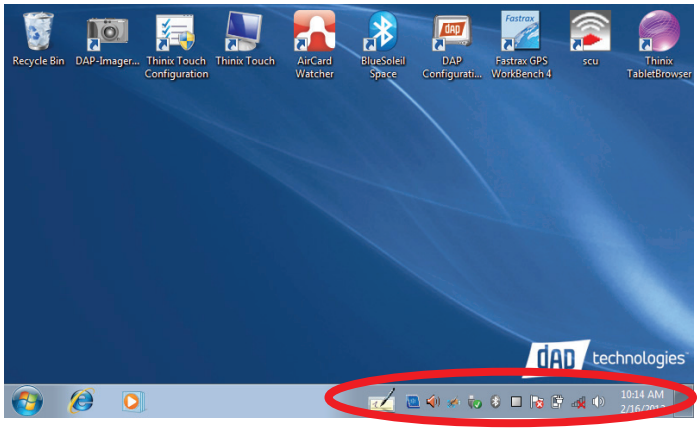
2.5.6 Navigating the Display

2.5.6.1 The Task Bar

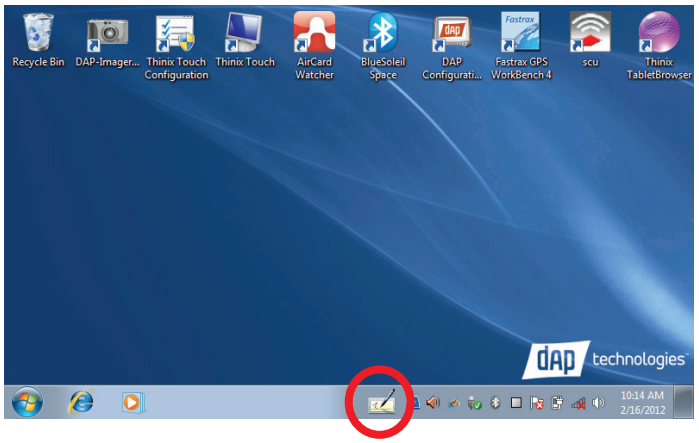
The Task bar at the bottom of the screen displays the icon, an icon for the active program, the current time, and system icons for utilities loaded in memory. The Task bar includes menu names, buttons, and the keyboard icon, which opens and closes the soft input panel (SIP). The Task bar allows the user to launch and close programs.



2.5.6.2 The Onscreen Keyboard

The **Onscreen Keyboard** can be used to enter data using the stylus.

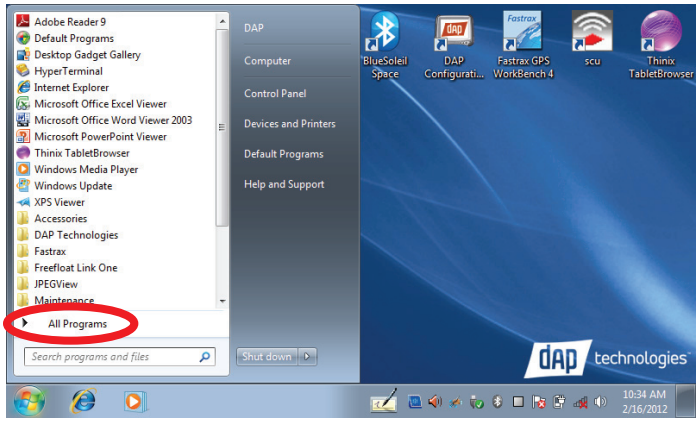
1. Tap the **Keyboard** icon in the Task Bar.



2. The onscreen keyboard will appear.

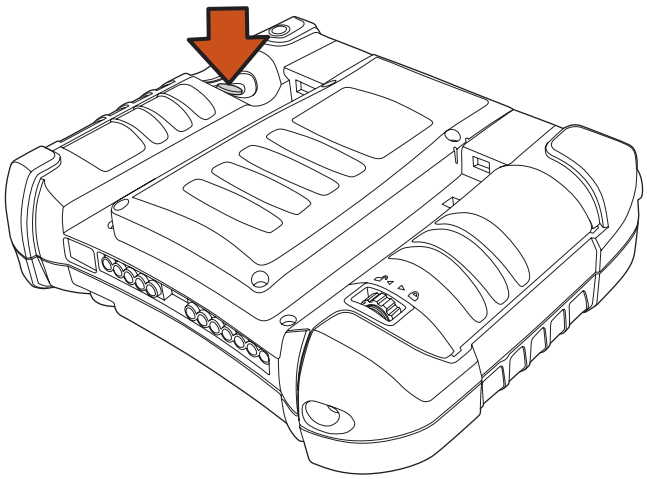
2.5.6.3 Entering the Data

To select and open programs, tap **Start > All Programs** from the task bar to open a list of available programs. Or if the program has an icon on the desktop, double-tap it to open it.



There are several ways to enter data on the unit once in an application:

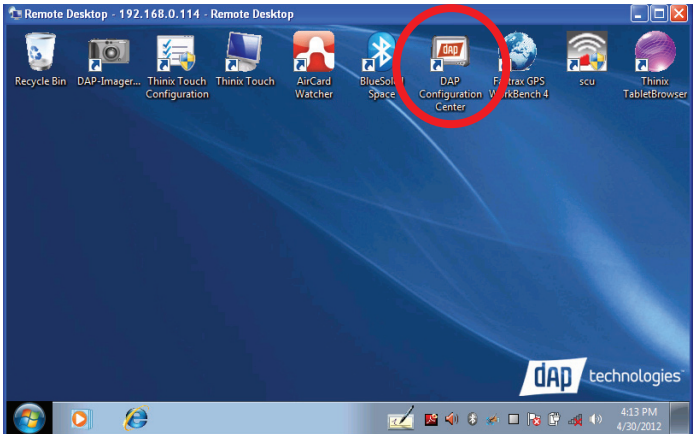
- Use the stylus on the touchscreen.
- To highlight the desired text, drag the stylus across the desired text, or double-tap to select one word or triple-tap to select an entire line or paragraph.
- Use the stylus with the onscreen keyboard. Refer to **2.5.4 Entering Data**.
- Connect a keyboard to the USB port on the top of the unit. Refer to **2.5.4 Entering Data**.
- Use the bar code scanner to enter data. Press the **Trigger** to initiate a scan. The scanned data will enter the current application's open window. Refer to **2.7.5 Reading 1D laser barcodes**.



