic set-up, connection, and operation instructions.

For the latest versions of the *Quick Reference Guide* and *Product Reference Guide* go to: <http://www.symbol.com/manuals>.

Service Information

If you have a problem with your equipment, contact the [Symbol Support Center](#) for your region. See [page viii](#) for contact information. Before calling, have the model number, serial number, and several of your bar code symbols at hand.

Call the Support Center from a phone near the scanning equipment so that the service person can try to talk you through your problem. If the equipment is found to be working properly and the problem is reading bar codes, the Support Center will request samples of your bar codes for analysis at our plant.

If your problem cannot be solved over the phone, you may need to return your equipment for servicing. If that is necessary, you will be given specific directions.



Symbol Technologies is not responsible for any damages incurred during shipment if the approved shipping container is not used. Shipping the units improperly can possibly void the warranty. If the original shipping container was not kept, contact Symbol to have another sent to you.

Symbol Support Center

For service information, warranty information or technical assistance contact or call the Symbol Support Center in:

If you purchased your Symbol product from a Symbol Business Partner, contact that Business Partner for service.

Country/Region	Address	Telephone
United States	Symbol Technologies, Inc. One Symbol Plaza Holtsville, New York 11742-1300	1-800-653-5350
Canada	Symbol Technologies Canada, Inc. 5180 Orbitor Drive Mississauga, Ontario, Canada L4W 5L9	1-866-416-8545 (Inside Canada) 905-629-7226 (Outside Canada)
United Kingdom	Symbol Technologies Symbol Place Winnersh Triangle, Berkshire RG41 5TP United Kingdom	0800 328 2424 (Inside UK) +44 118 945 7529 (Outside UK)
Asia/Pacific	Symbol Technologies Asia, Inc. (Singapore Branch) 230 Victoria Street #12-06/10 Bugis Junction Office Tower Singapore 188024	Tel: +65-6796-9600 Fax: +65-6337-6488
Australia	Symbol Technologies Pty. Ltd. 432 St. Kilda Road Melbourne, Victoria 3004	1-800-672-906 (Inside Australia) +61-3-9866-6044 (Outside Australia)
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Danmark/Denmark	Symbol Technologies AS Dr. Neergaardsvej 3 2970 Hørsholm	7020-1718 (Inside Denmark) +45-7020-1718 (Outside Denmark)

Country/Region	Address	Telephone
Europe/Mid-East Distributor Operations		Contact your local distributor or call +44 118 945 7360
Suomi/Finland	Oy Symbol Technologies Kaupintie 8 A 6 FIN-00440 Helsinki, Finland	9 5407 580 (Inside Finland) +358 9 5407 580 (Outside Finland)
France	Symbol Technologies France Centre d'Affaire d'Antony 3 Rue de la Renaissance 92184 Antony Cedex, France	01-40-96-52-21 (Inside France) +33-1-40-96-52-50 (Outside France)
Deutschland/ Germany	Symbol Technologies GmbH Waldstrasse 66 D-63128 Dietzenbach, Germany	6074-49020 (Inside Germany) +49-6074-49020 (Outside Germany)
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Latin America Sales Support	2730 University Dr. Coral Springs, FL 33065 USA	1-800-347-0178 (Inside United States) +1-954-255-2610 (Outside United States) 954-340-9454 (Fax)
México/Mexico	Symbol Technologies Mexico Ltd. Torre Picasso Boulevard Manuel Avila Camacho No 88 Lomas de Chapultepec CP 11000 Mexico City, DF, Mexico	5-520-1835 (Inside Mexico) +52-5-520-1835 (Outside Mexico)
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España/Spain	Symbol Technologies S.L. Avenida de Bruselas, 22 Edificio Sauce Alcobendas, Madrid 28108 Spain	91 324 40 00 (Inside Spain) +34 91 324 40 00 (Outside Spain) Fax: +34.91.324.4010
Sverige/Sweden	“Letter” address: Symbol Technologies AB Box 1354 S-171 26 SOLNA Sweden Visit/shipping address: Symbol Technologies AB Solna Strandväg 78 S-171 54 SOLNA Sweden	Switchboard: 08 445 29 00 (domestic) Call Center: +46 8 445 29 29 (international) Support E-Mail: Sweden.Support@se.symbol.com

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Introduction

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

ADF can be implemented by scanning a related series of bar codes, which begin on page [2-3](#), or by installing the 123Scan utility (refer to the 123Scan chapter in the Product Reference Guide) which allows the scanner to be set up and programmed with Advanced Data Formatting (ADF) Rules.



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

Rules: Criteria Linked to Actions

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

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

Criteria: *When scan data is Code 39, length 12, and data at the start position is the string "129",*

Actions: *pad all sends with zeros to length 8,
send all data up to X,
send a space.*

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

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

Using ADF Bar Codes

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

To program each data formatting rule:

- **Start the Rule.** Scan the **Begin New Rule for Any Scanner Data** bar code on page 2-3.
- **Criteria.** Scan the bar codes for all pertinent criteria. Criteria can include code type (e.g., Code 128), code length, or data that contains a specific character string (e.g., the digits "129"). These options are described in [Criteria on page 2-11](#).
- **Actions.** Scan all actions related to, or affecting, these criteria. The actions of a rule specify how to format the data for transmission. These options are described in [ADF Bar Code Menu Example on page 1-4](#).
- **Save the Rule.** Scan the **Save Rule** bar code on page 2-5. This places the rule in the "top" position in the rule buffer.
- If you make errors during this process, some special-purpose bar codes may be useful: **Erase Criteria and Start Again**, **Erase Actions and Start Again**, **Erase Previously Saved Rule**, etc.

Criteria, actions, and entire rules may be erased by scanning the appropriate bar code (see bar codes beginning on page [2-6](#)).

For more information on scanning, refer to the Scanning chapter of the *Product Reference Guide*.

ADF Bar Code Menu Example

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

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

MMMMMPPPPDD

Where: M = Manufacturer ID

P = Part Number

D = Destination Code

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

The following rules need to be entered:

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

When scanning data of code type UPC/EAN, send all data, send the manufacturer ID key <CTRL M>.

To enter these rules, follow the steps below:

Rule 1: The Code 128 Scanning Rule

Step	Bar Code	On Page	Beep Indication
1	Begin New Rule	2-3	High High
2	Code 128	2-13	High High
3	Send next 5 characters	2-42	High High
4	Send <CTRL M>	2-106	High High
5	Send next 5 characters	2-42	High High
6	Send <CTRL P>	2-107	High High
7	Send next 2 characters	2-40	High High
8	Send <CTRL D>	2-101	High High
9	Save Rule	2-5	High Low High Low

Rule 2: The UPC Scanning Rule

Step	Bar Code	On Page	Beep Indication
1	Begin New Rule	2-3	High High
2	UPC/EAN	2-16	High High
3	Send all remaining data	2-39	High High
4	Send <CTRL M>	2-106	High High
5	Save Rule	2-5	High Low High Low

If you made any mistakes while entering this rule, scan the **Quit Entering Rules** bar code on page 2-8. If you already saved the rule, scan the **Erase Previously Saved Rule** bar code on page 2-7.

Alternate Rule Sets

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

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

This bar code might look like this:

245671243701500

where:

Class = 24

Stock Number = 56712437

Price = 01500

Ordinarily you would send this data as follows:

24 (class key)

56712437 (stock key)

01500 (enter key)

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

24 (class key)

56712437 (stock key)

and the cashier will key the price manually.

To implement this, you would first enter an ADF rule that applies to the normal situation. This rule may look like this:

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

The "sale" rule may look like this:

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

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

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

Another rule could be programmed to switch back.

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

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

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

It is recommended that you scan the **Disable All Rule Sets** bar code on page 2-10 after programming a rule belonging to an alternate rule set.

In addition to enabling and disabling rule sets within the rules, you can enable or disable them by scanning the appropriate bar codes beginning on [page 2-8](#).

Rules Hierarchy (in Bar Codes)

The order of programming individual rules is important. The most general rule should be programmed first.

All programmed rules are stored in a buffer. As they are programmed, they are stored at the “top” of a rules list. If three rules have been created, the list would be configured as follows:

Third Rule

Second Rule

First Rule

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

For example, if the THIRD rule states:

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

And the SECOND rule states:

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

If a Code 128 bar code of length 12 were scanned, the THIRD rule would be in effect. The SECOND rule would appear to not function.

Note also that ADF rules are actually created when you use the standard data editing functions. Scan options are entered as ADF rules, and the hierarchy mentioned above also applies to them. For the LS2108, this applies to prefix/suffix programming in the parameter *Scan Data Transmission Format*.

These rules reside in the same “rule list” as ADF Rules, so the order of their creation is also important.

Default Rules

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

When receiving scan data, send all data.

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

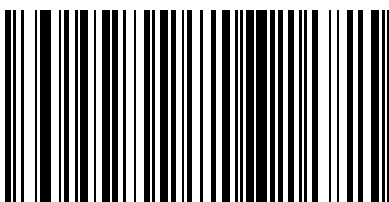
ADF Bar Codes

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Special Commands

Pause Duration

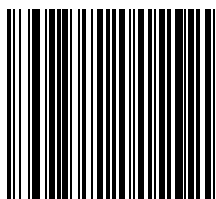
This parameter allows a pause to be inserted in the data transmission. Pauses are set by scanning a two-digit number (i.e., two bar codes), and are measured in 0.1 second intervals. For example, scanning bar codes “0” and “1” inserts a 0.1 second pause; “5” and “0” gives you a 5 second delay. Numeric bar codes can be found in the Numeric Bar Codes appendix of the *Product Reference Guide*. If you make an error or wish to change your selection, scan **Cancel** bar code on page [2-281](#). The default for **Pause Duration** is 1 second.



Pause Duration

Begin New Rule

Scan the appropriate bar code to start entering a new rule.



Begin New Rule for Any Scanner Data

Begin New Rule (continued)



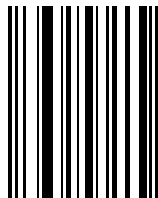
Begin New Rule for Primary Scanner Data



Begin New Rule for Aux Hand-Held Scanner Data

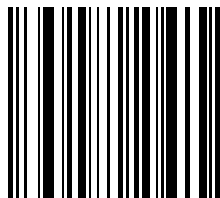
Begin New Rule (continued)**Begin New Rule for RS-232 Aux Port Data*****Save Rule***

Scan this bar code to save the rule you entered.

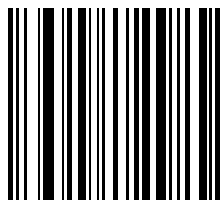
**Save Rule**

Erase

Use these bar codes to erase criteria, actions, or rules.

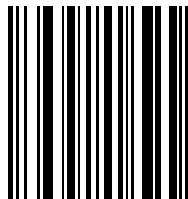


Erase Criteria And Start Again

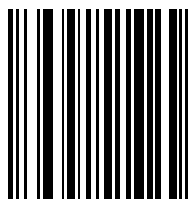


Erase Actions And Start Again

Erase (continued)



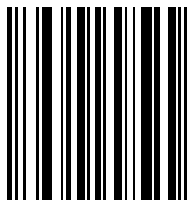
Erase Previously Saved Rule



Erase All Rules

Quit Entering Rules

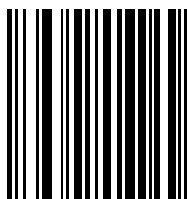
Scan this bar code to quit entering rules.



Quit Entering Rules

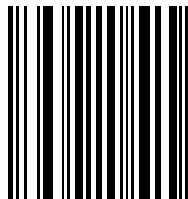
Disable Rule Set

Use these bar codes to disable rule sets.

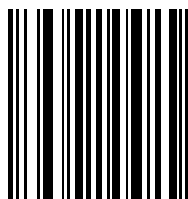


Disable Rule Set 1

Disable Rule Set (continued)

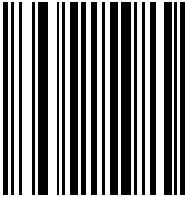


Disable Rule Set 2

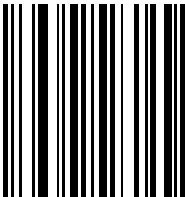


Disable Rule Set 3

Disable Rule Set (continued)



Disable Rule Set 4

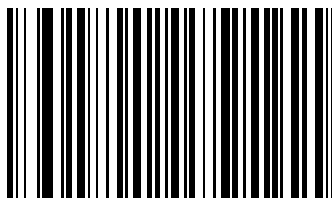


Disable All Rule Sets

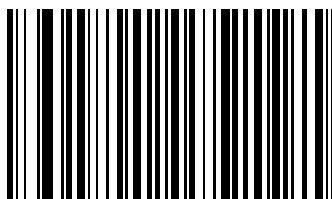
Criteria

Code Types

Select any number of code types to be affected. All selected codes must be scanned in succession, prior to selecting other criteria. *If you don't select a code type, all code types will be affected.*

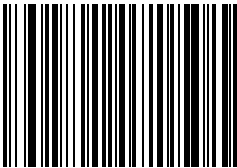


Code 39

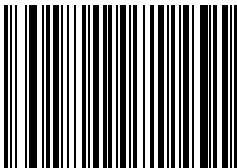


Codabar

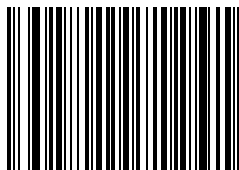
Code Types (continued)



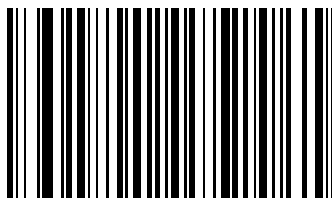
RSS 14



RSS Limited

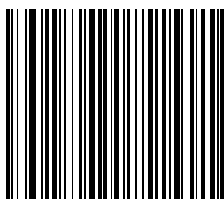
Code Types (continued)**RSS Expanded**

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

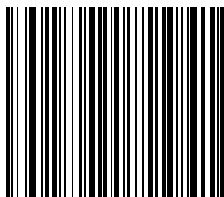
**Code 128**

Code Types (continued)

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



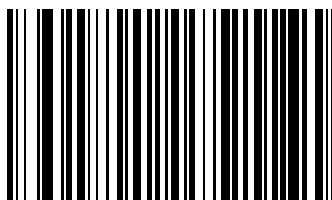
D 2 OF 5



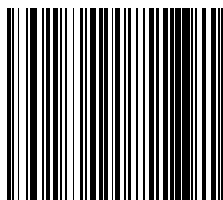
IATA 2 OF 5

Code Types (continued)

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



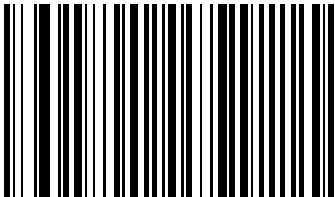
I 2 OF 5



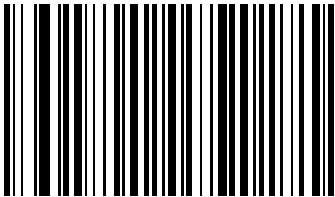
Code 93

Code Types (continued)

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



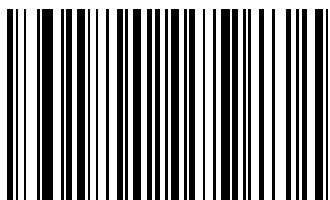
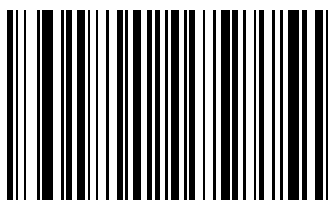
UPC-A



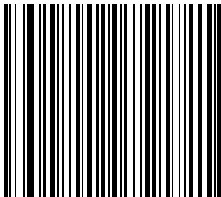
UPC-E

Code Types (continued)

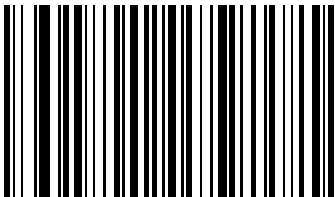
Scan the bar codes for all code types desired before selecting other criteria.

**EAN-8****EAN-13**

Code Types (continued)

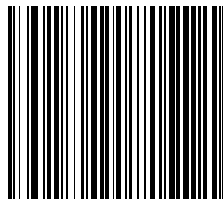


MSI

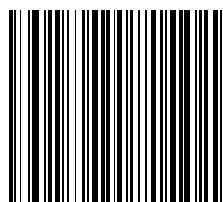


EAN 128

Code Types (continued)

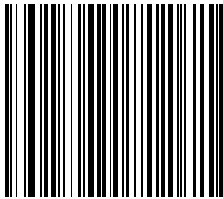


UPC-E1



Bookland

Code Types (continued)

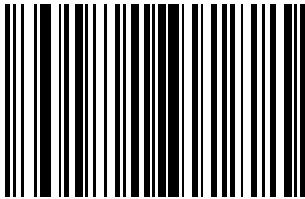


Trioptic

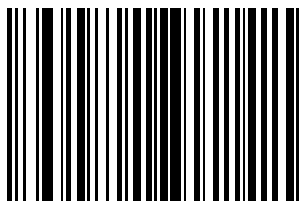
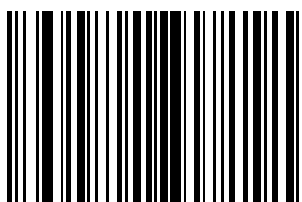
Code Lengths

Define the number of characters the selected code type must contain. *If you don't select a code length, selected code types of any length will be affected.*

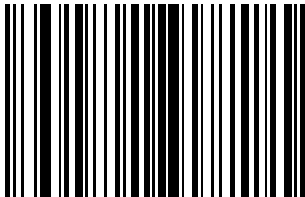
Scan these bar codes to define the number of characters the selected code types must contain. Select one length per rule only.



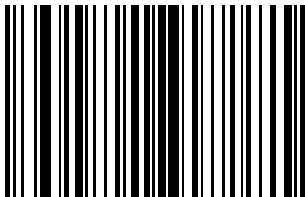
1 Character

Code Lengths (continued)**2 Characters****3 Characters**

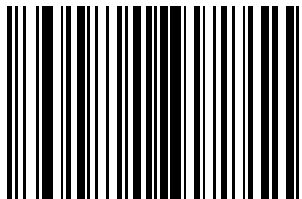
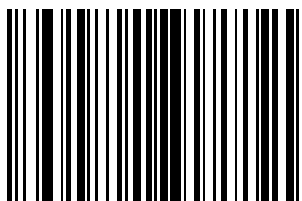
Code Lengths (continued)



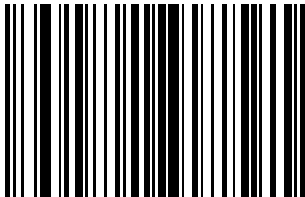
4 Characters



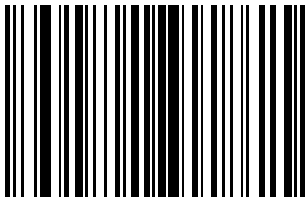
5 Characters

Code Lengths (continued)**6 Characters****7 Characters**

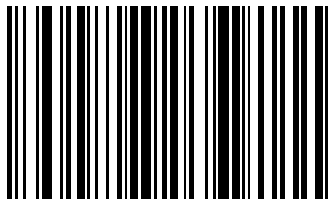
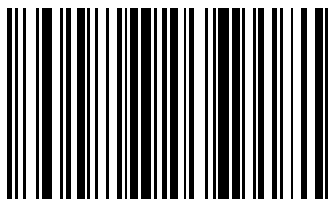
Code Lengths (continued)



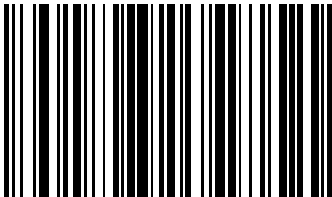
8 Characters



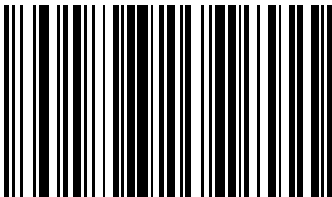
9 Characters

Code Lengths (continued)**10 Characters****11 Characters**

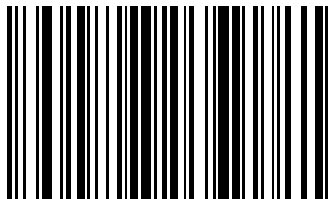
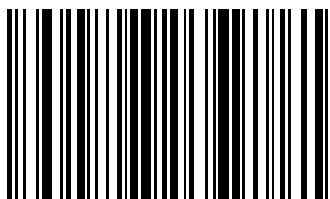
Code Lengths (continued)



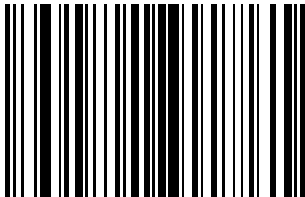
12 Characters



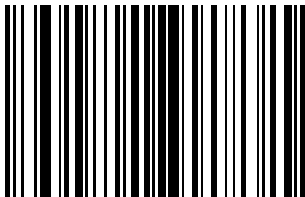
13 Characters

Code Lengths (continued)**14 Characters****15 Characters**

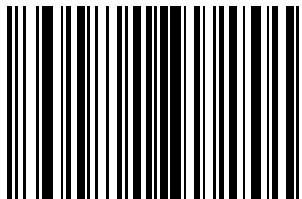
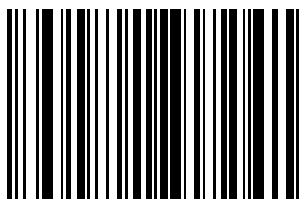
Code Lengths (continued)



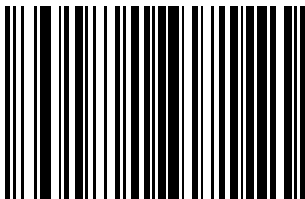
16 Characters



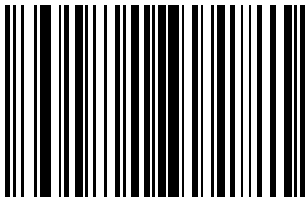
17 Characters

Code Lengths (continued)**18 Characters****19 Characters**

Code Lengths (continued)

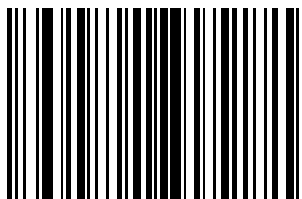


20 Characters

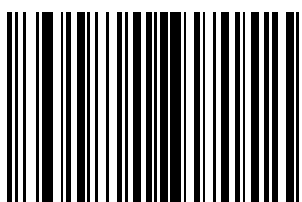


21 Characters

Code Lengths (continued)

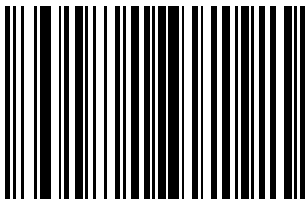


22 Characters

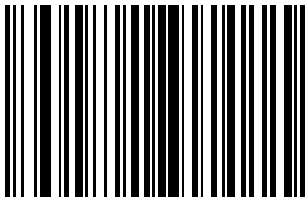


23 Characters

Code Lengths (continued)

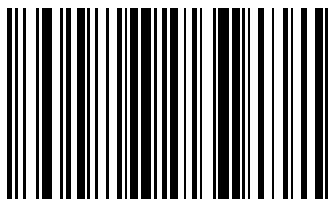


24 Characters

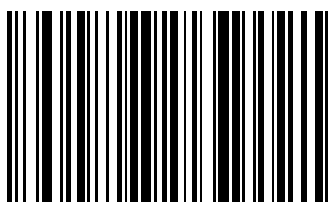


25 Characters

Code Lengths (continued)

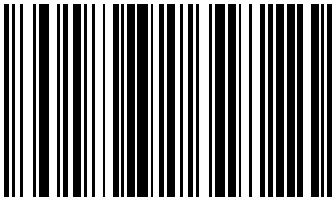


26 Characters

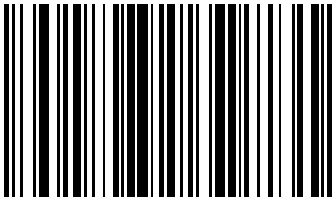


27 Characters

Code Lengths (continued)

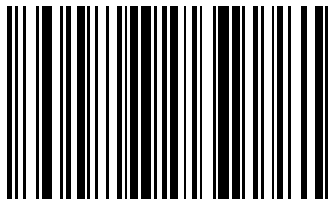


28 Characters



29 Characters

Code Lengths (continued)



30 Characters

Message Containing A Specific Data String

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

There are 4 features:

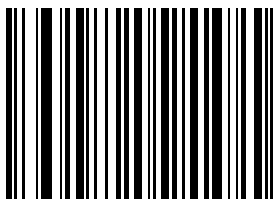
- Specific String at Start
- Specific String, Any Location
- Any Message OK
- Rule Balloonist Set

Specific String at Start

Scan this bar code, then scan the bar codes representing the desired character or characters (up to a total of 8) in the [Alphanumeric Keyboard on page 2-249](#).

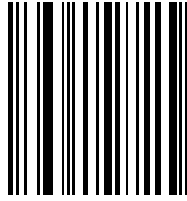
After scanning the following bar code:

1. Enter a string using the [Alphanumeric Keyboard](#) beginning on page 2-249.
2. Scan **End Of Message** on page 2-282.



Specific String At Start

Specific String at Start (continued)



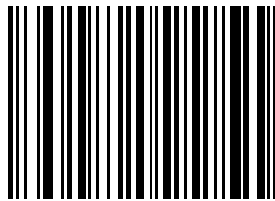
0

Specific String, Any Location

Scan this bar code, then, using the bar codes in the Numeric Bar Codes appendix of the *Product Reference Guide*, scan a two-digit number representing the **position** (use a leading “zero” if necessary). Then scan the desired character or characters (up to a total of 8) on the [Alphanumeric Keyboard on page 2-249](#), followed by the **End Of Message** bar code on page 2-282.

After scanning the following bar code:

1. Enter a location using the bar codes in the Numeric Bar Codes appendix of the *Product Reference Guide*.
2. Enter a string using the [Alphanumeric Keyboard](#) beginning on page 2-249.
3. Scan **End Of Message** on page 2-282.

**Specific String Any Location**

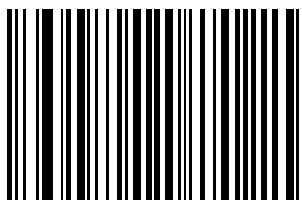
Any Message OK

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

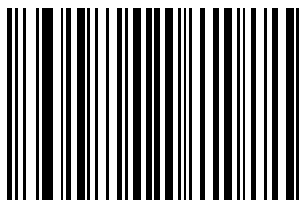
Rule Belongs To Set

Select the set a rule belongs to. (There are four possible rule sets.) Refer to [Alternate Rule Sets on page 1-5](#) for more information about rule sets.

Scan a bar code below to select which set a rule belongs to.

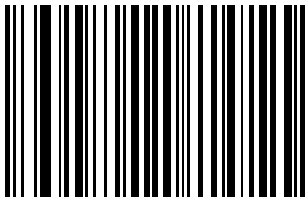


Rule Belongs To Set 1

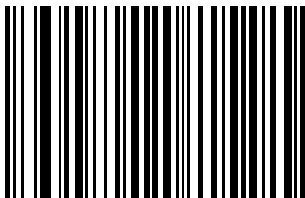


Rule Belongs To Set 2

Rule Belongs To Set (continued)



Rule Belongs To Set 3



Rule Belongs To Set 4

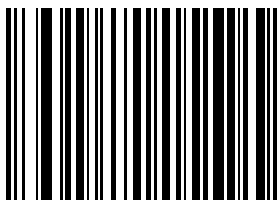
Actions

Select how to format the data for transmission.

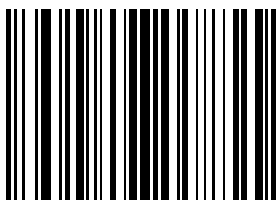
Send Data

Send all data that remains, send all data up to a specific character selected from the [Alphanumeric Keyboard on page 2-249](#), or send the next N characters. N = any number from 1 to 254, selected from the [Alphanumeric Keyboard](#).

Use these bar codes to send data.

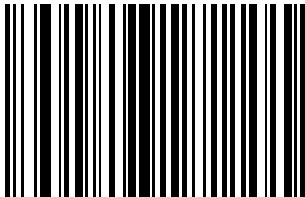


Send All Data That Remains

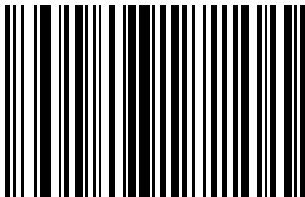


**Send Data Up To
Character**

Send Data (continued)

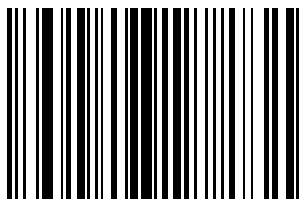


Send Next Character

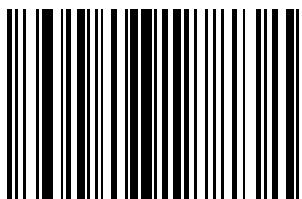


**Send Next
2 Characters**

Send Data (continued)

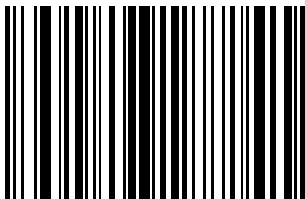


**Send Next
3 Characters**

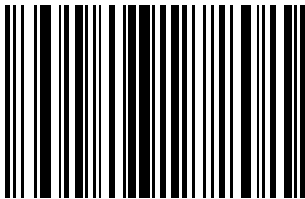


**Send Next
4 Characters**

Send Data (continued)

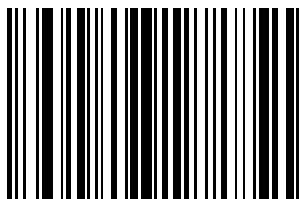


**Send Next
5 Characters**

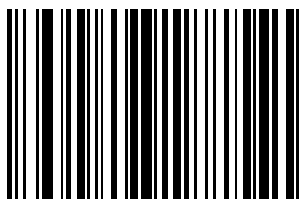


**Send Next
6 Characters**

Send Data (continued)

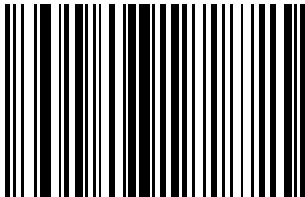


**Send Next
7 Characters**

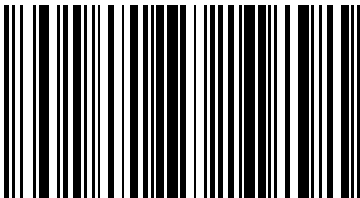


**Send Next 8
Characters**

Send Data (continued)

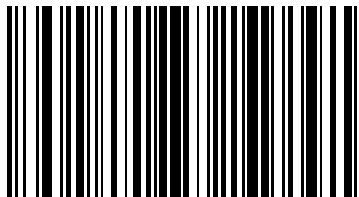


**Send Next
9 Characters**

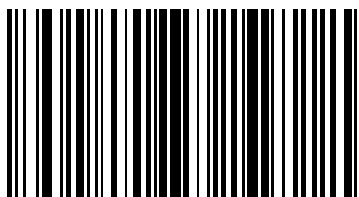


**Send Next
10 Characters**

Send Data (continued)

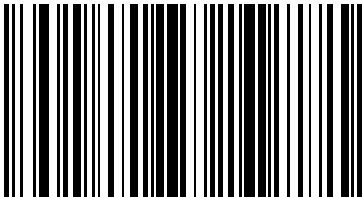


**Send Next
11 Characters**

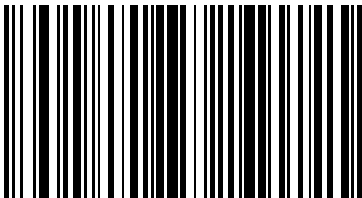


**Send Next
12 Characters**

Send Data (continued)

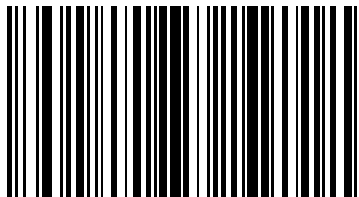


**Send Next
13 Characters**

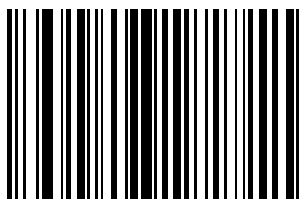


**Send Next
14 Characters**

Send Data (continued)

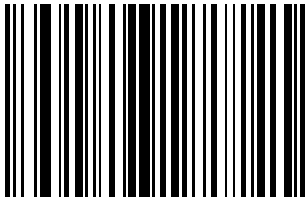


**Send Next
15 Characters**

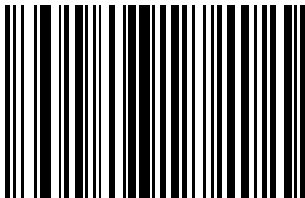


**Send Next
16 Characters**

Send Data (continued)

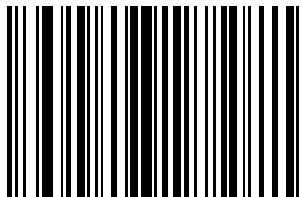


**Send Next
17 Characters**

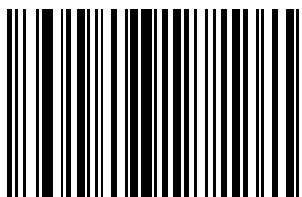


**Send Next
18 Characters**

Send Data (continued)



**Send Next
19 Characters**



**Send Next
20 Characters**

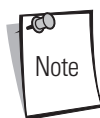
Setup Field(s)

Table 2-1. Setup Field(s) Definitions

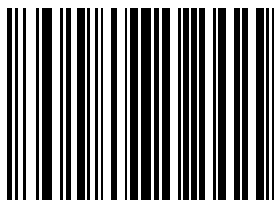
Parameter	Description	Page
Move Cursor		
Move Cursor To a Character	Scan the Move Cursor To Character bar code on page 2-50, then any printable ASCII character from the <i>Alphanumeric Keyboard</i> . When this is used, the cursor moves to the position after the matching character. If the character is not there, the rule fails and ADF tries the next rule.	2-50
Move Cursor to Start of Data	Scan this bar code to move cursor to the beginning of the data.	2-50
Move Cursor Past a Character	This parameter moves the cursor past all sequential occurrences of a selected character. For example, if the selected character is 'A', then the cursor moves past 'A', 'AA', 'AAA', etc. Scan the Move Cursor Past Character bar code on page 2-51, then select a character from the <i>Alphanumeric Keyboard</i> . If the character is not there, the cursor does not move (i.e., has no effect).	2-50
Skip Ahead "N" Characters	Scan one of these bar codes to select the number of positions ahead you wish to move the cursor.	2-52
Skip Back "N" Characters	Scan one of these bar codes to select the number of positions back you wish to move the cursor.	2-57
Send Preset Value	Send Values 1 and 2 by scanning the appropriate bar code. These values must be set using the prefix/suffix values in the ASCII/Character Set table in the <i>Product Reference Guide</i> . Value 1 = Scan Suffix Value 2 = Scan Prefix	2-63

Move Cursor

Scan a bar code below to move the cursor in relation to a specified character. Then enter a character by scanning a bar code from the *Alphanumeric Keyboard* beginning on page 2-249.

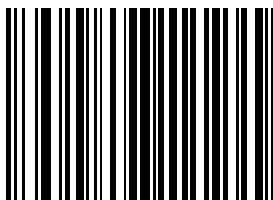


If there is no match when the rule is interpreted and the rule fails, the next rule is checked.

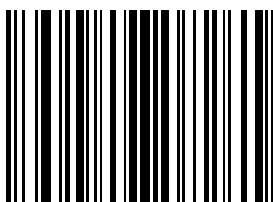


**Move Cursor To
Character**

Move Cursor (continued)



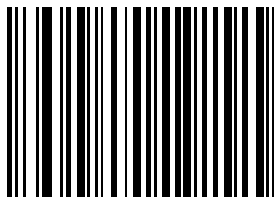
Move Cursor To Start



**Move Cursor Past
Character**

Move Cursor (continued)

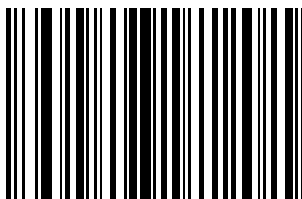
Scan the barcode below to insert a pause in the transmission of data. The length of this pause is controlled by the value of the **Pause Duration** parameter.



Send Pause

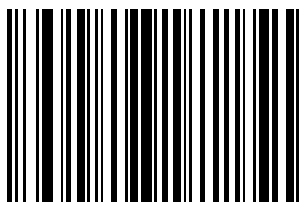
Skip Ahead

Use the following bar codes to skip ahead characters.

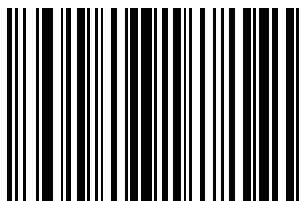


**Skip Ahead
1 Character**

Skip Ahead (continued)

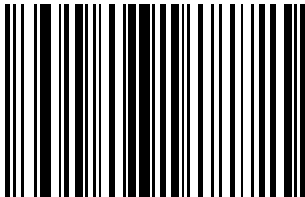


**Skip Ahead
2 Characters**

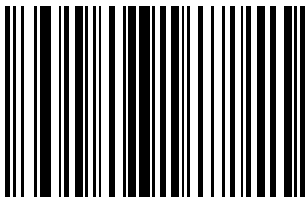


**Skip Ahead
3 Characters**

Skip Ahead (continued)

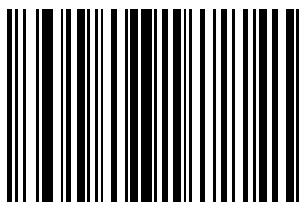


**Skip Ahead
4 Characters**

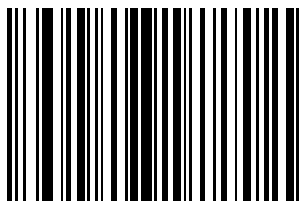


**Skip Ahead
5 Characters**

Skip Ahead (continued)

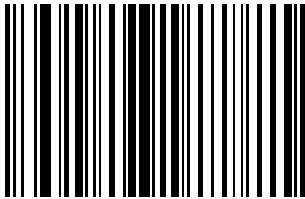


**Skip Ahead
6 Characters**

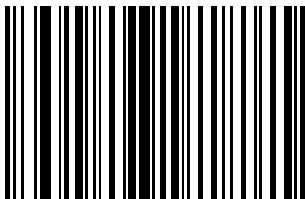


**Skip Ahead
7 Characters**

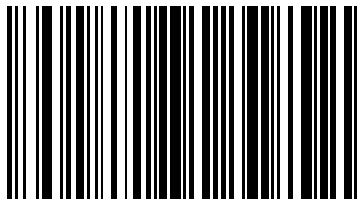
Skip Ahead (continued)



**Skip Ahead
8 Characters**



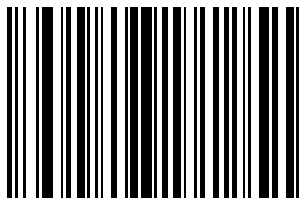
**Skip Ahead
9 Characters**

Skip Ahead (continued)

**Skip Ahead
10 Characters**

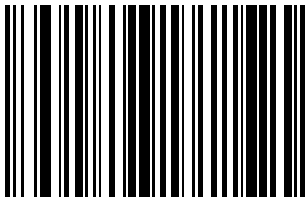
Skip Back

Use the following bar codes to skip back characters.