For more information on factory installed applications, Refer toSection **3.0 Operating the Unit** on page **63**.

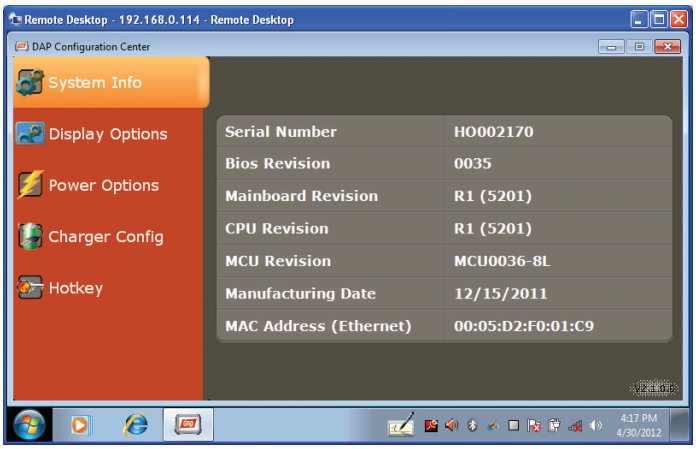
2.6 DAP Configuration Center

To launch the **DAP Configuration Center**, double-tap the desktop icon:



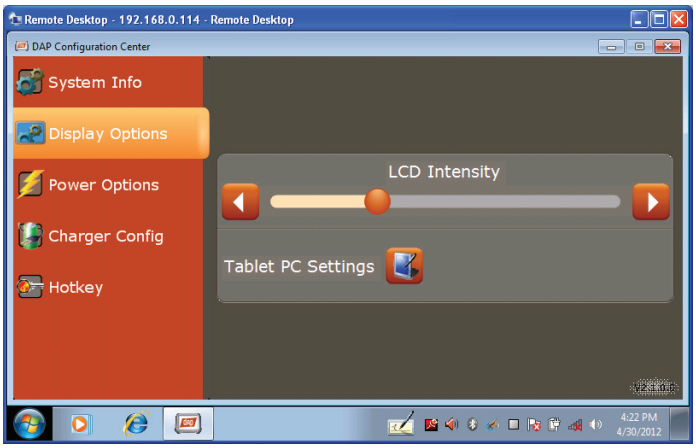
2.6.1 System Info

This window provides all poertinent system information for the unit.



2.6.2 Display Options

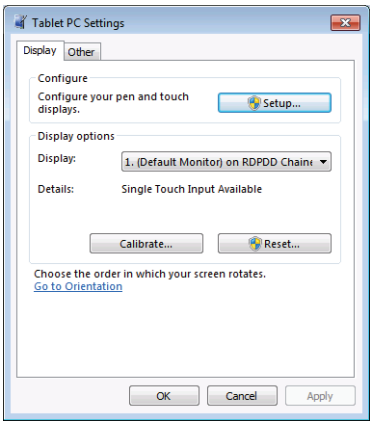
Allows the user to adjust the screen brightness.



Tap the **Tablet PC Settings** button to configure the unit.

2.6.3 Tablet PC Settings

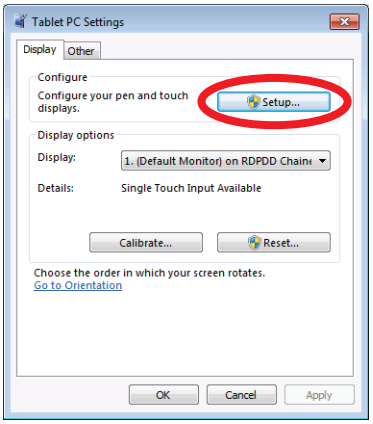
Allows the user to adjust, configure, and calibrate the unit's display.



2.6.3.1 Display Tab – Configure

Allows the user to identify the unit's screen as the touchscreen.

1. Tap the **Setup** button.

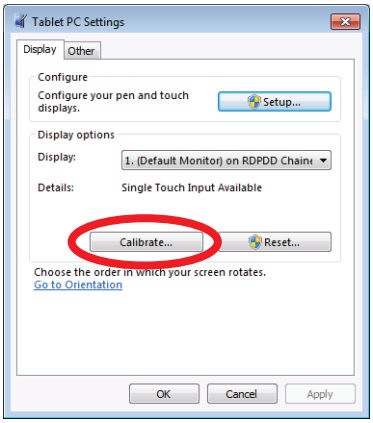


2. Tap the screen when prompted with "Touch this screen to identify it as the touchscreen."
3. Tap the **OK** button to save changes.

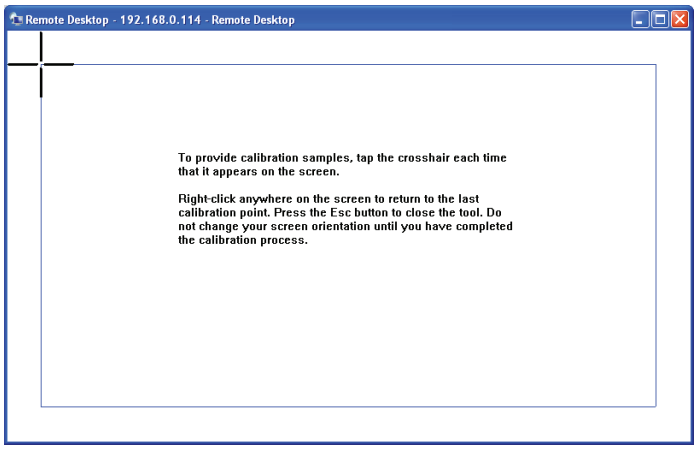
2.6.3.2 Display Tab – Calibrate

Allowsw user to calibrate the touchscreen.