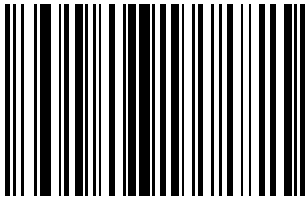


**Skip Back
1 Characters**

Skip Back (continued)

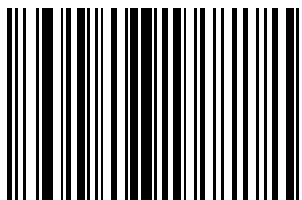


**Skip Back
2 Characters**

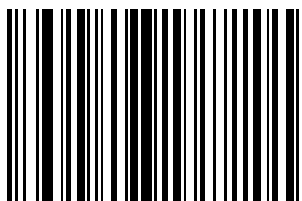


**Skip Back
3 Characters**

Skip Back (continued)

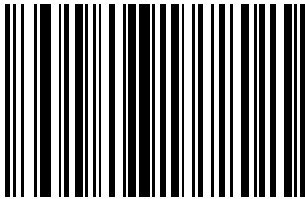


**Skip Back
4 Characters**

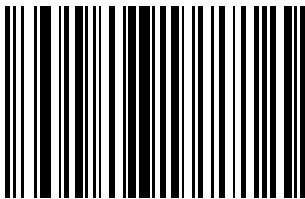


**Skip Back
5 Characters**

Skip Back (continued)

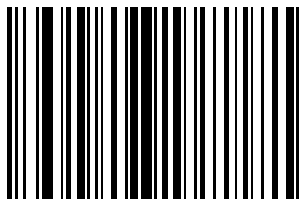


**Skip Back
6 Characters**

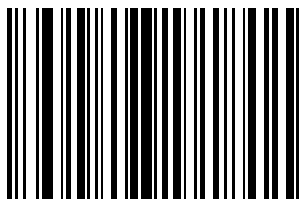


**Skip Back
7 Characters**

Skip Back (continued)

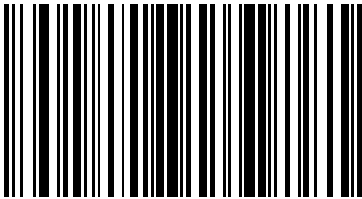


**Skip Back
8 Characters**



**Skip Back
9 Characters**

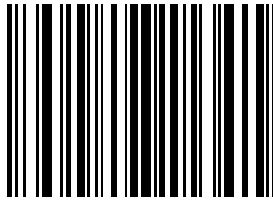
Skip Back (continued)



**Skip Back
10 Characters**

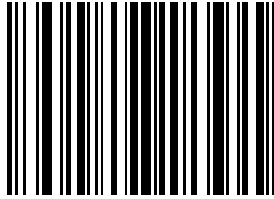
Send Preset Value

Use these bar codes to send preset values.



Send Value 1

Send Preset Value (continued)



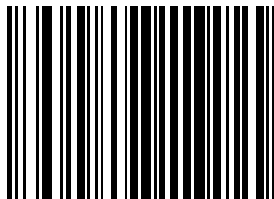
Send Value 2

Modify Data

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

Remove All Spaces

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

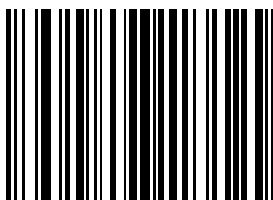


Remove All Spaces

Modify Data (continued)

Crunch All Spaces

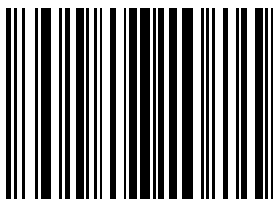
To leave one space between words, scan this bar code. This also removes all leading and trailing spaces.



Crunch All Spaces

Stop Space Removal

Scan this bar code to disable space removal.

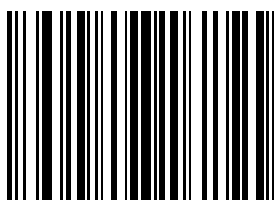


Stop Space Removal

Modify Data (continued)

Remove Leading Zeros

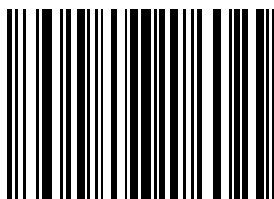
Scan this bar code to remove all leading zeros.



Remove Leading Zeros

Stop Zero Removal

Scan this bar code to disable the removal of zeros.

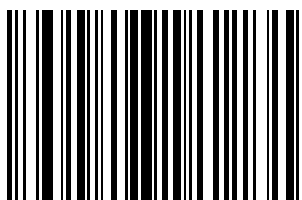


Stop Zero Removal

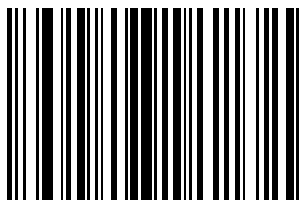
Modify Data (continued)

Pad Data with Spaces

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

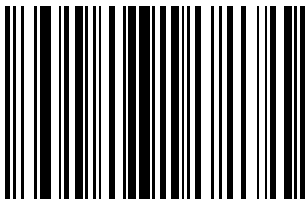


Pad Spaces To Length 1

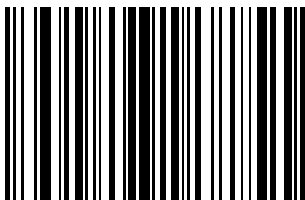


Pad Spaces To Length 2

Pad Data with Spaces (continued)

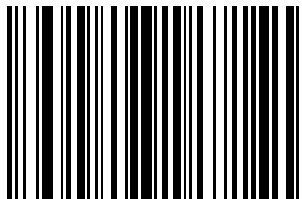


Pad Spaces To Length 3

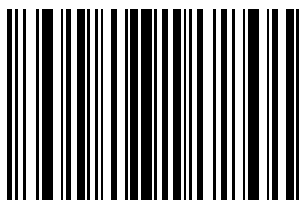


Pad Spaces To Length 4

Pad Data with Spaces (continued)

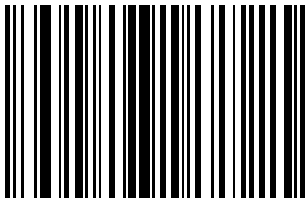


Pad Spaces To Length 5

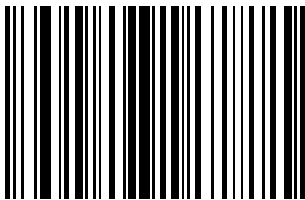


Pad Spaces To Length 6

Pad Data with Spaces (continued)

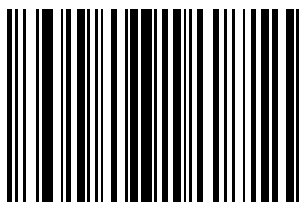


Pad Spaces To Length 7

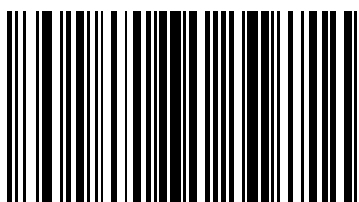


Pad Spaces To Length 8

Pad Data with Spaces (continued)

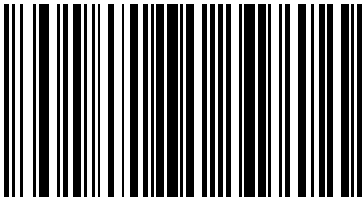


Pad Spaces To Length 9

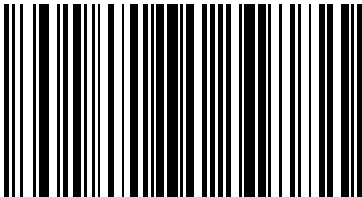


Pad Spaces To Length 10

Pad Data with Spaces (continued)

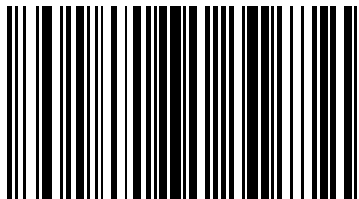


Pad Spaces To Length 11

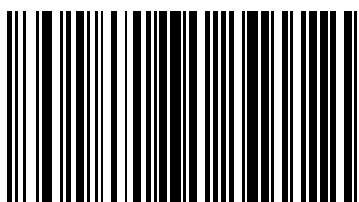


Pad Spaces To Length 12

Pad Data with Spaces (continued)

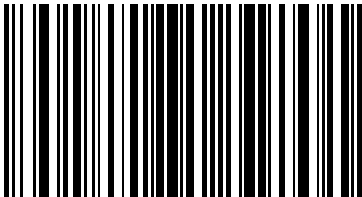


Pad Spaces To Length 13

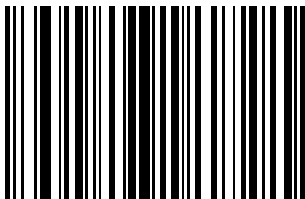


Pad Spaces To Length 14

Pad Data with Spaces (continued)

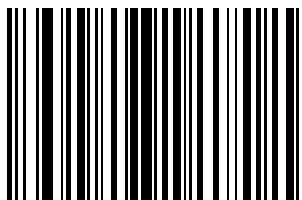


Pad Spaces To Length 15

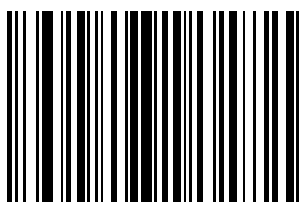


Pad Spaces To Length 16

Pad Data with Spaces (continued)

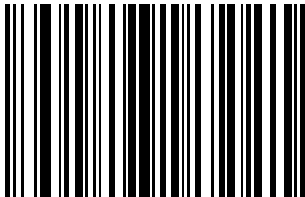


Pad Spaces To Length 17

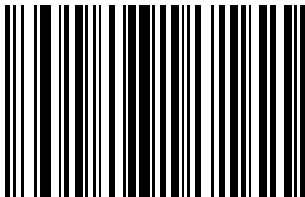


Pad Spaces To Length 18

Pad Data with Spaces (continued)

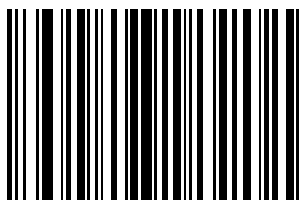


Pad Spaces To Length 19



Pad Spaces To Length 20

Pad Data with Spaces (continued)

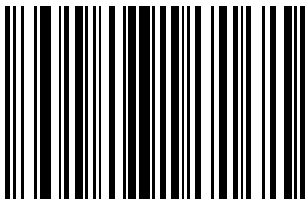


Pad Spaces To Length 21

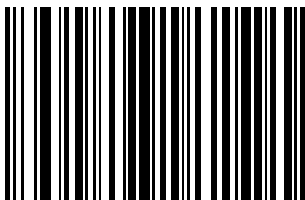


Pad Spaces To Length 22

Pad Data with Spaces (continued)

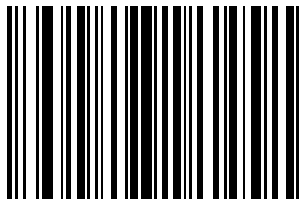


Pad Spaces To Length 23

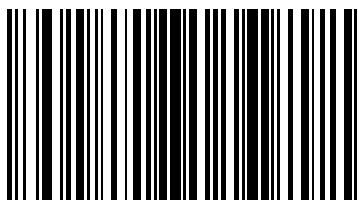


Pad Spaces To Length 24

Pad Data with Spaces (continued)

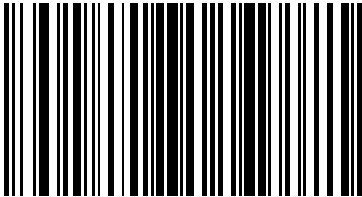


Pad Spaces To Length 25

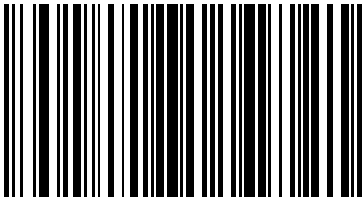


Pad Spaces To Length 26

Pad Data with Spaces (continued)

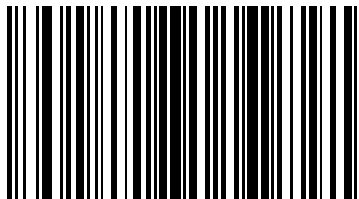


Pad Spaces To Length 27

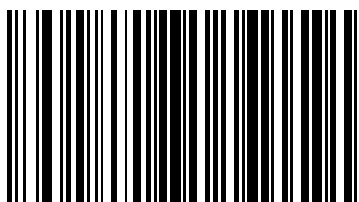


Pad Spaces To Length 28

Pad Data with Spaces (continued)

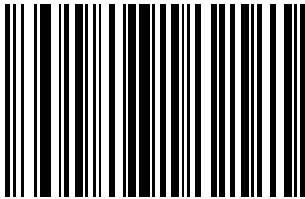


Pad Spaces To Length 29



Pad Spaces To Length 30

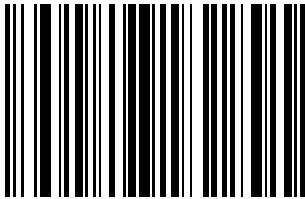
Pad Data with Spaces (continued)



Stop Pad Spaces

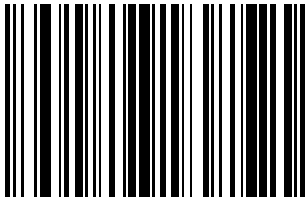
Pad Data with Zeros

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

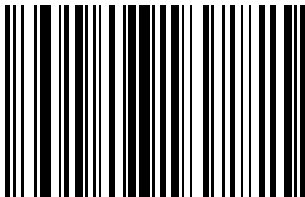


Pad Zeros To Length 1

Pad Data with Zeros (continued)

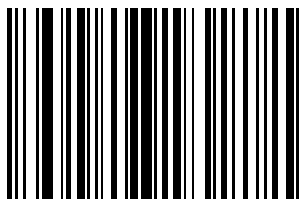


Pad Zeros To Length 4

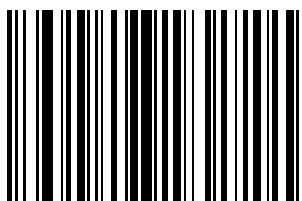


Pad Zeros To Length 5

Pad Data with Zeros (continued)

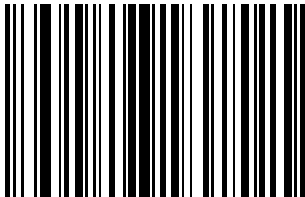


Pad Zeros To Length 6

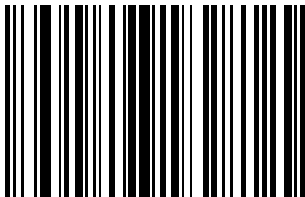


Pad Zeros To Length 7

Pad Data with Zeros (continued)

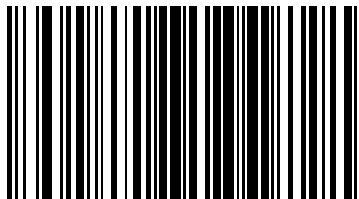


Pad Zeros To Length 8

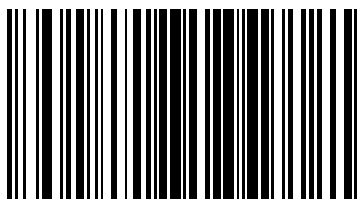


Pad Zeros To Length 9

Pad Data with Zeros (continued)

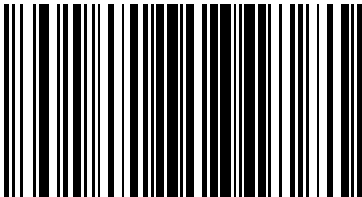


Pad Zeros To Length 10

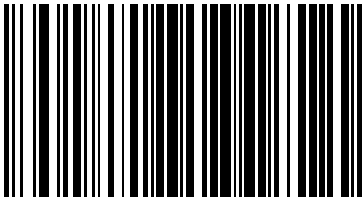


Pad Zeros To Length 11

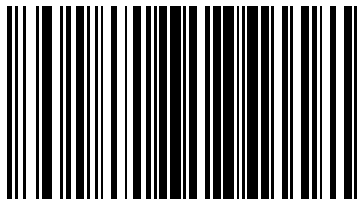
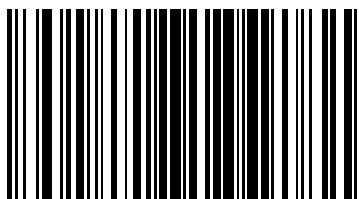
Pad Data with Zeros (continued)



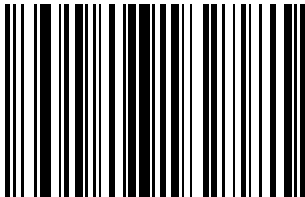
Pad Zeros To Length 12



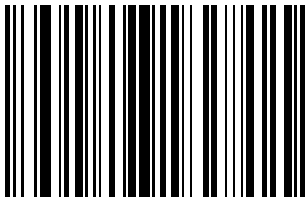
Pad Zeros To Length 13

Pad Data with Zeros (continued)**Pad Zeros To Length 14****Pad Zeros To Length 15**

Pad Data with Zeros (continued)

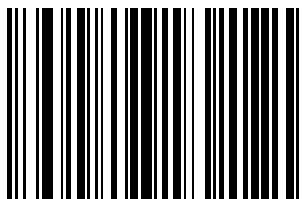


Pad Zeros To Length 16

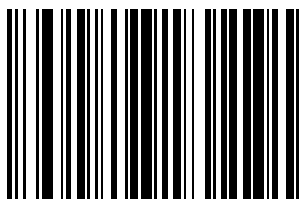


Pad Zeros To Length 17

Pad Data with Zeros (continued)

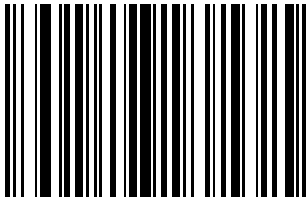


Pad Zeros To Length 18

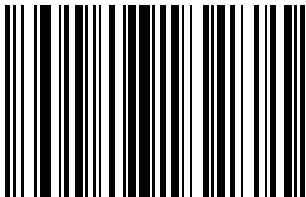


Pad Zeros To Length 19

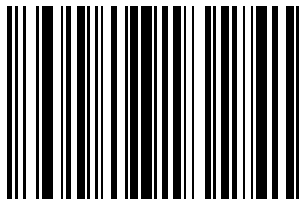
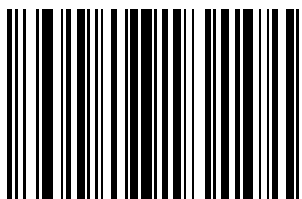
Pad Data with Zeros (continued)



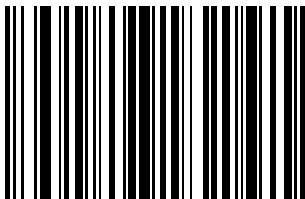
Pad Zeros To Length 20



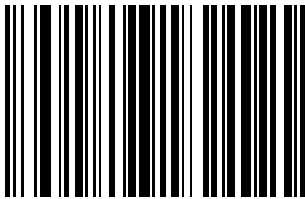
Pad Zeros To Length 21

Pad Data with Zeros (continued)**Pad Zeros To Length 22****Pad Zeros To Length 23**

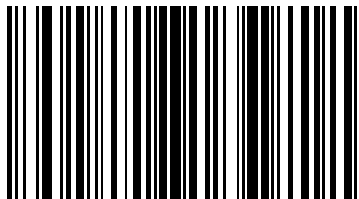
Pad Data with Zeros (continued)



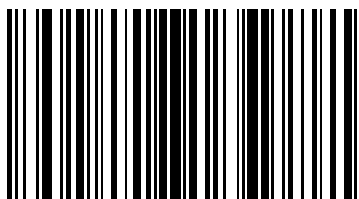
Pad Zeros To Length 24



Pad Zeros To Length 25

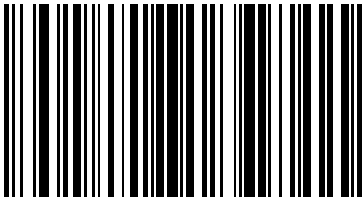
Pad Data with Zeros (continued)

Pad Zeros To Length 26

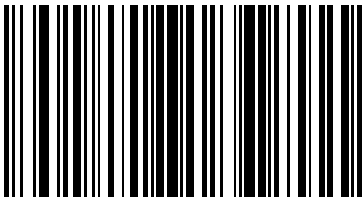


Pad Zeros To Length 27

Pad Data with Zeros (continued)

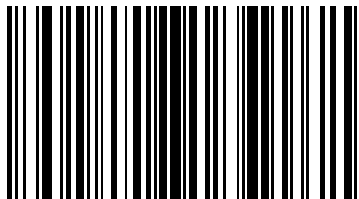


Pad Zeros To Length 28

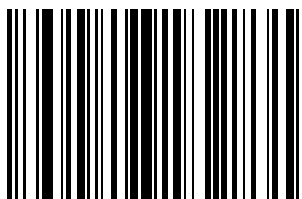


Pad Zeros To Length 29

Pad Data with Zeros (continued)



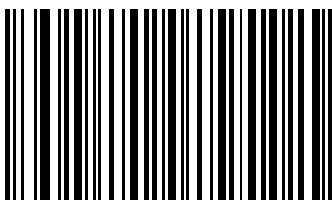
Pad Zeros To Length 30



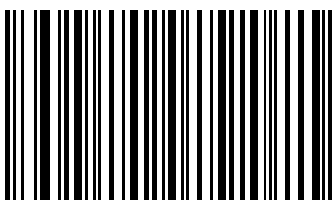
Stop Pad Zeros

Beeps

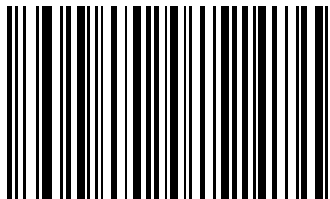
Choose only one beep sequence per ADF rule.



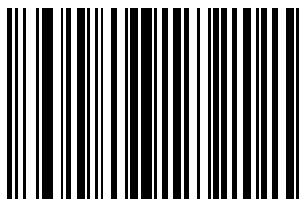
Beep Once



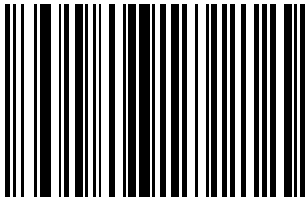
Beep Twice

Beeps (continued)**Beep Three Times*****Send Keystroke (Control Characters and Keyboard Characters)*****Control Characters**

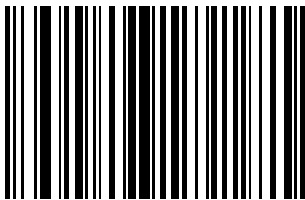
Scan the "Send ___" bar code for the keystroke you wish to send.

**Send Control 2**

Control Characters (continued)

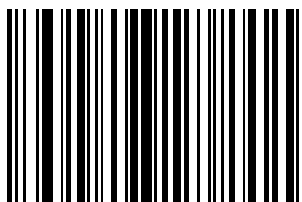


Send Control A

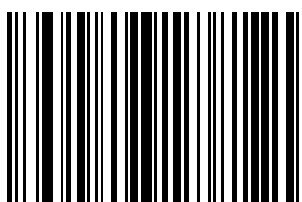


Send Control B

Control Characters (continued)

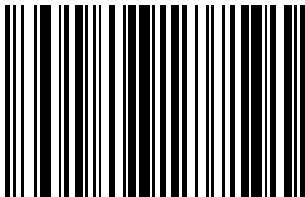


Send Control C

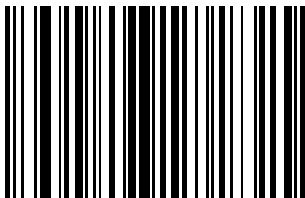


Send Control D

Control Characters (continued)

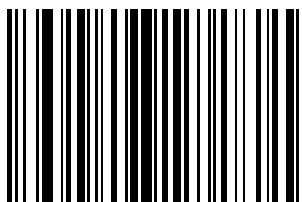


Send Control E

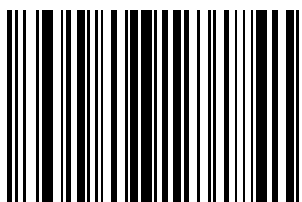


Send Control F

Control Characters (continued)

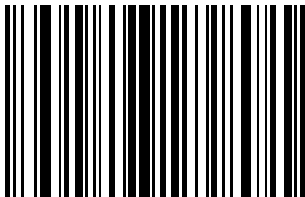


Send Control G

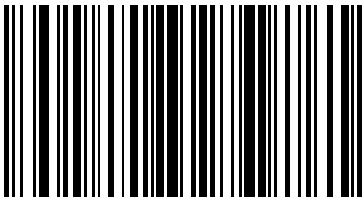


Send Control H

Control Characters (continued)

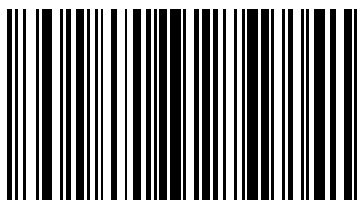


Send Control I

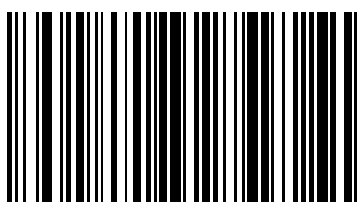


Send Control J

Control Characters (continued)

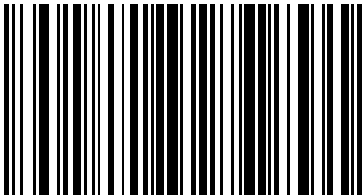


Send Control K

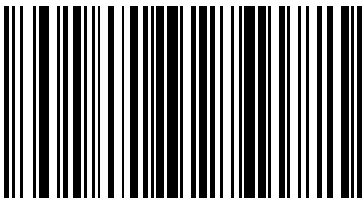


Send Control L

Control Characters (continued)

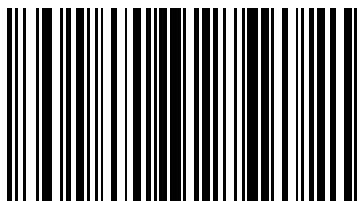


Send Control M

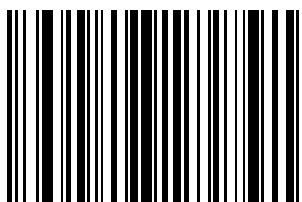


Send Control N

Control Characters (continued)

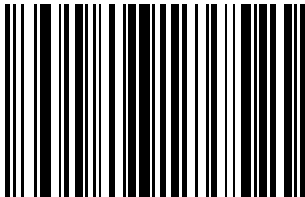


Send Control O

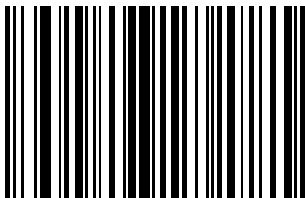


Send Control P

Control Characters (continued)

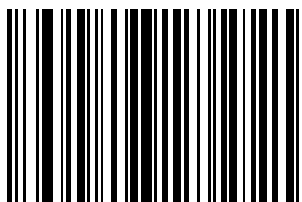


Send Control Q

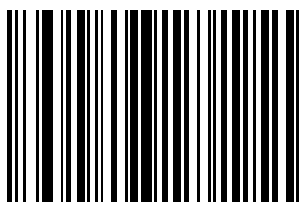


Send Control R

Control Characters (continued)

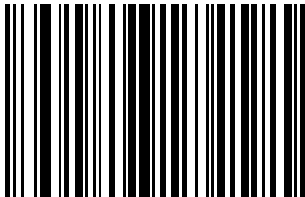


Send Control S

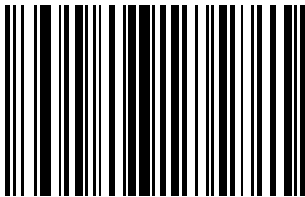


Send Control T

Control Characters (continued)

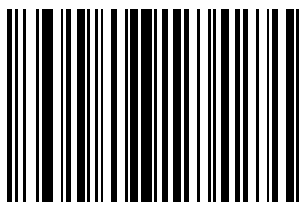


Send Control U

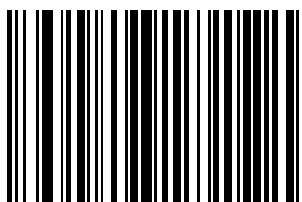


Send Control V

Control Characters (continued)

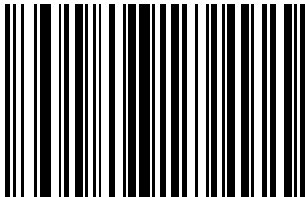


Send Control W

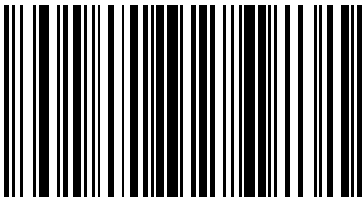


Send Control X

Control Characters (continued)

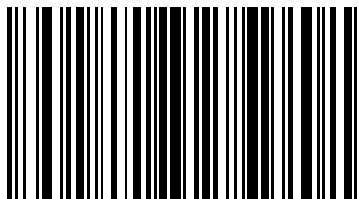


Send Control Y

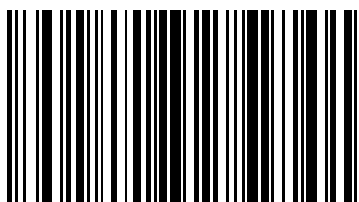


Send Control Z

Control Characters (continued)

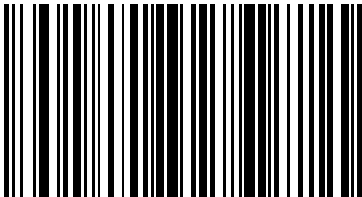


Send Control [

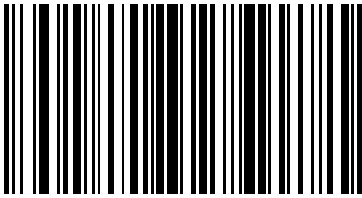


Send Control \

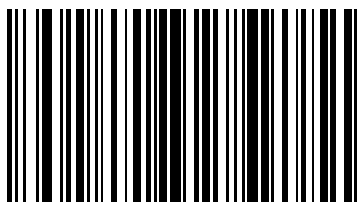
Control Characters (continued)



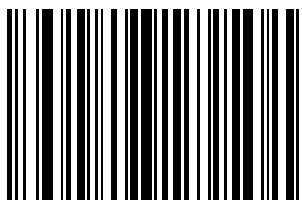
Send Control]



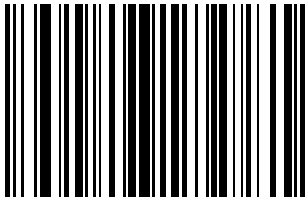
Send Control 6

Control Characters (continued)**Send Control -****Keyboard Characters**

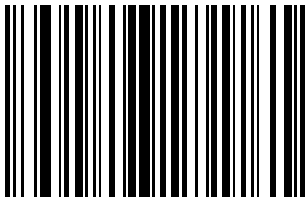
Scan the "Send ____" bar code for the keyboard characters you wish to send.

**Send Space**

Keyboard Characters (continued)

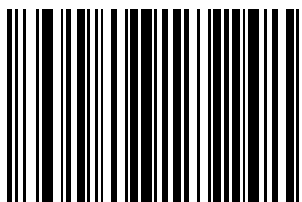


Send !

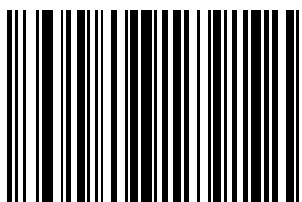


Send "

Keyboard Characters (continued)

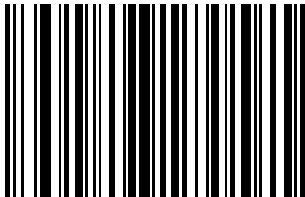


Send #

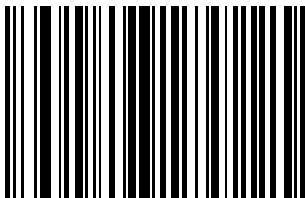


Send \$

Keyboard Characters (continued)

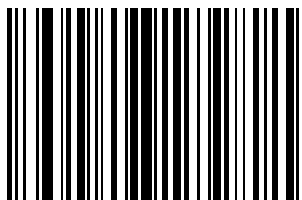


Send %

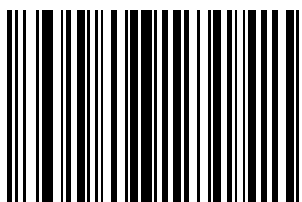


Send &

Keyboard Characters (continued)

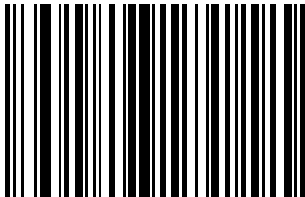


Send '

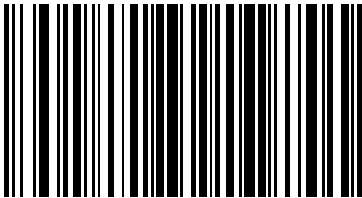


Send (

Keyboard Characters (continued)

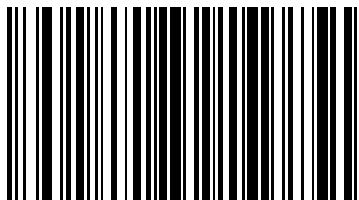


Send)

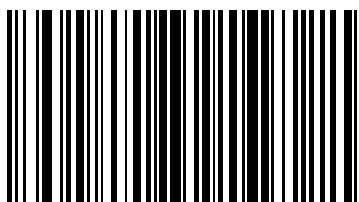


Send *

Keyboard Characters (continued)

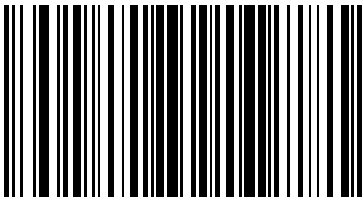


Send +

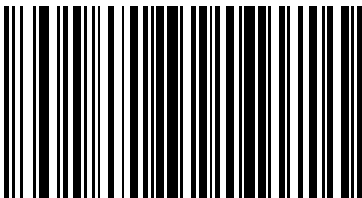


Send ,

Keyboard Characters (continued)

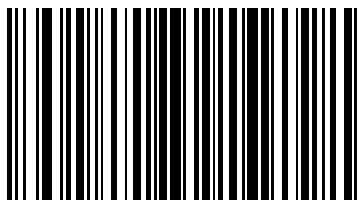


Send -

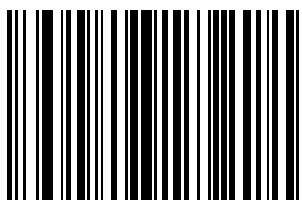


Send .

Keyboard Characters (continued)

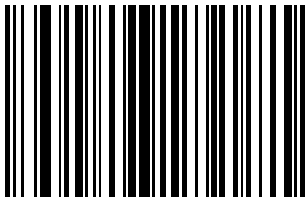


Send /

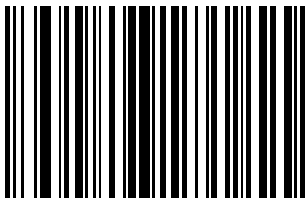


Send 0

Keyboard Characters (continued)

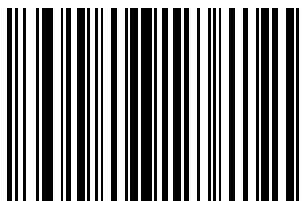


Send 1

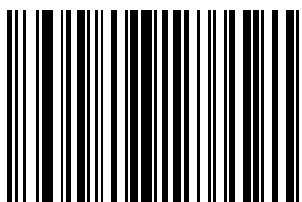


Send 2

Keyboard Characters (continued)

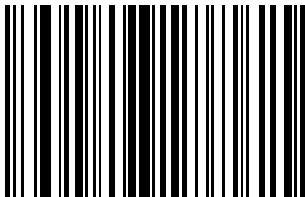


Send 3

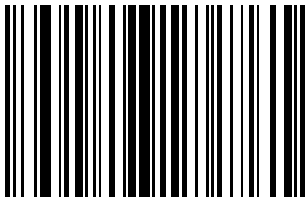


Send 4

Keyboard Characters (continued)

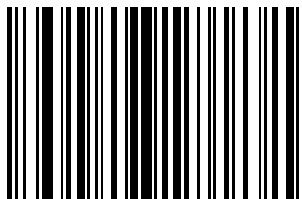


Send 5

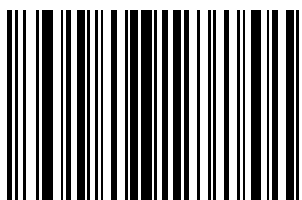


Send 6

Keyboard Characters (continued)

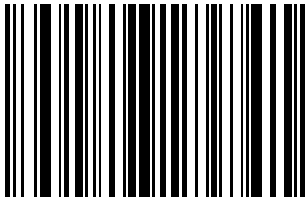


Send 7

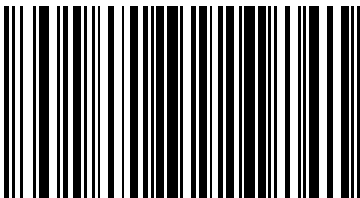


Send 8

Keyboard Characters (continued)

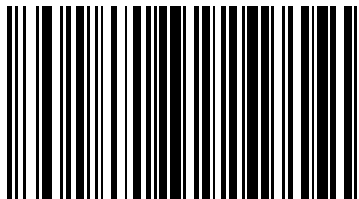


Send 9

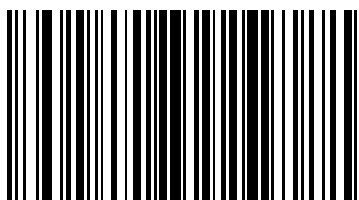


Send :

Keyboard Characters (continued)

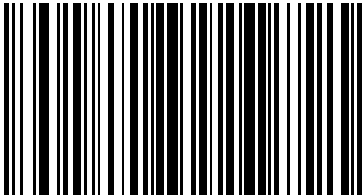


Send ;

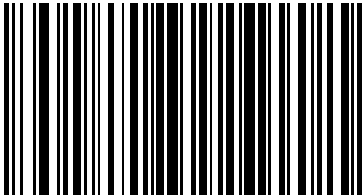


Send <

Keyboard Characters (continued)

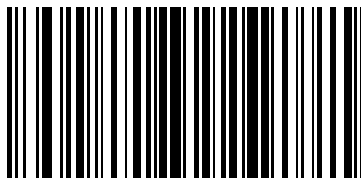


Send =

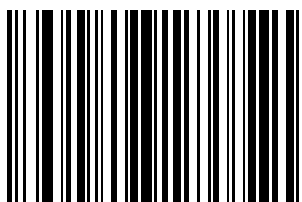


Send >

Keyboard Characters (continued)

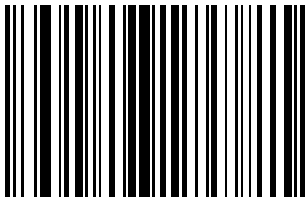


Send ?