1. Tap the **Calibrate** button.



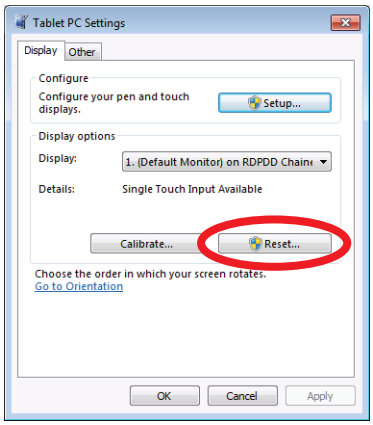
2. Follow the onscreen instructions as shown below to complete the screen calibration.



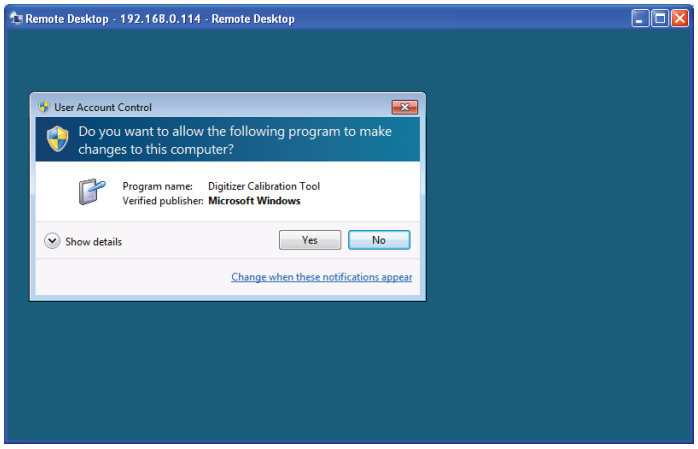
2.6.3.3 Display Tab – Reset

Allows the user to reset the unit's **Display Calibration** to their factory settings.

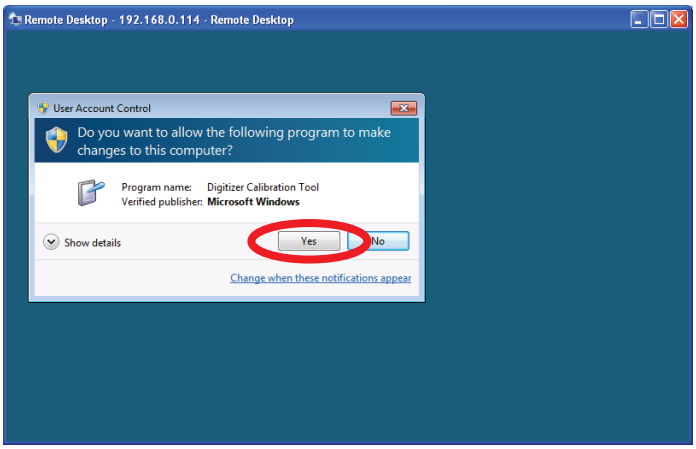
1. Tap the **Reset** button.



2. The **User Account Control** window will open.



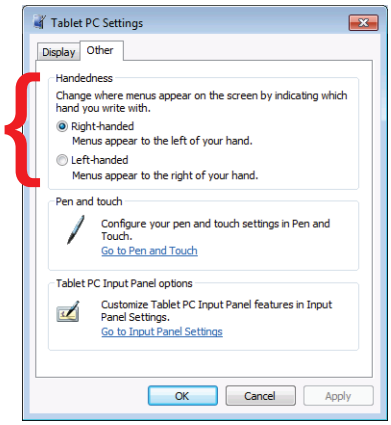
3. To reset the unit's **Display Calibration**, tap the **Yes** button.



4. To exit the window without resetting the unit's **Display Calibration**, tap the **No** button.

2.6.3.4 Other Tab – Handedness

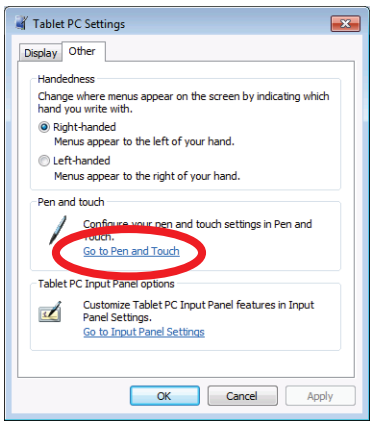
Allows the user to select between right- and left-handed menus.



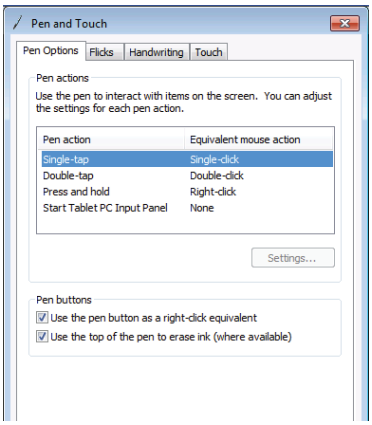
2.6.3.5 Other Tab – Pen and Touch

Allows the user to configure all pen and touch options. To access the Pen and Touch window, tap the **Go to Pen and Touch** link. To configure the pen and touch options:

1. Tap the **Go to Pen and Touch** link.

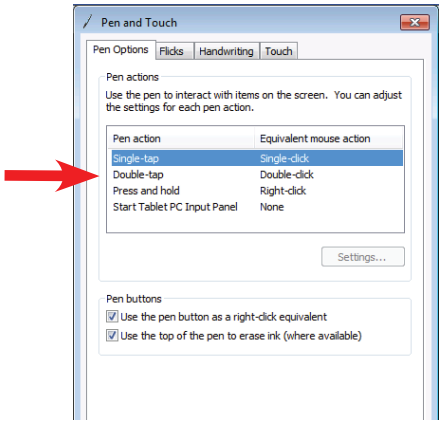


2. The **Pen and Touch** window will open.

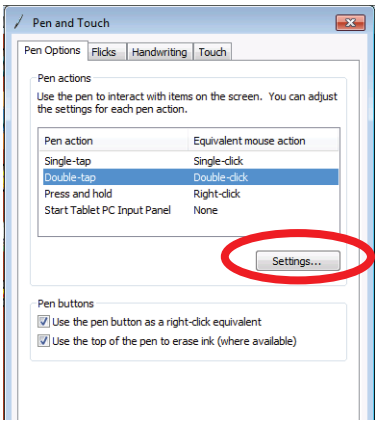


2.6.3.5.1 Pen Options Tab – Configure Double-Tap

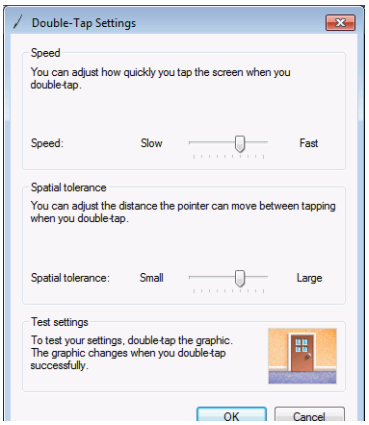
1. To configure **Double-tap**, tap the **Double-tap** pen action.



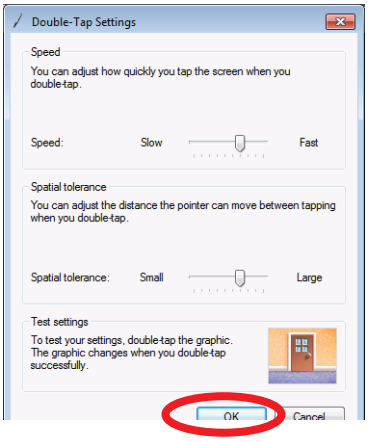
2. Tap the **Settings** button.



3. The **Double-Tap Settings** window will open.

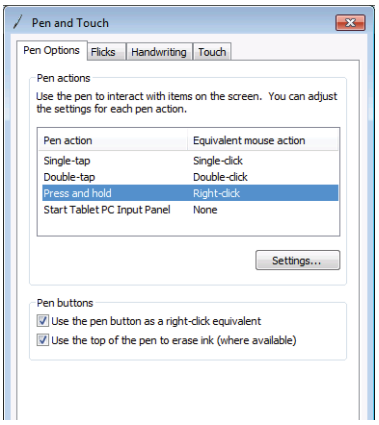


4. Adjust the **Speed** and **Spatial Tolerance** settings, then tap the **OK** button.

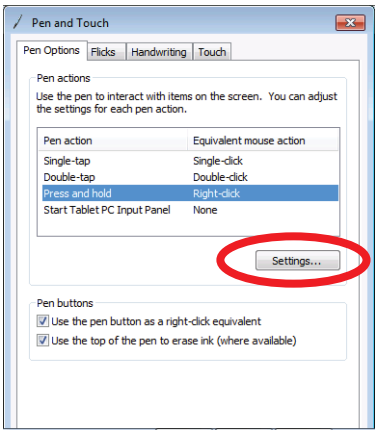


2.6.3.5.2 Pen Options Tab – Configure Press and Hold

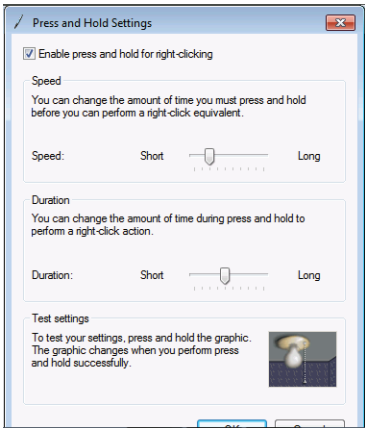
1. To configure **Press and hold**, tap the **Press and hold** pen action.



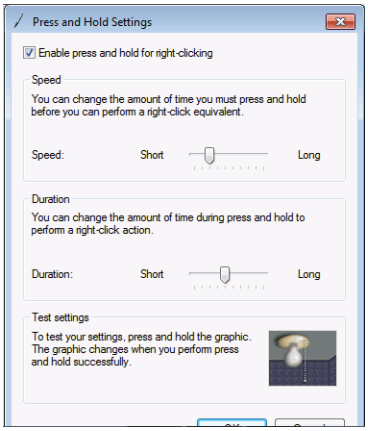
2. Tap the **Settings** button.



3. The **Press and Hold Settings** window will open.



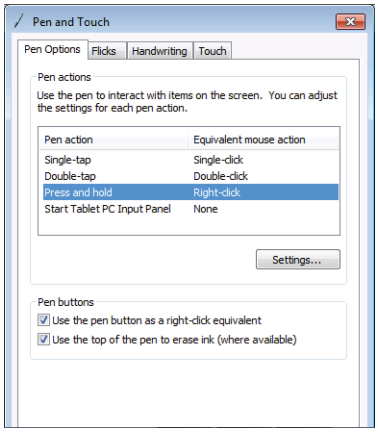
3. Adjust the **Speed** and **Duration** settings and test settings as shown below, if desired.



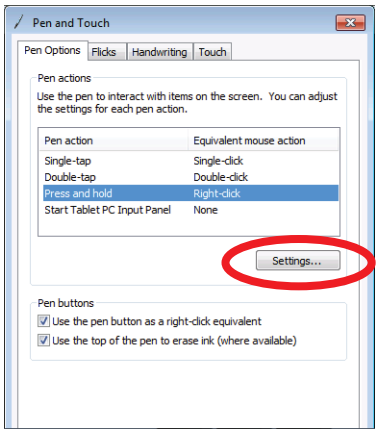
4. Rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button to save the changes.