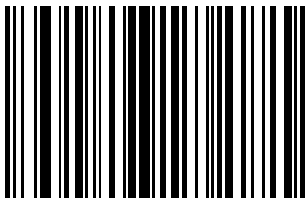


Send @

Keyboard Characters (continued)

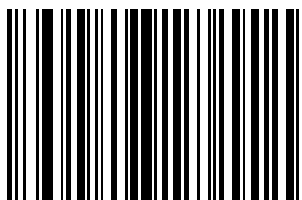


Send A

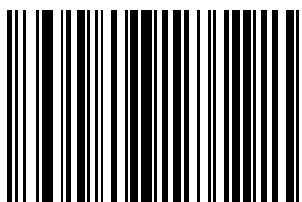


Send B

Keyboard Characters (continued)

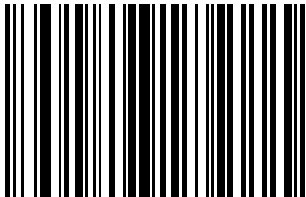


Send C

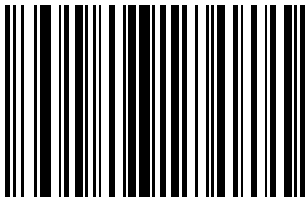


Send D

Keyboard Characters (continued)

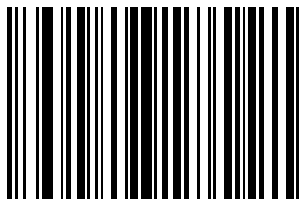


Send E

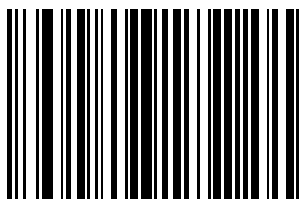


Send F

Keyboard Characters (continued)

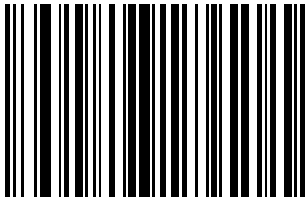


Send G

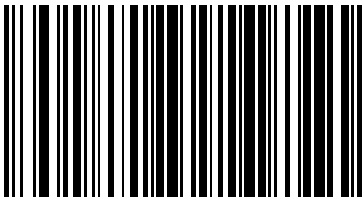


Send H

Keyboard Characters (continued)

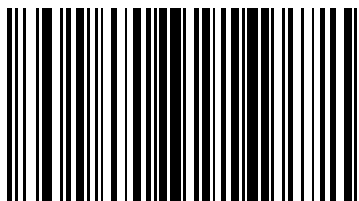


Send I

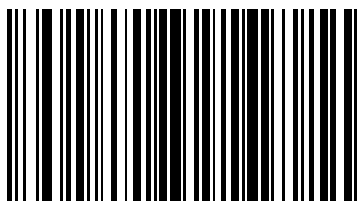


Send J

Keyboard Characters (continued)

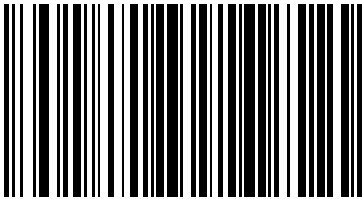


Send K

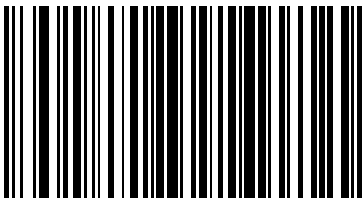


Send L

Keyboard Characters (continued)

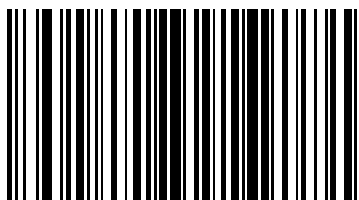


Send M

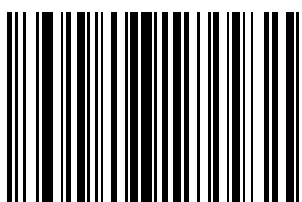


Send N

Keyboard Characters (continued)

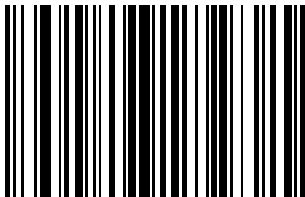


Send 0

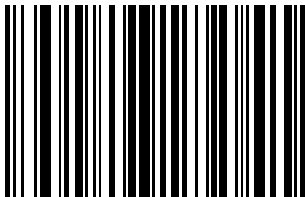


Send P

Keyboard Characters (continued)

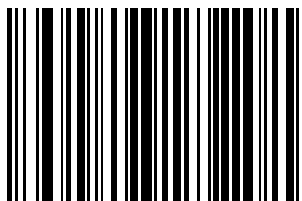


Send Q

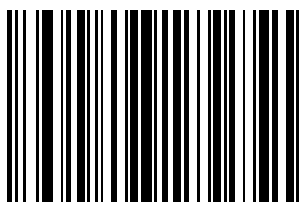


Send R

Keyboard Characters (continued)

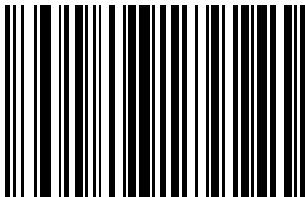


Send S

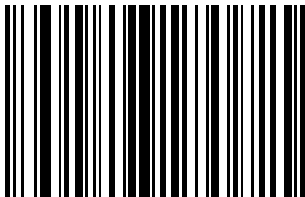


Send T

Keyboard Characters (continued)

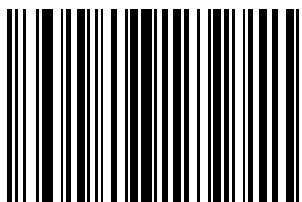


Send U

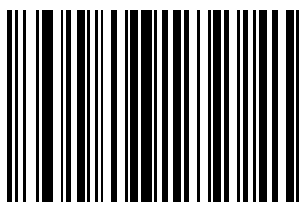


Send V

Keyboard Characters (continued)

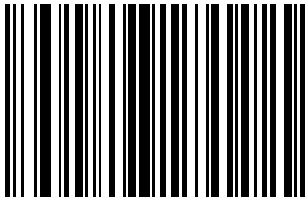


Send W

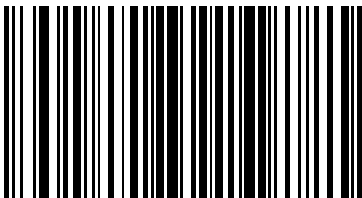


Send X

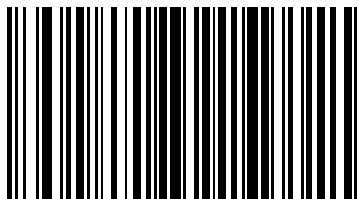
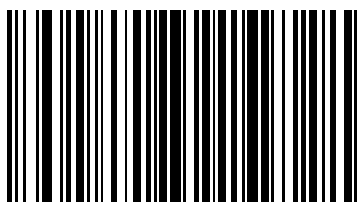
Keyboard Characters (continued)



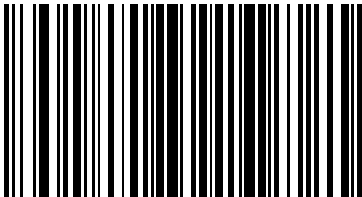
Send Y



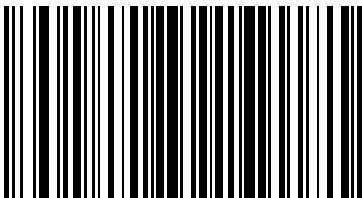
Send Z

Keyboard Characters (continued)**Send [****Send **

Keyboard Characters (continued)

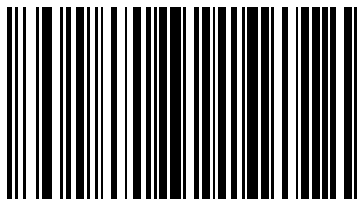


Send]

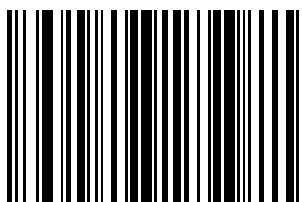


Send ^

Keyboard Characters (continued)

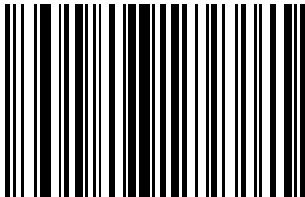


Send _

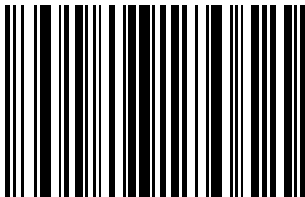


Send '

Keyboard Characters (continued)

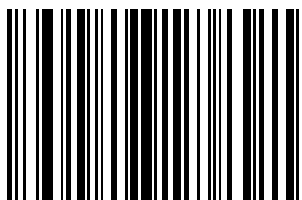


Send a

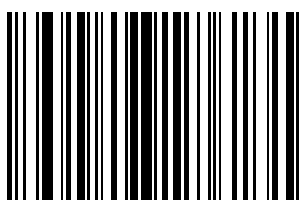


Send b

Keyboard Characters (continued)

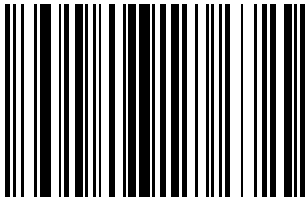


Send c

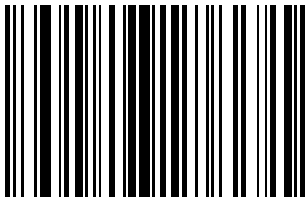


Send d

Keyboard Characters (continued)

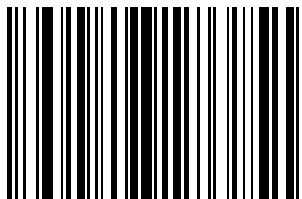


Send e

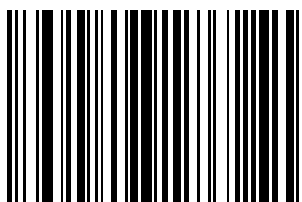


Send f

Keyboard Characters (continued)

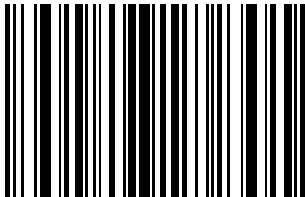


Send g

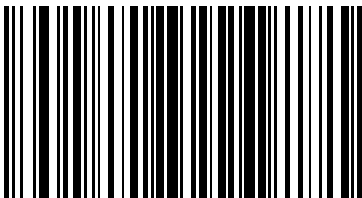


Send h

Keyboard Characters (continued)

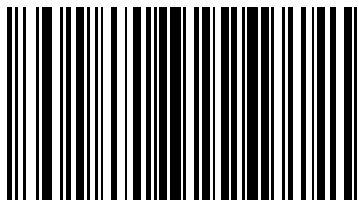


Send i

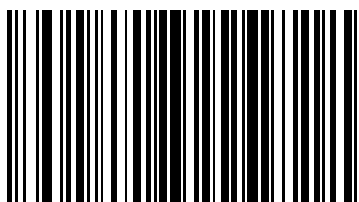


Send j

Keyboard Characters (continued)

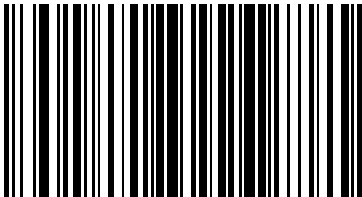


Send k

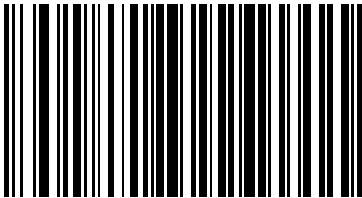


Send l

Keyboard Characters (continued)

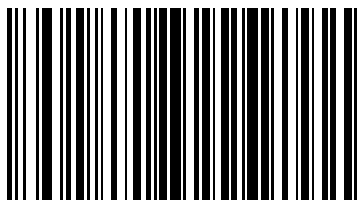


Send m

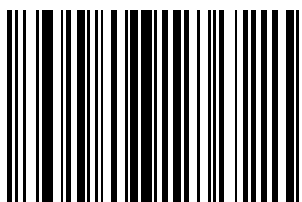


Send n

Keyboard Characters (continued)

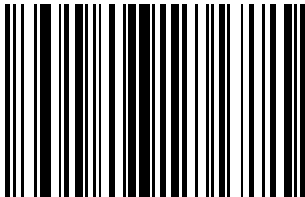


Send o

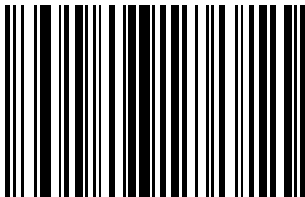


Send p

Keyboard Characters (continued)

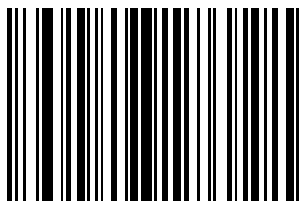


Send q



Send r

Keyboard Characters (continued)

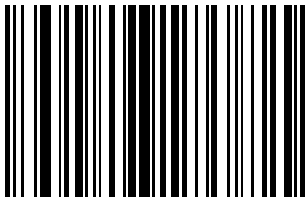


Send s

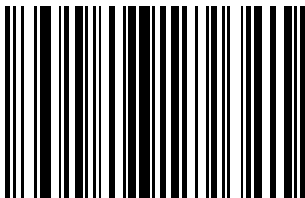


Send t

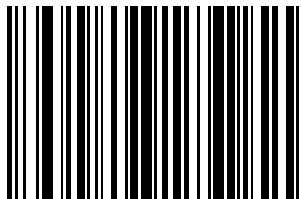
Keyboard Characters (continued)



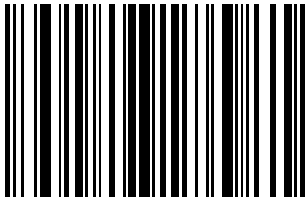
Send u



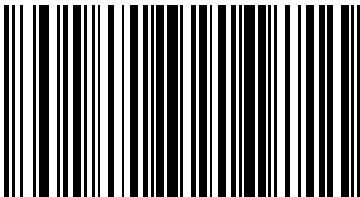
Send v

Keyboard Characters (continued)**Send w****Send x**

Keyboard Characters (continued)

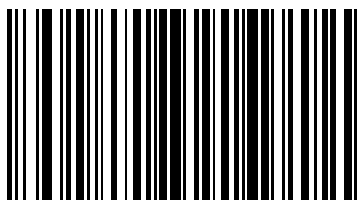


Send y

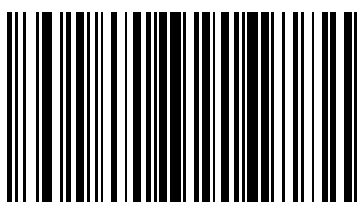


Send z

Keyboard Characters (continued)

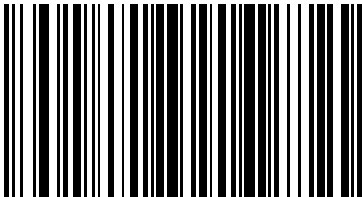


Send {

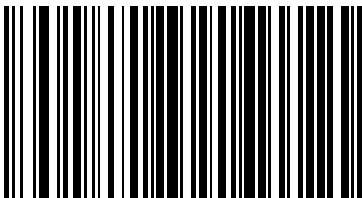


Send }

Keyboard Characters (continued)

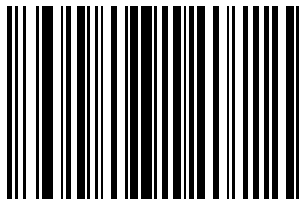


Send }

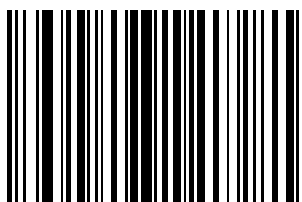


Send ~

Send ALT Characters

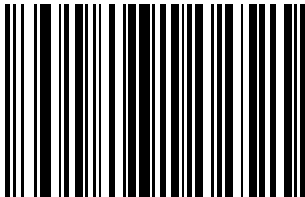


Send Alt 2

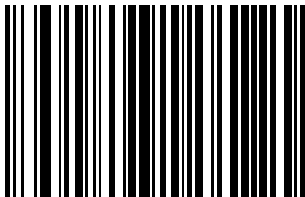


Send Alt A

Send ALT Characters (continued)

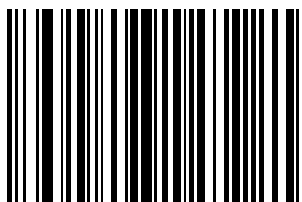


Send Alt B

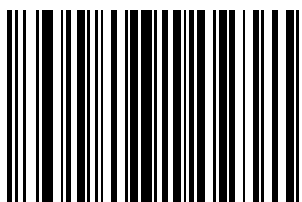


Send Alt C

Send ALT Characters (continued)

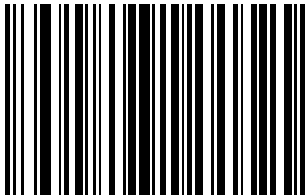


Send Alt D

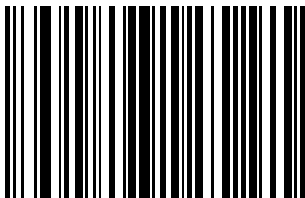


Send Alt E

Send ALT Characters (continued)

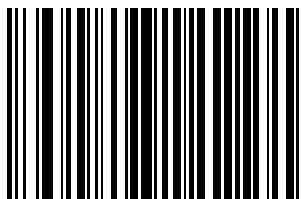


Send Alt F

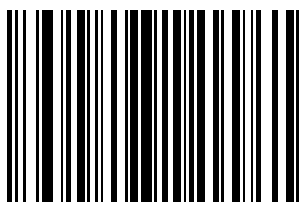


Send Alt G

Send ALT Characters (continued)

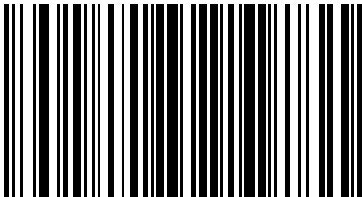


Send Alt H

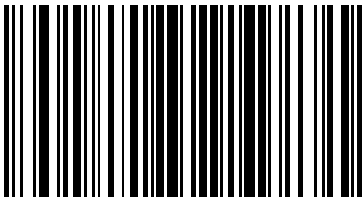


Send Alt I

Send ALT Characters (continued)

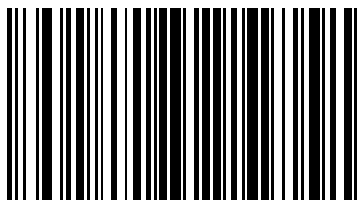


Send Alt J

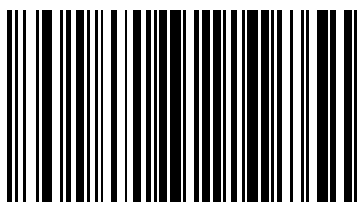


Send Alt K

Send ALT Characters (continued)

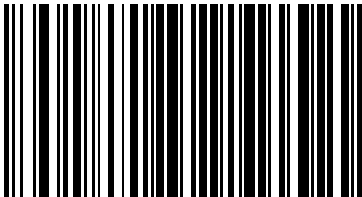


Send Alt L

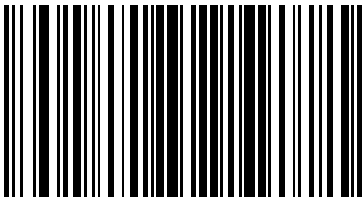


Send Alt M

Send ALT Characters (continued)