2.6.3.5.3 Pen Options Tab – Configure Start Tablet PC Input Panel

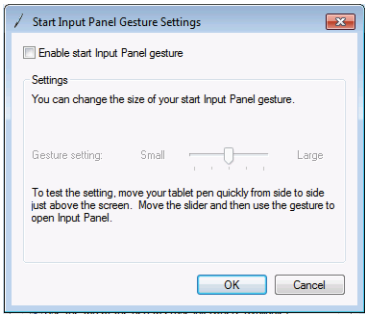
1. To configure **Double-tap**, tap the **Double-tap** pen action.



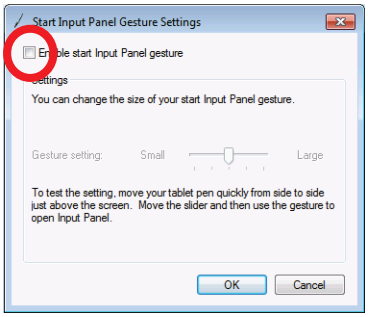
2. Tap the **Settings** button.



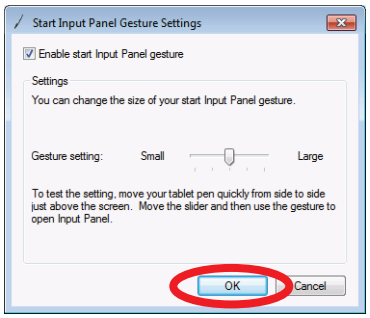
3. The **Start Input Panel Gesture Settings** window will open.



3. Tap to place a checkmark in the **Enable start Input Panel Gesture** check box.



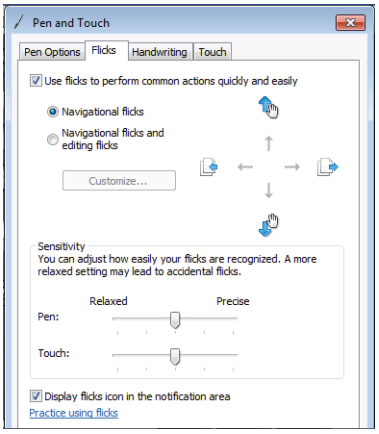
4. Adjust the **Gesture Setting** settings, then tap the **OK** button.



2.6.3.5.4 Flicks Tab – Navigational

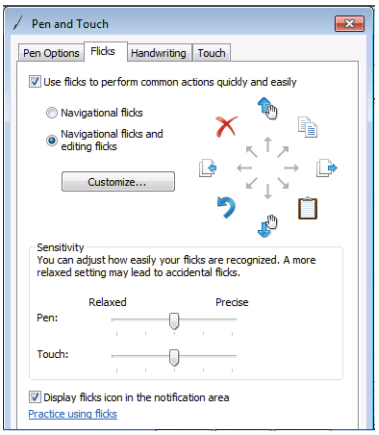
Allows the user to use flicks fo the stylus to perform common actions quickly and easily. The unit default is that this feature is active. There are three (3) options available:

- **Navigational Flicks** — includes four (4) functions:



1. Left — Forward
2. Right — Back
3. Up — Drag Up
4. Down — Drag Down

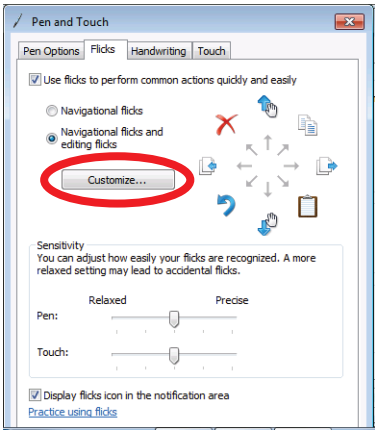
- **Navigational Flicks and Editing Flicks** — includes eight (8) functions:



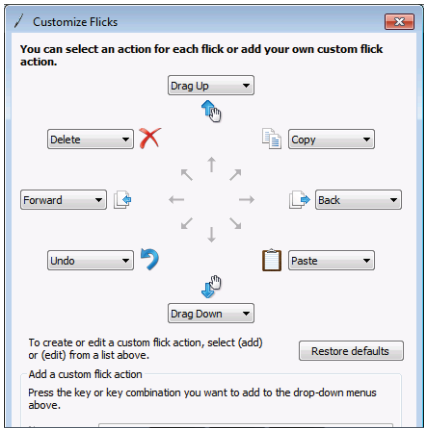
1. Left — Forward
2. Right — Back
3. Up — Drag Up
4. Down — Drag Down
5. Upper Left — Delete
6. Upper Right — Copy
7. Lower Right — Paste
8. Lower Left — Undo

- **Customize Flicks** — Allows the user to rearrange or customize additional functions if the default functions are not desired.

1. Tap the **Customize** button.



2. Select the desired functions from each drop-down menu to assign custom functions to each flick direction.



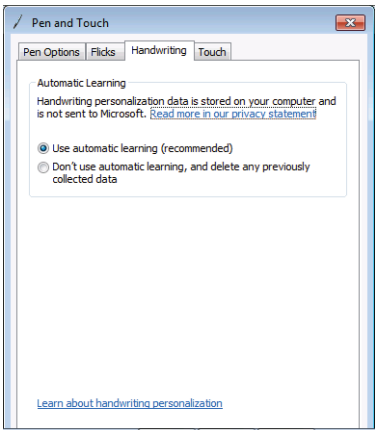
3. Rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button.

2.6.3.5.5 Flicks Tab – Sensitivity

Allows the user to adjust the sensitivity of the stylus flicks. Adjust the sliders, then rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button to save the changes.