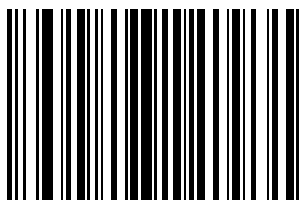


Send Alt N

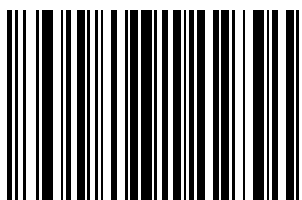


Send Alt 0

Send ALT Characters (continued)

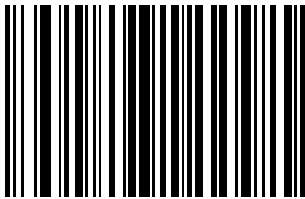


Send Alt P

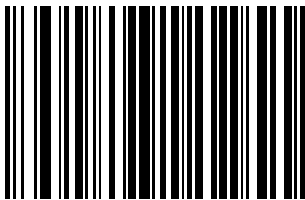


Send Alt Q

Send ALT Characters (continued)

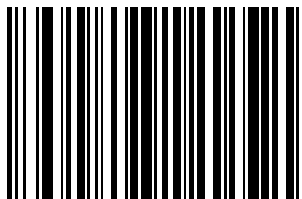


Send Alt R

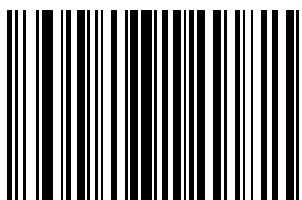


Send Alt S

Send ALT Characters (continued)

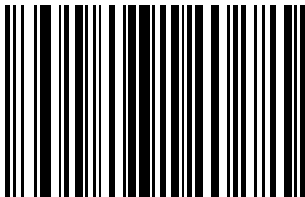


Send Alt T

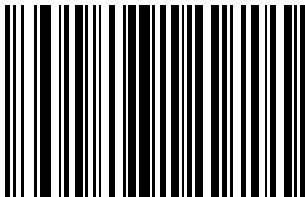


Send Alt U

Send ALT Characters (continued)

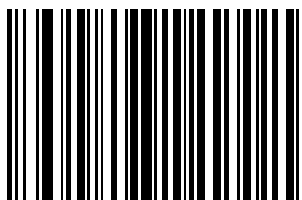


Send Alt V

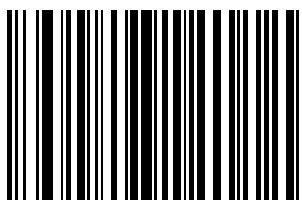


Send Alt W

Send ALT Characters (continued)

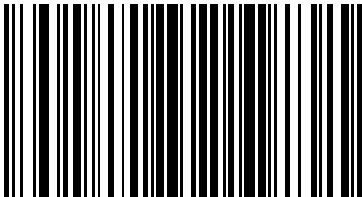


Send Alt X

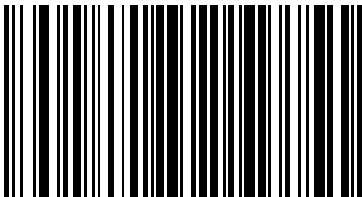


Send Alt Y

Send ALT Characters (continued)

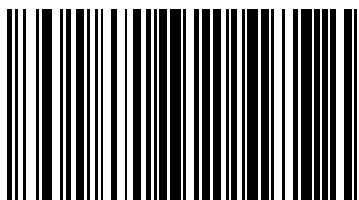


Send Alt Z

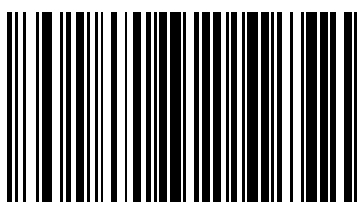


Send Alt [

Send ALT Characters (continued)

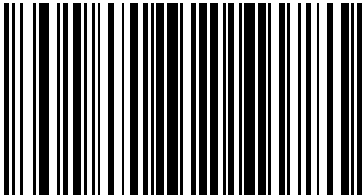


Send Alt \

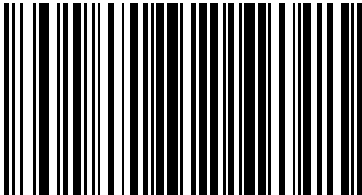


Send Alt]

Send ALT Characters (continued)

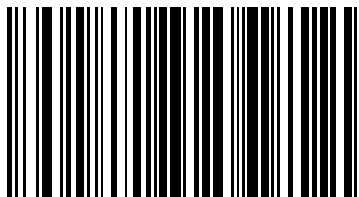


Send Alt 6

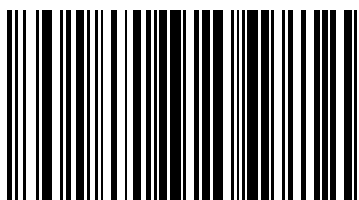


Send Alt -

Send Keypad Characters

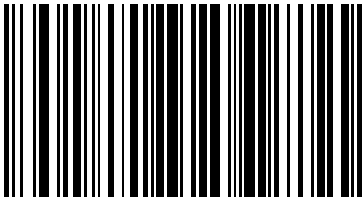


Send Keypad *

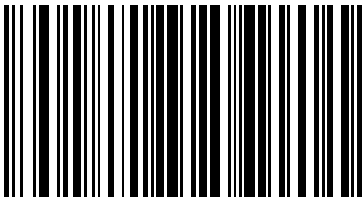


Send Keypad +

Send Keypad Characters (continued)

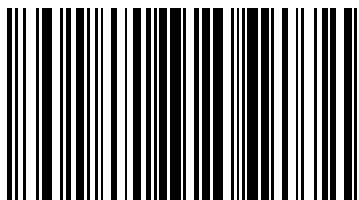


Send Keypad -

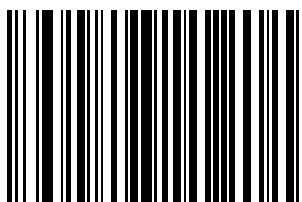


Send Keypad .

Send Keypad Characters (continued)

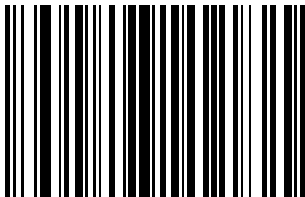


Send Keypad /

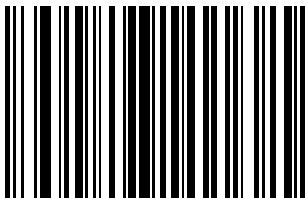


Send Keypad 0

Send Keypad Characters (continued)

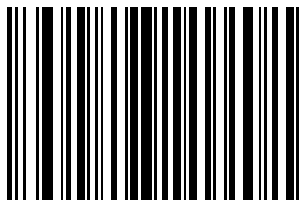


Send Keypad 1

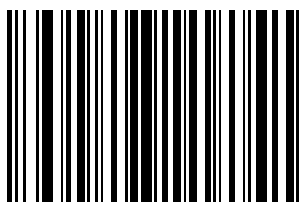


Send Keypad 2

Send Keypad Characters (continued)

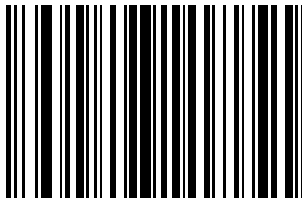


Send Keypad 4

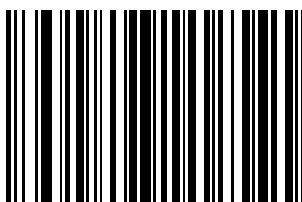


Send Keypad 3

Send Keypad Characters (continued)

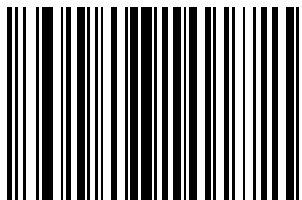


Send Keypad 5

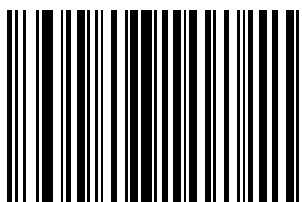


Send Keypad 6

Send Keypad Characters (continued)

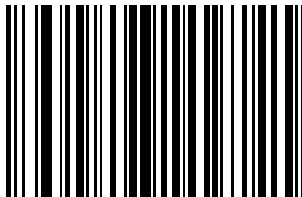


Send Keypad 7

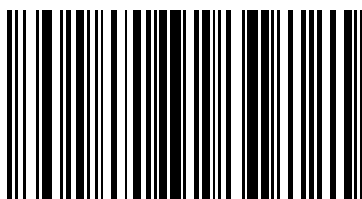


Send Keypad 8

Send Keypad Characters (continued)

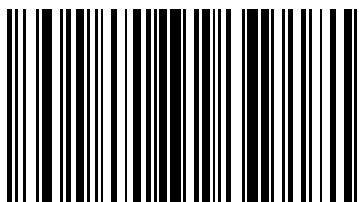


Send Keypad 9

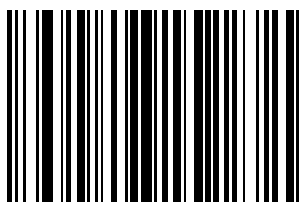


Send Keypad Enter

Send Keypad Characters (continued)

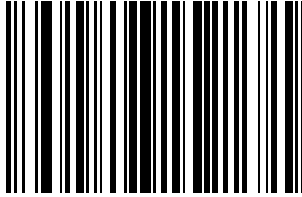


Send Keypad Numlock

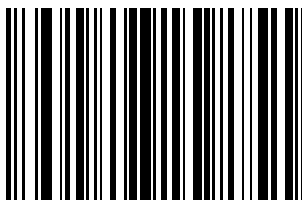


Send Break Key

Send Keypad Characters (continued)

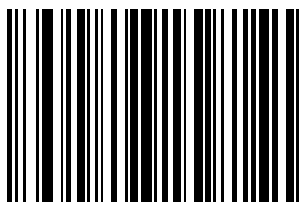


Send Delete Key

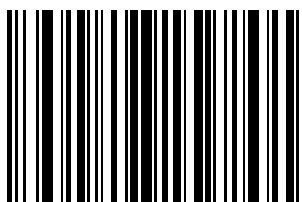


Send Page Up Key

Send Keypad Characters (continued)

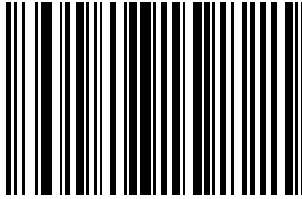


Send End Key

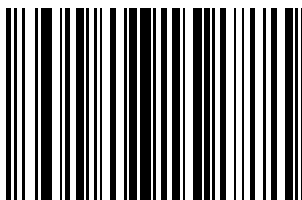


Send Page Down Key

Send Keypad Characters (continued)

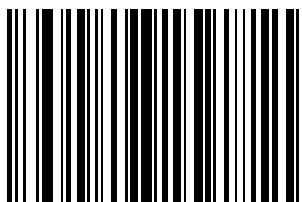


Send Pause Key



Send Scroll Lock Key

Send Keypad Characters (continued)

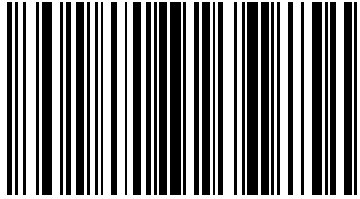


Send Backspace Key

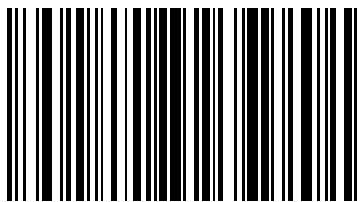


Send Tab Key

Send Keypad Characters (continued)

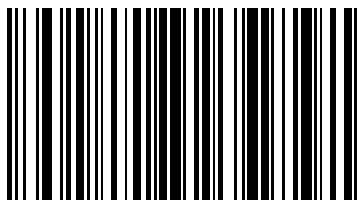


Send Print Screen Key

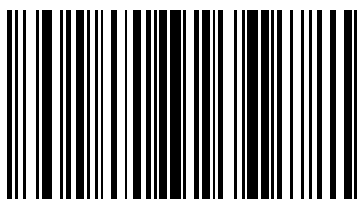


Send Insert Key

Send Keypad Characters (continued)

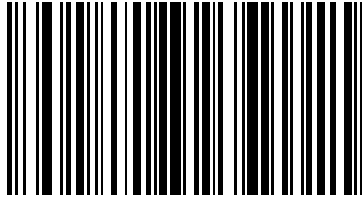


Send Home Key

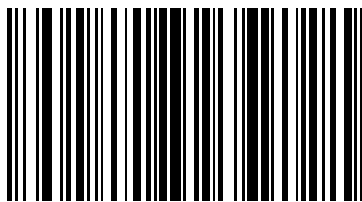


Send Enter Key

Send Keypad Characters (continued)

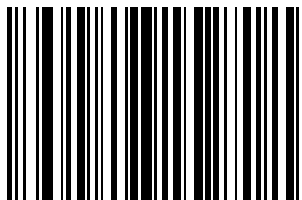


Send Escape Key

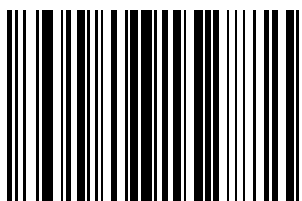


Send Up Arrow Key

Send Keypad Characters (continued)

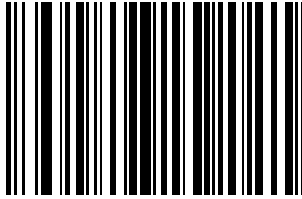


Send Down Arrow Key

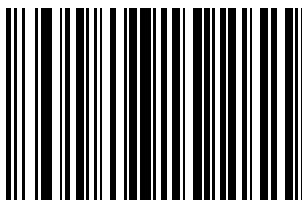


Send Left Arrow Key

Send Keypad Characters (continued)

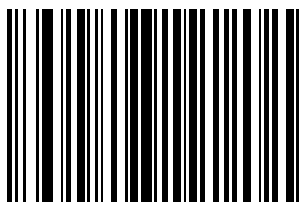


Send Right Arrow Key

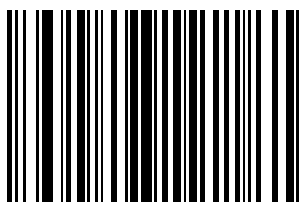


Send Back Tab Character

Send Function Key

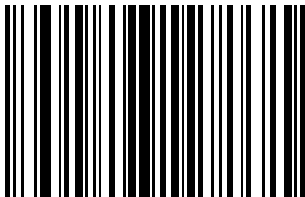


Send F1 Key

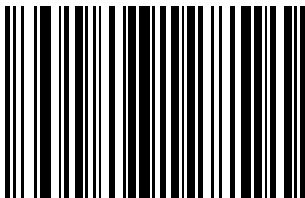


Send F2 Key

Send Function Key (continued)

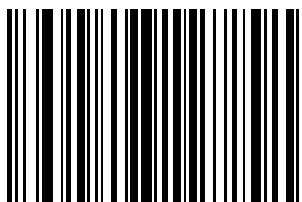


Send F3 Key

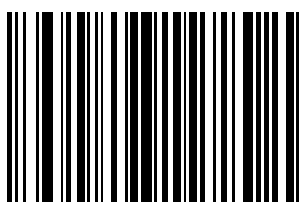


Send F4 Key

Send Function Key (continued)

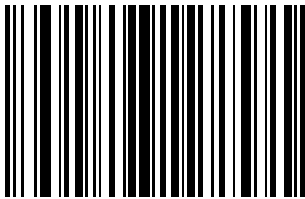


Send F5 Key

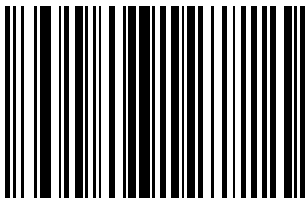


Send F6 Key

Send Function Key (continued)

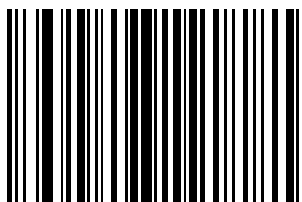


Send F7 Key

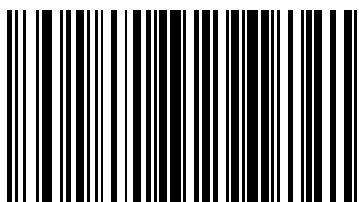


Send F8 Key

Send Function Key (continued)

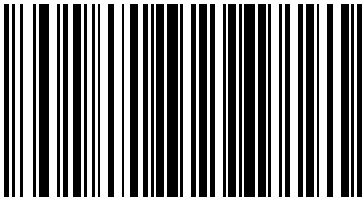


Send F9 Key

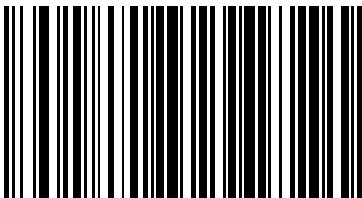


Send F10 Key

Send Function Key (continued)

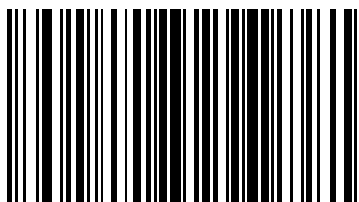


Send F11 Key

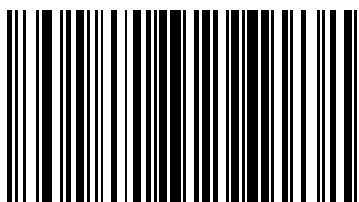


Send F12 Key

Send Function Key (continued)

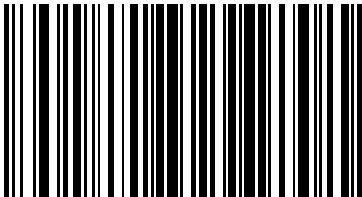


Send F13 Key

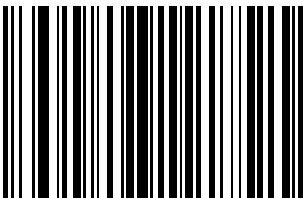


Send F14 Key

Send Function Key (continued)

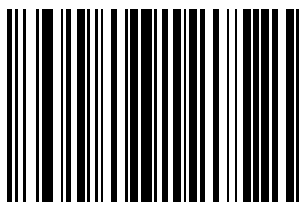


Send F15 Key

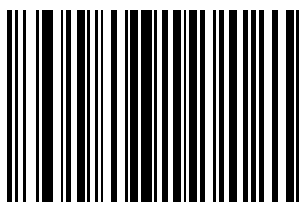


Send F16 Key

Send Function Key (continued)

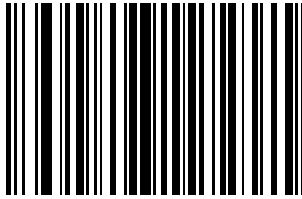


Send F17 Key

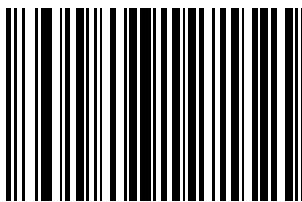


Send F18 Key

Send Function Key (continued)

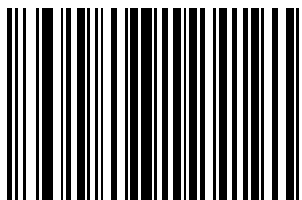


Send F19 Key

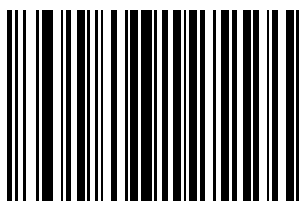


Send F20 Key

Send Function Key (continued)

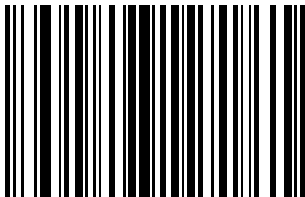


Send F21 Key

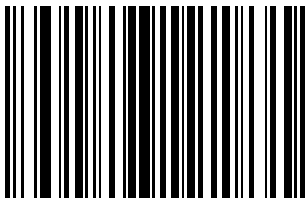


Send F22 Key

Send Function Key (continued)

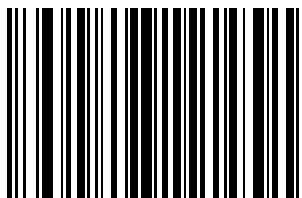


Send F23 Key

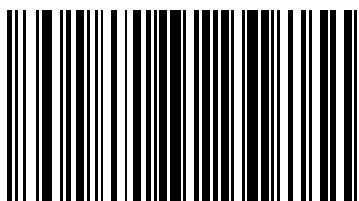


Send F24 Key

Send Function Key (continued)

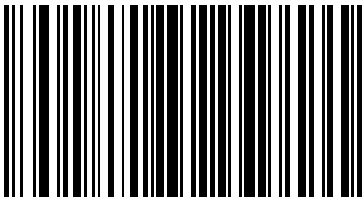


Send F25 Key

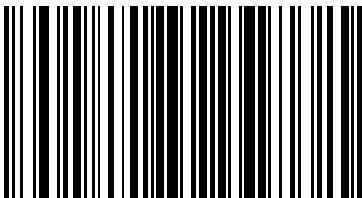


Send F26 Key

Send Function Key (continued)

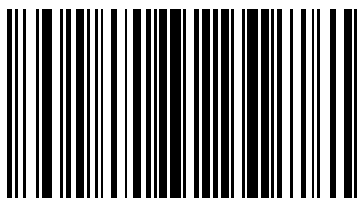


Send F27 Key

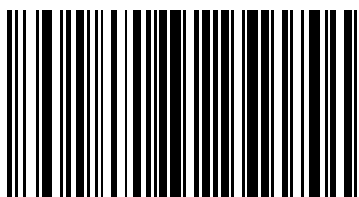


Send F28 Key

Send Function Key (continued)

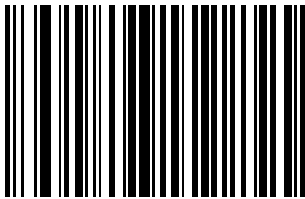


Send F29 Key

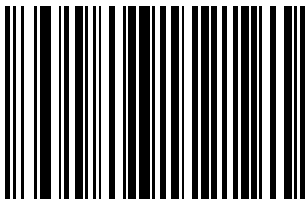


Send F30 Key

Send Function Key (continued)

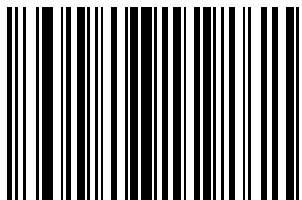


Send PF1 Key

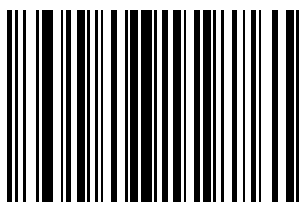


Send PF2 Key

Send Function Key (continued)

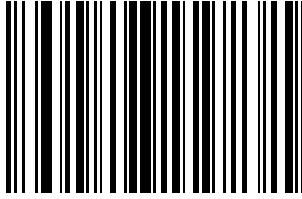


Send PF3 Key

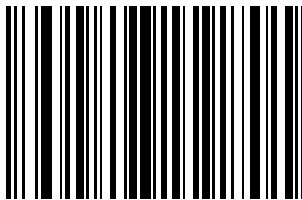


Send PF4 Key

Send Function Key (continued)

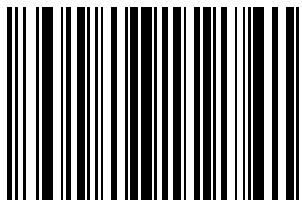


Send PF5 Key

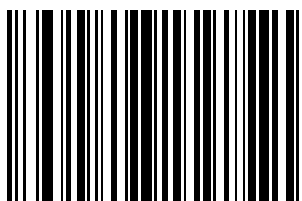


Send PF6 Key

Send Function Key (continued)

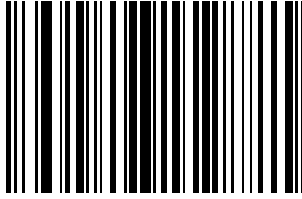


Send PF7 Key

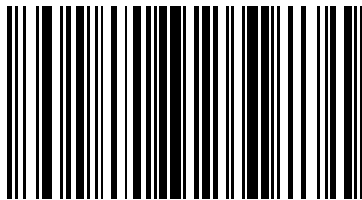


Send PF8 Key

Send Function Key (continued)

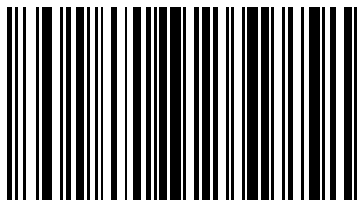


Send PF9 Key

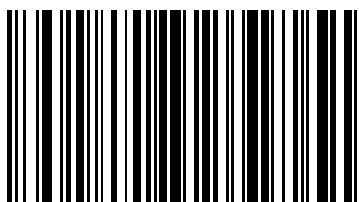


Send PF10 Key

Send Function Key (continued)

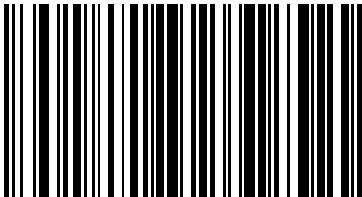


Send PF11 Key

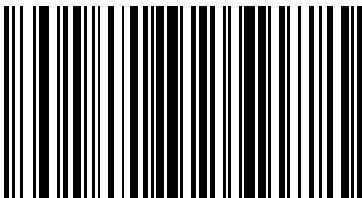


Send PF12 Key

Send Function Key (continued)

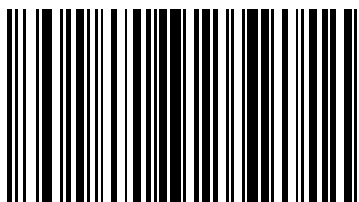


Send PF13 Key

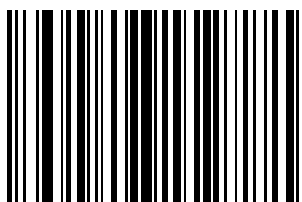


Send PF14 Key

Send Function Key (continued)

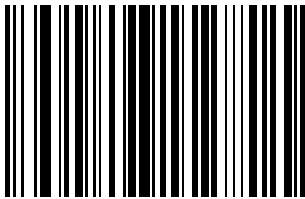


Send PF15 Key

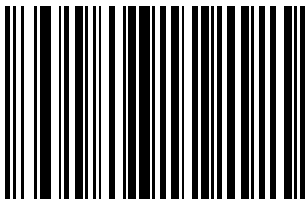


Send PF16 Key

Send Function Key (continued)

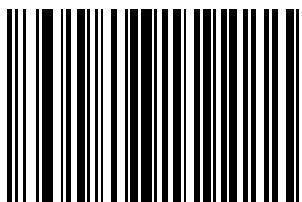


Send PF17 Key

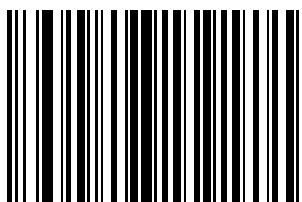


Send PF18 Key

Send Function Key (continued)

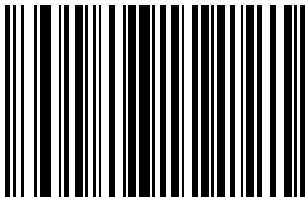


Send PF19 Key

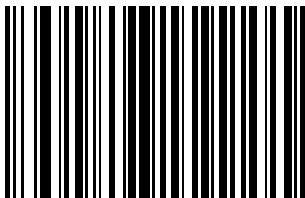


Send PF20 Key

Send Function Key (continued)

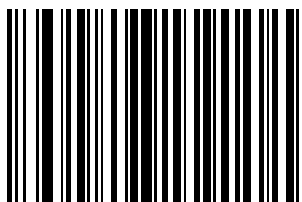


Send PF21 Key

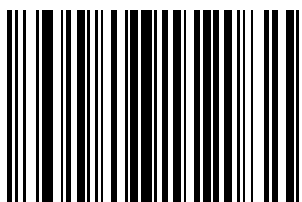


Send PF22 Key

Send Function Key (continued)

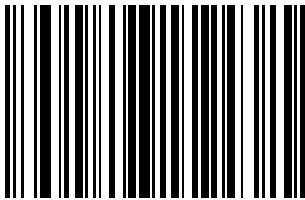


Send PF23 Key

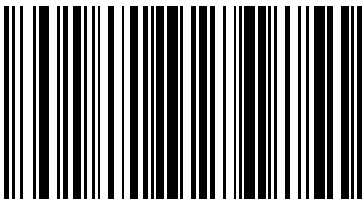


Send PF24 Key

Send Function Key (continued)

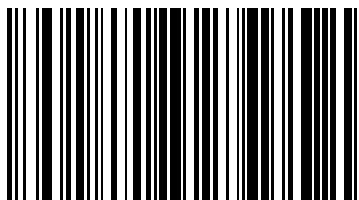


Send PF25 Key

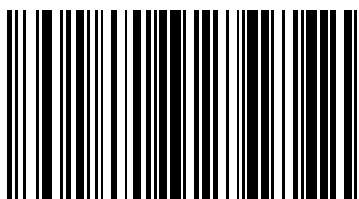


Send PF26 Key

Send Function Key (continued)

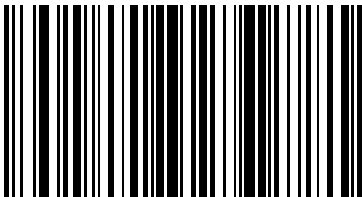


Send PF27 Key

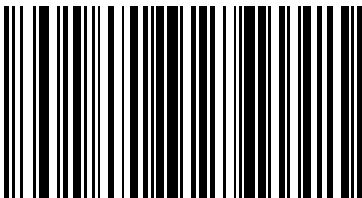


Send PF28 Key

Send Function Key (continued)



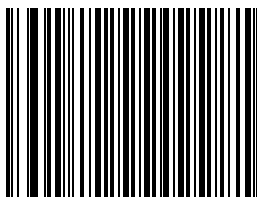
Send PF29 Key



Send PF30 Key

Send Right Control Key

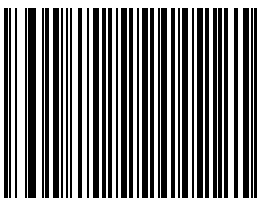
The “Send Right Control Key” action will send a tap (press and release) of the Right Control Key.



Send Right Control Key

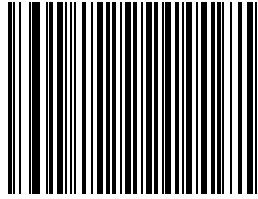
Send Graphic User Interface Characters

The “Send Graphic User Interface Character” actions will tap the specified key while holding the System Dependant Graphic User Interface (GUI) Key. The definition of the Graphic User Interface key is dependant upon the attached system.

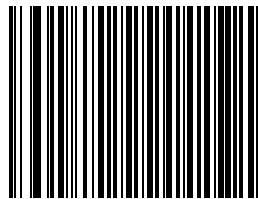


Send GUI 0

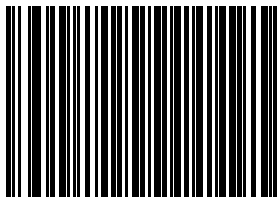
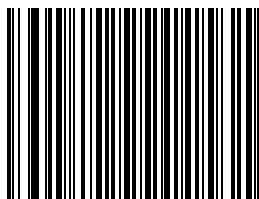
Send Graphic User Interface Characters (continued)



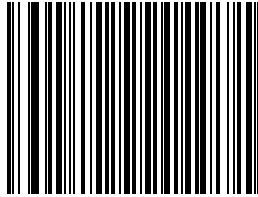
Send GUI 1



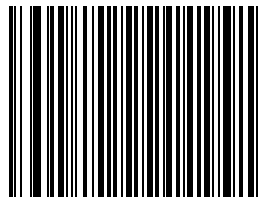
Send GUI 2

Send Graphic User Interface Characters (continued)**Send GUI 3****Send GUI 4**

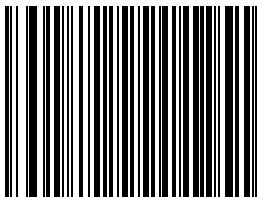
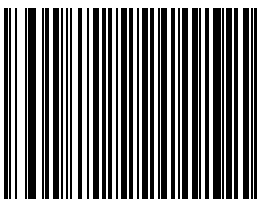
Send Graphic User Interface Characters (continued)



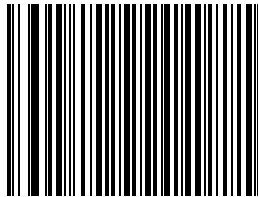
Send GUI 5



Send GUI 6

Send Graphic User Interface Characters (continued)**Send GUI 7****Send GUI 8**

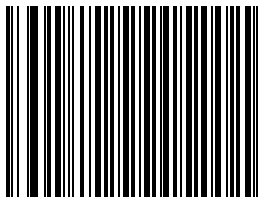
Send Graphic User Interface Characters (continued)



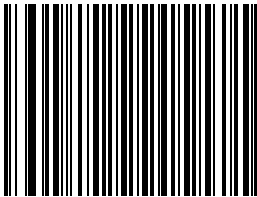
Send GUI 9



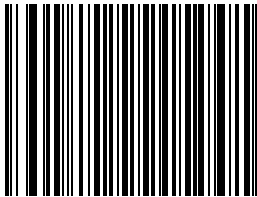
Send GUI A

Send Graphic User Interface Characters (continued)**Send GUI B****Send GUI C**

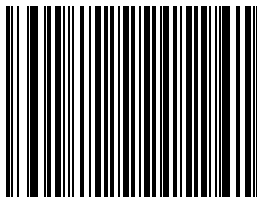
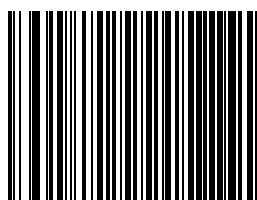
Send Graphic User Interface Characters (continued)



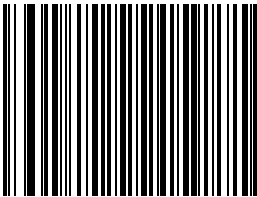
Send GUI D



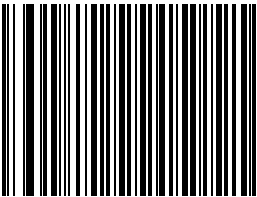
Send GUI E

Send Graphic User Interface Characters (continued)**Send GUI F****Send GUI G**

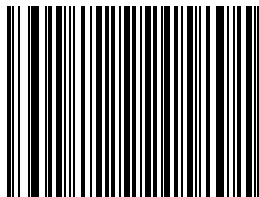
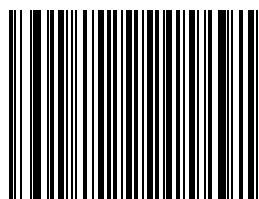
Send Graphic User Interface Characters (continued)



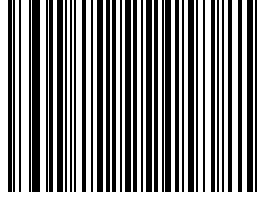
Send GUI H



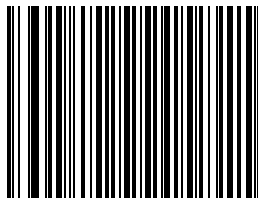
Send GUI I

Send Graphic User Interface Characters (continued)**Send GUI J****Send GUI K**

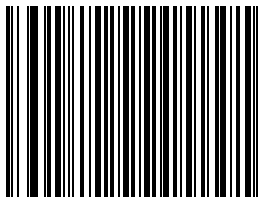
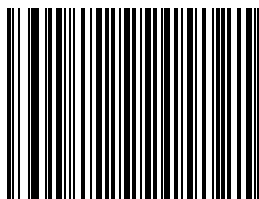
Send Graphic User Interface Characters (continued)



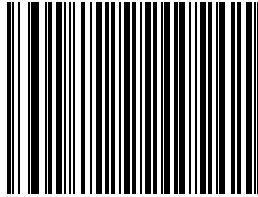
Send GUI L



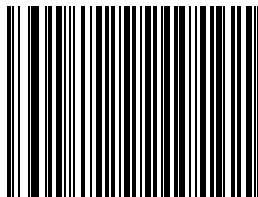
Send GUI M

Send Graphic User Interface Characters (continued)**Send GUI N****Send GUI O**

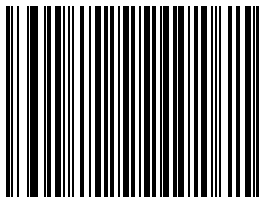
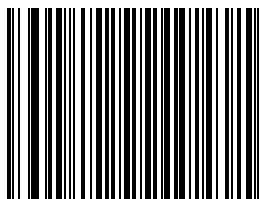
Send Graphic User Interface Characters (continued)



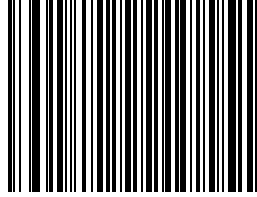
Send GUI P



Send GUI Q

Send Graphic User Interface Characters (continued)**Send GUI R****Send GUI S**

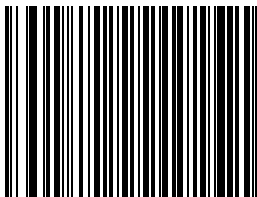
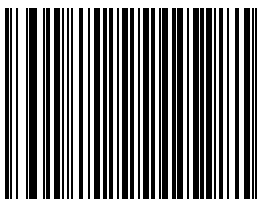
Send Graphic User Interface Characters (continued)



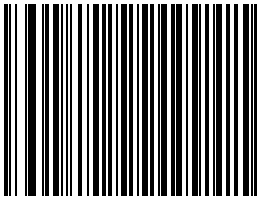
Send GUI T



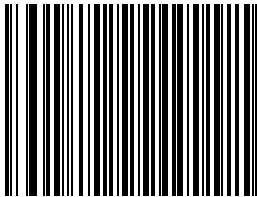
Send GUI U

Send Graphic User Interface Characters (continued)**Send GUI V****Send GUI W**

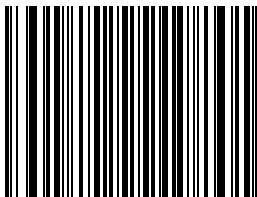
Send Graphic User Interface Characters (continued)



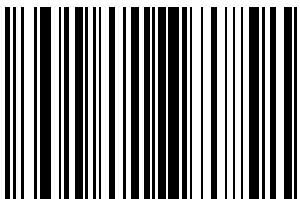
Send GUI X



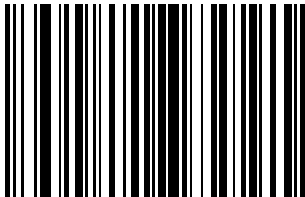
Send GUI Y

Send Graphic User Interface Characters (continued)**Send GUI Z*****Turn On/Off Rule Sets***

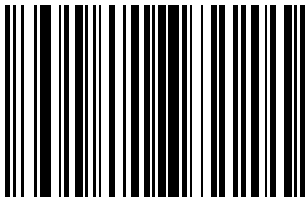
Use these bar codes to turn rule sets on and off.