2.6.3.5.6 Handwriting Tab

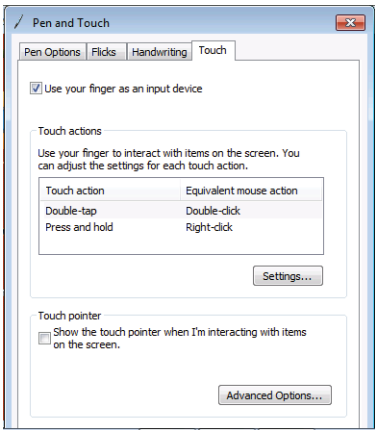
Allows the user to choose whether to use **Automatic Learning** or not. For more information, tap the **Learn about handwriting personalization** link at the bottom of the window.



To save the changes, rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button.

2.6.3.5.7 Touch Tab

Allows the user to activate the use of a finger as an input device.



See section **2.6.3.5.1** for instructions on setting the **Double-Tap** action. See Section **2.6.3.5.2** for instructions on setting the **Press and Hold** action.

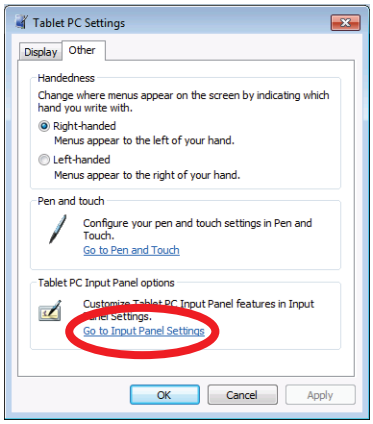
Tap the **Advanced Options** button for additional features for the **Touch Pointer**.

To save the changes, rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button.

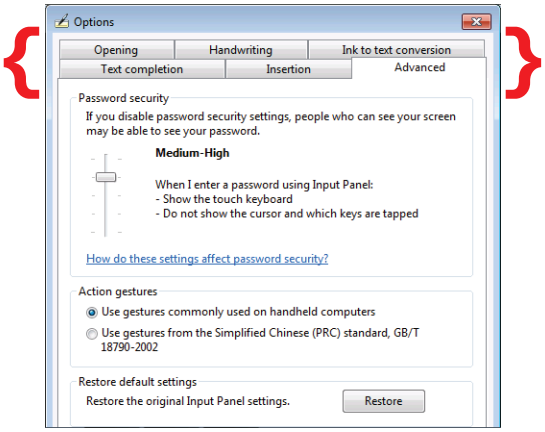
2.6.3.6 Other Tab – Go to Input Panel Settings

Allows the user to configure the Input Panel Settings. These settings include **Handwriting** options, **Ink to text conversion** options, **Text completion** options, **Insertion** options, and **Advanced** options. To configure these settings:

1. Tap the **Go to Input Panel Settings** link.



2. Tap the tab of the topic to be configured.



3. Make adjustments as desired.
4. Rotate the unit 90°, wait for the screen to refresh, then tap the **OK** button to save the changes.

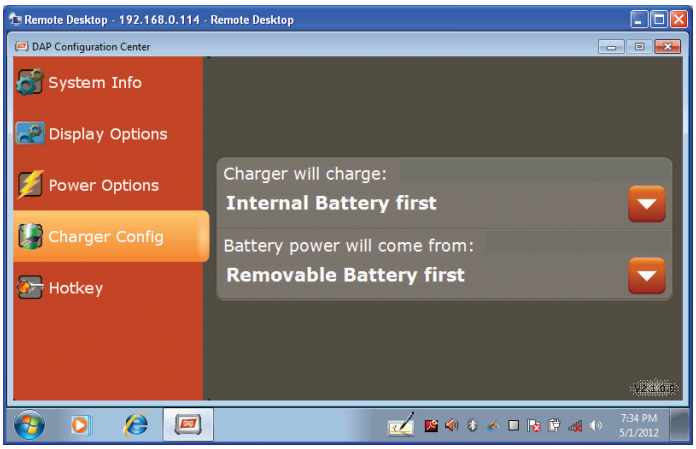
2.6.4 Power Options

Allows the user to turn each of the powered components of the unit Off or On.

Also allows the user to set the **WWAN** to **Off**, **Airplane**, or **On**:

2.6.5 Charger Config

Allows the user to change the order of the battery order for charging and and the battery order for usage.

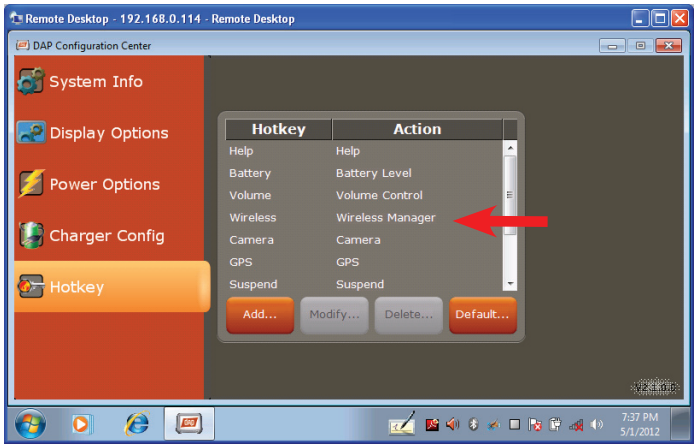


2.6.6 Hotkey

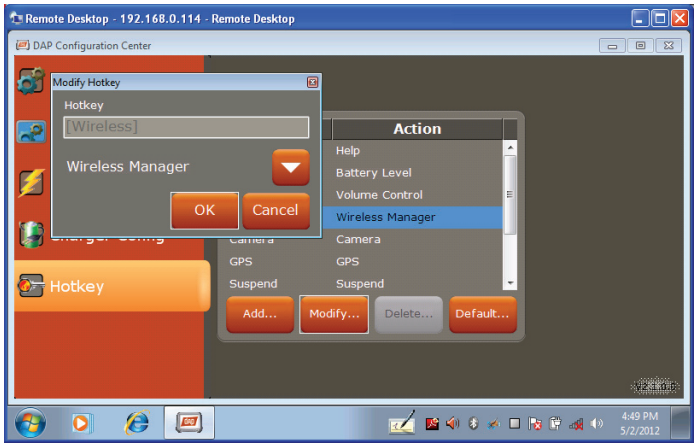
Allows the user to modify, add, or delete Hotkeys.

To activate the **Modify** or **Delete** a Hotkey:

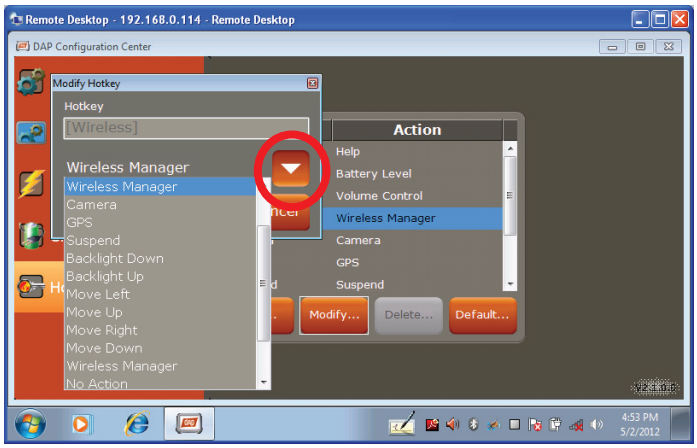
1. Tap a **Hotkey**.



2. Tap the **Modify** button and the **Modify Hotkey** window will open.



3. Tap the **Down Arrow** to select a new function for the key selected.



4. Tap the **OK** button to save the change.
5. Follow the steps 2–4 above, but tapping the **Add** button to add a new **Hotkey**.

2.7 Setting Up Wireless LAN

The Summit Client Utility (SCU) is an application designed for end users and administrators of mobile devices that use a Summit radio module. For more information about or to initialize SCU, see **6.0 Summit Client Utility**.

2.8 Using the 1D Barcode Scanner

1. Launch the data capture application.
2. Aim the 1D Barcode Scanner at the barcode.
3. Press the trigger and the laser reader will activate.
4. Pass the laser reader over the bar code as shown as **Correct Scan** below:

Correct Scan:

5. When the laser reader accepts the code, a tone will sound, the reader will deactivate, and the data will appear in the target window of the application.
6. If the scan is performed incorrectly, as shown below:

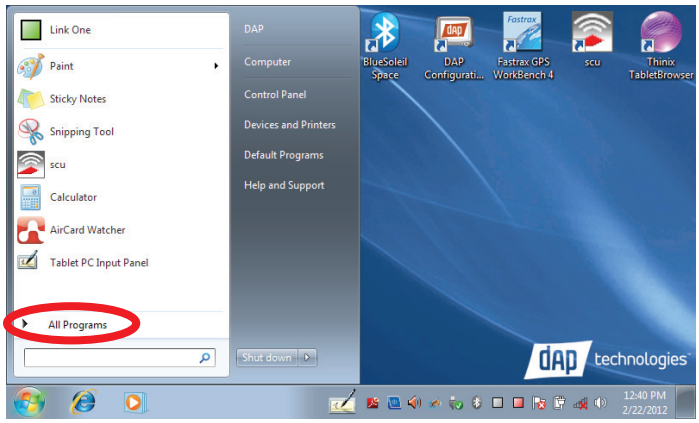
Incorrect Scans:

or the bar code is otherwise unreadable by the scanner, the laser reader will remain active for 10 seconds and no tone will sound. At 10 seconds, the laser scanner automatically deactivates and no data will have been accepted or entered.

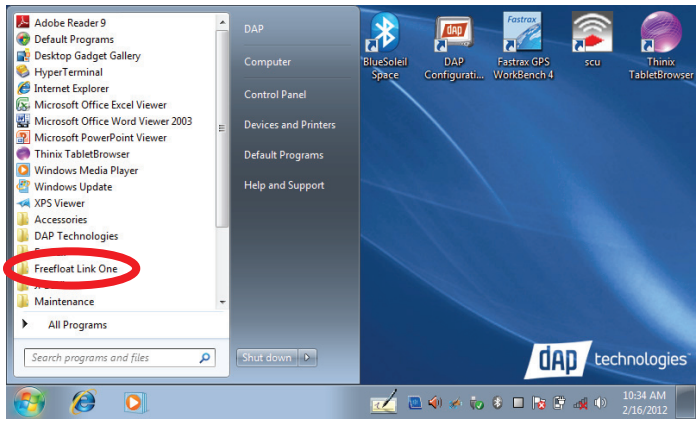
2.9 Setting Up Link One for Reading 1D Laser Barcodes

To use the scanning function, complete the following steps:

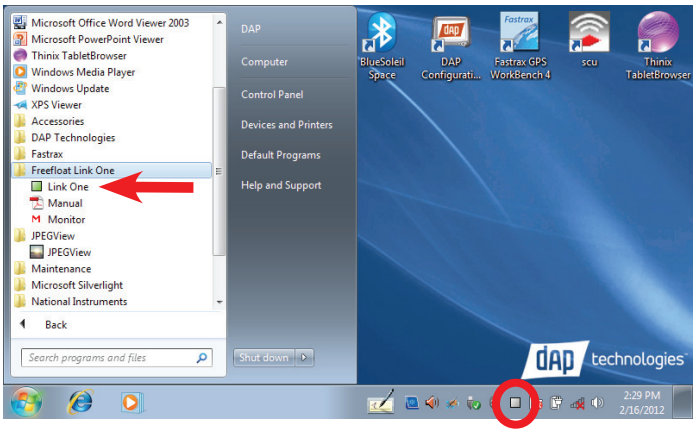
1. If not already removed, remove the protective plastic film from the barcode reader.
2. Navigate to: **Start Menu > All Programs**