**Turn On Rule Set 1**

Turn On/Off Rule Sets (continued)

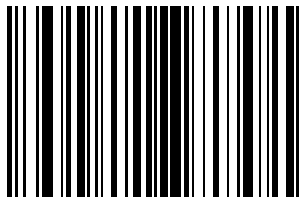


Turn On Rule Set 2

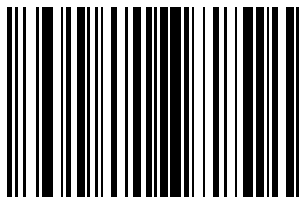


Turn On Rule Set 3

Turn On/Off Rule Sets (continued)

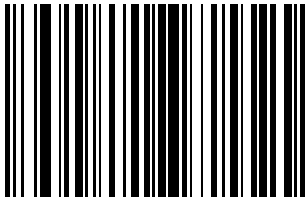


Turn On Rule Set 4

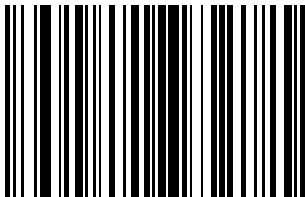


Turn Off Rule Set 1

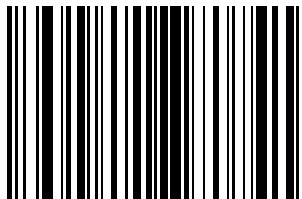
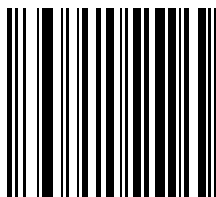
Turn On/Off Rule Sets (continued)



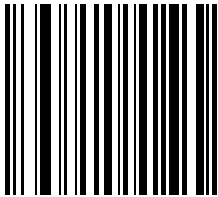
Turn Off Rule Set 2



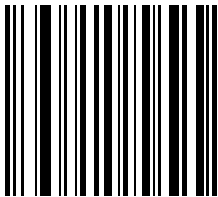
Turn Off Rule Set 3

Turn On/Off Rule Sets (continued)**Turn Off Rule Set 4*****Alphanumeric Keyboard*****Space**

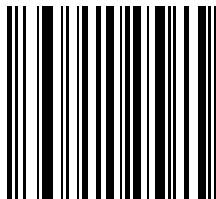
Alphanumeric Keyboard (continued)



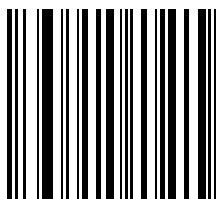
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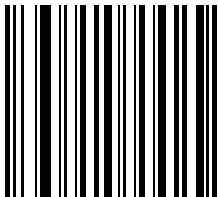
Alphanumeric Keyboard (continued)

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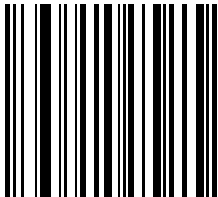


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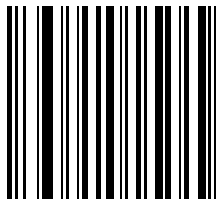
Alphanumeric Keyboard (continued)



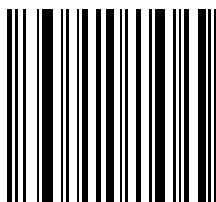
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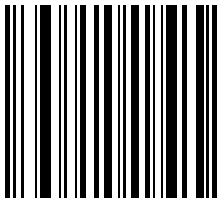
Alphanumeric Keyboard (continued)

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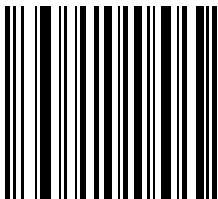


/

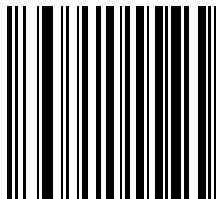
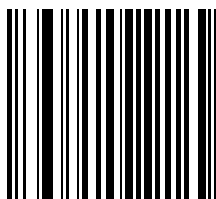
Alphanumeric Keyboard (continued)



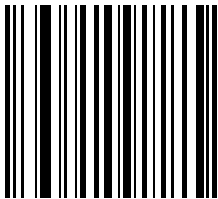
!



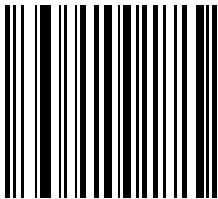
"

Alphanumeric Keyboard (continued)**&****'**

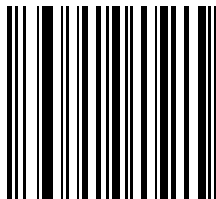
Alphanumeric Keyboard (continued)



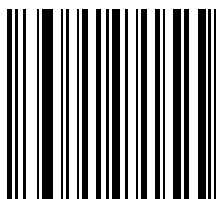
(



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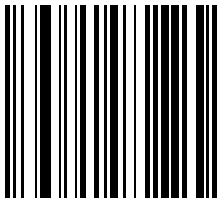
Alphanumeric Keyboard (continued)

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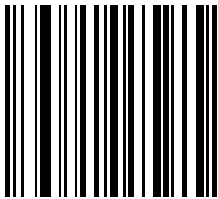


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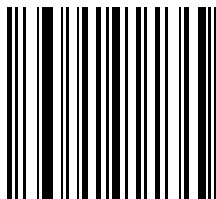
Alphanumeric Keyboard (continued)



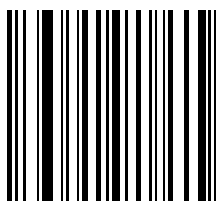
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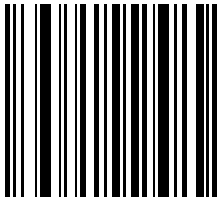
Alphanumeric Keyboard (continued)

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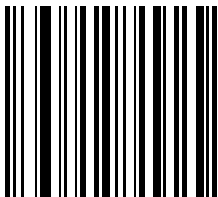


?

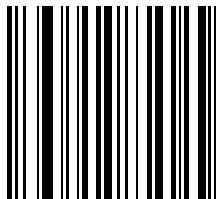
Alphanumeric Keyboard (continued)



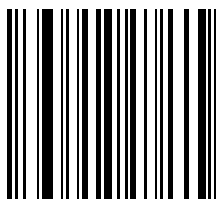
@



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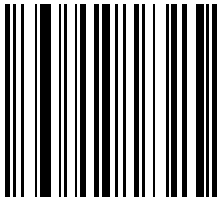
Alphanumeric Keyboard (continued)

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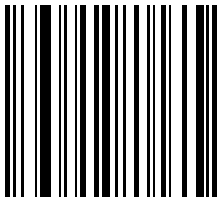


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Alphanumeric Keyboard (continued)



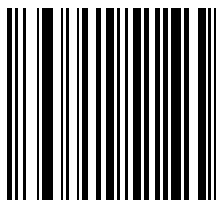
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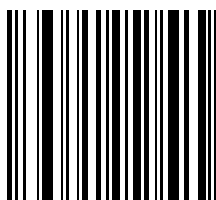
-

Alphanumeric Keyboard (continued)

The bar codes on this page should not be confused with those on the numeric keypad.



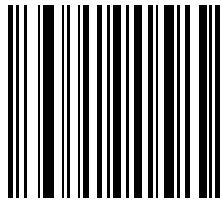
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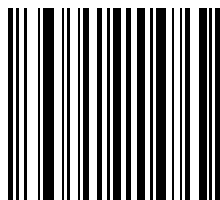
0

Alphanumeric Keyboard (continued)

The bar codes on this page should not be confused with those on the numeric keypad.



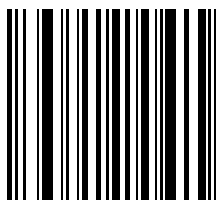
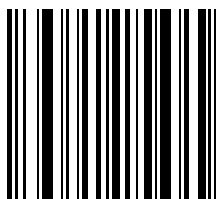
1



2

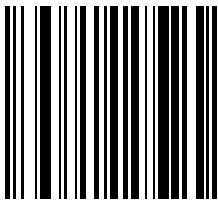
Alphanumeric Keyboard (continued)

The bar codes on this page should not be confused with those on the numeric keypad.

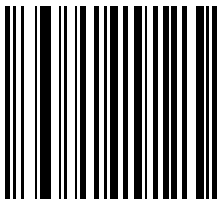
**3****4**

Alphanumeric Keyboard (continued)

The bar codes on this page should not be confused with those on the numeric keypad.



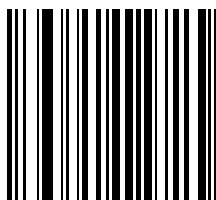
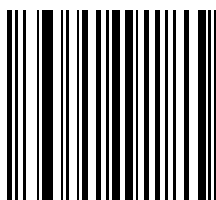
5



6

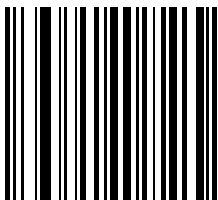
Alphanumeric Keyboard (continued)

The bar codes on this page should not be confused with those on the numeric keypad.

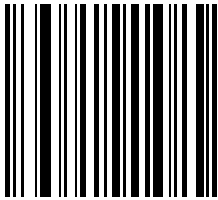
**7****8**

Alphanumeric Keyboard (continued)

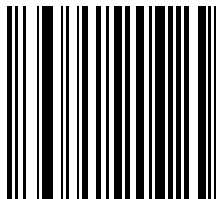
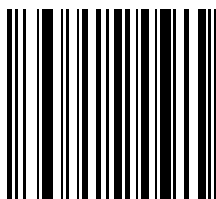
This bar code should not be confused with those on the numeric keypad.



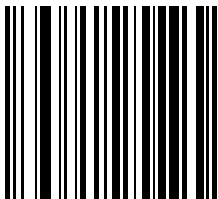
9



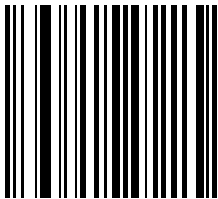
A

Alphanumeric Keyboard (continued)**B****C**

Alphanumeric Keyboard (continued)

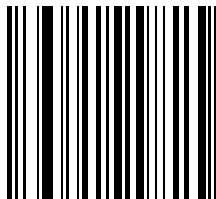


D

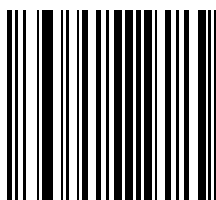


E

Alphanumeric Keyboard (continued)

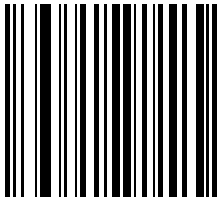


F

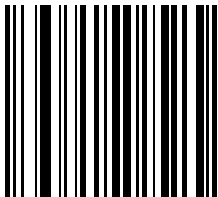


G

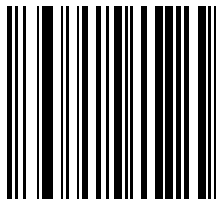
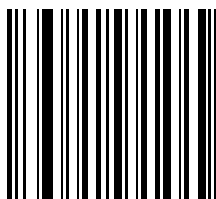
Alphanumeric Keyboard (continued)



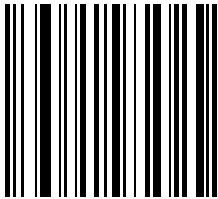
H



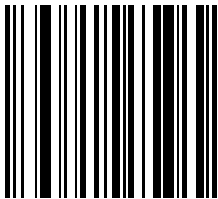
I

Alphanumeric Keyboard (continued)**J****K**

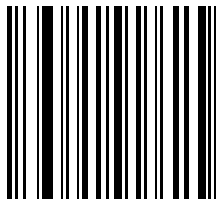
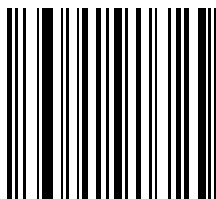
Alphanumeric Keyboard (continued)



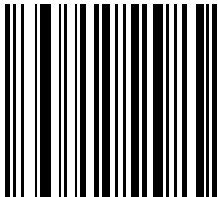
L



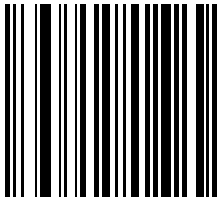
M

Alphanumeric Keyboard (continued)**N****0**

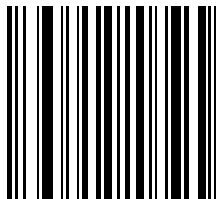
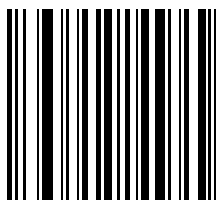
Alphanumeric Keyboard (continued)



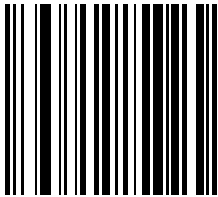
P



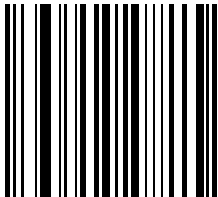
Q

Alphanumeric Keyboard (continued)**R****S**

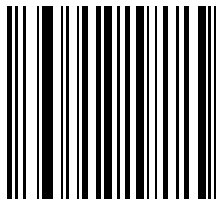
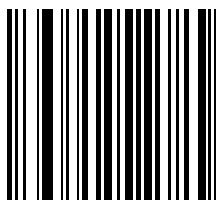
Alphanumeric Keyboard (continued)



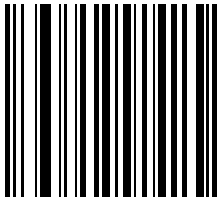
T



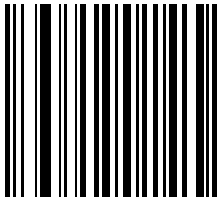
U

Alphanumeric Keyboard (continued)**V****W**

Alphanumeric Keyboard (continued)

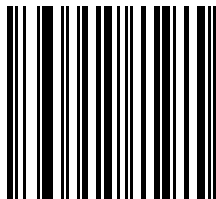


X

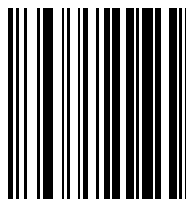


Y

Alphanumeric Keyboard (continued)

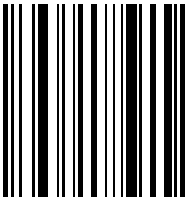


Z

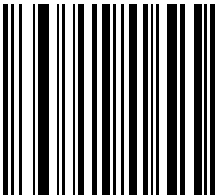


Cancel

Alphanumeric Keyboard (continued)

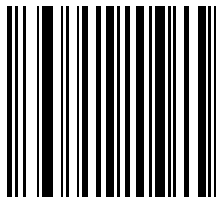


End Of Message

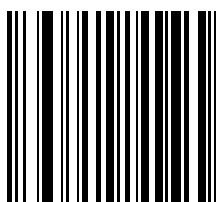


a

Alphanumeric Keyboard (continued)

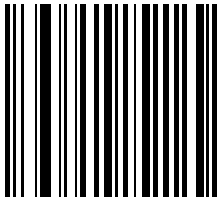


b

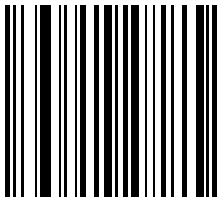


c

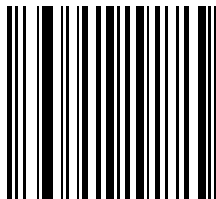
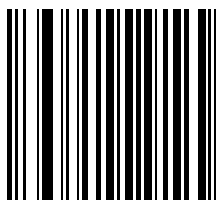
Alphanumeric Keyboard (continued)



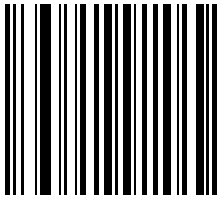
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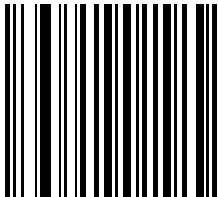
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Alphanumeric Keyboard (continued)**f****g**

Alphanumeric Keyboard (continued)

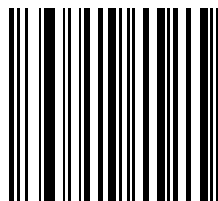


h

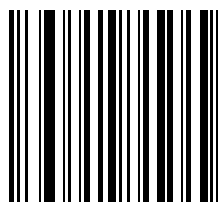


i

Alphanumeric Keyboard (continued)

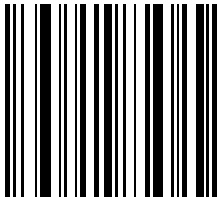


j

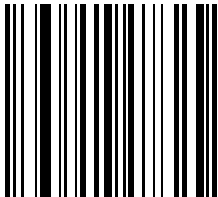


k

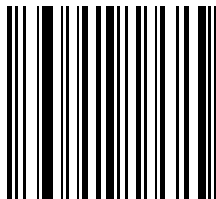
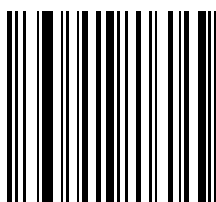
Alphanumeric Keyboard (continued)



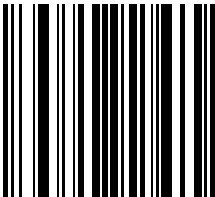
l



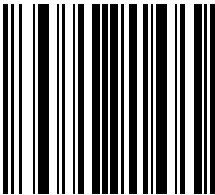
m

Alphanumeric Keyboard (continued)**n****o**

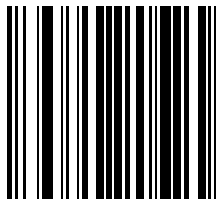
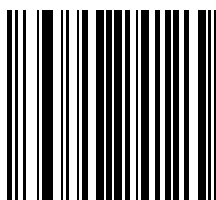
Alphanumeric Keyboard (continued)



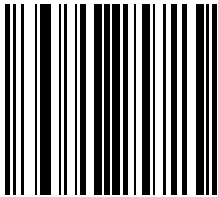
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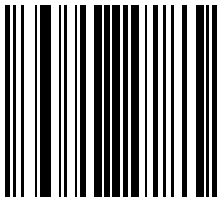
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Alphanumeric Keyboard (continued)**r****s**

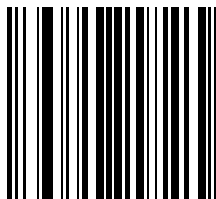
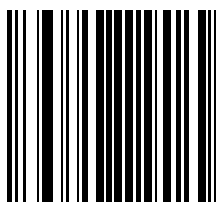
Alphanumeric Keyboard (continued)



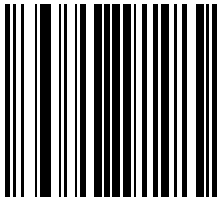
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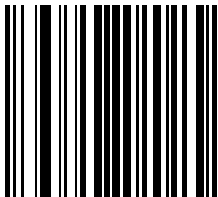
u

Alphanumeric Keyboard (continued)**v****w**

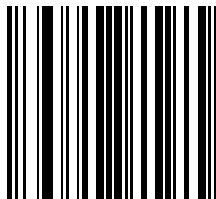
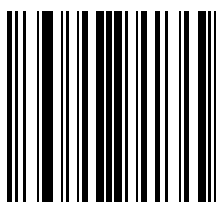
Alphanumeric Keyboard (continued)



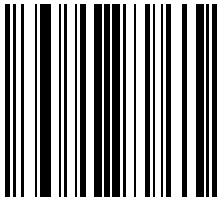
x



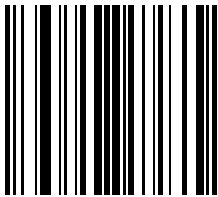
y

Alphanumeric Keyboard (continued)***z******{***

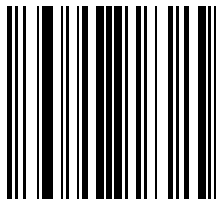
Alphanumeric Keyboard (continued)



|



}

Alphanumeric Keyboard (continued)

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