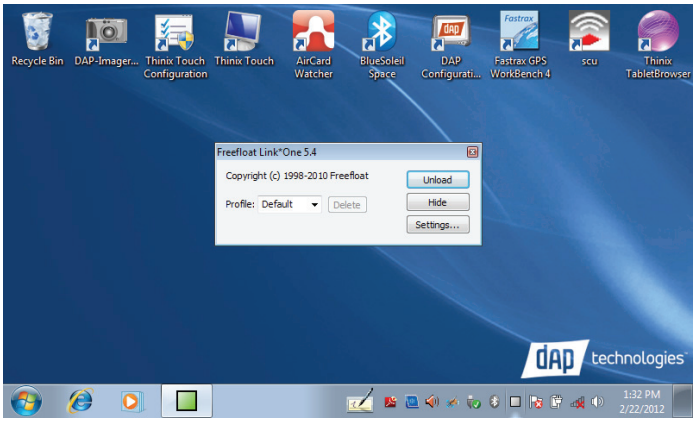
2. Tap on the **Freefloat Link One** folder.



3. Double-tap on the **Link One** icon. If Link*One is already active, a small square will be located in the **Task Bar** at the bottom of the window.



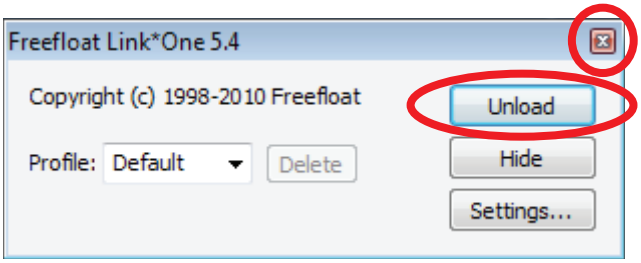
4. The application will launch and the **Freefloat Link One** main window will open.



NOTE: The main window allows the user to control Link*One by modifying the settings, setting profiles, and hiding or unloading the application.

2.9.1 Unload Button

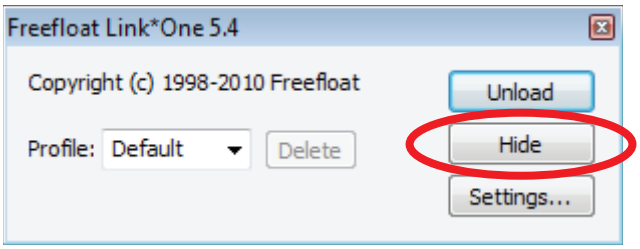
1. Tapping **Unload** quits the **Link One** application. Please note that tapping the red X only minimizes the window to the task bar.



2. To check whether the application is running when the main window is closed, look for the grey box in the task bar. This indicates that **Link One** is active.

2.9.2 Hide Button

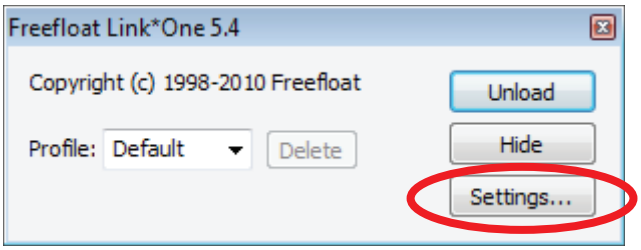
Tapping the **Hide** button closes the window and minimizes it to the task bar.



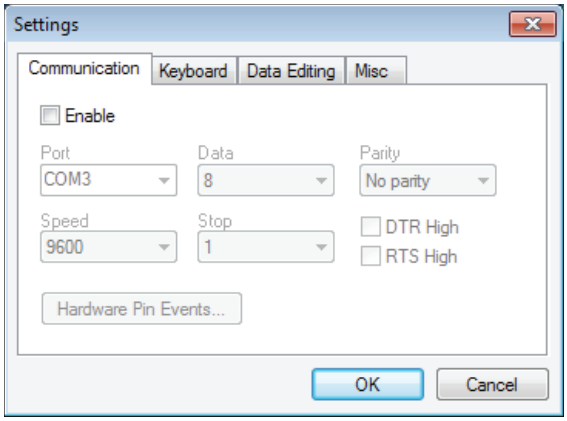
Please note that tapping the red X also minimizes the window to the task bar.

2.9.3 Settings Button

1. Tap the **Settings** button.



6. The **Settings** window will open.

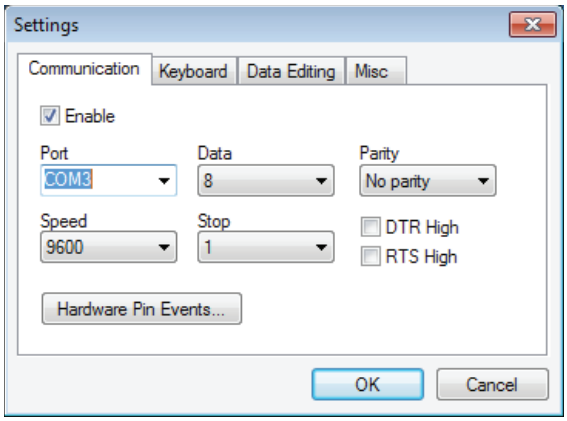


2.9.4 Settings Window

The main window allows the user to control Link*One by modifying the settings, setting profiles, and hiding or unloading the application.

2.9.4.1 Communication Tab

The **Communication** tab allows the user to select the communication settings for the unit. The Port, Speed, Data, Stop, and Parity are the settings for the serial port for Link*One to open and use.

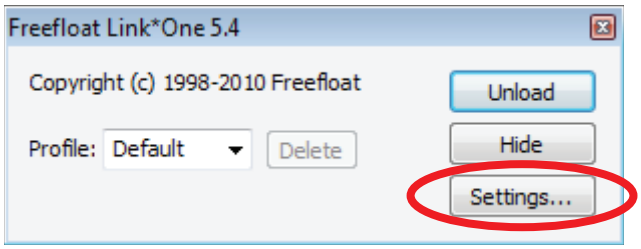


2.9.4.1.1 Port

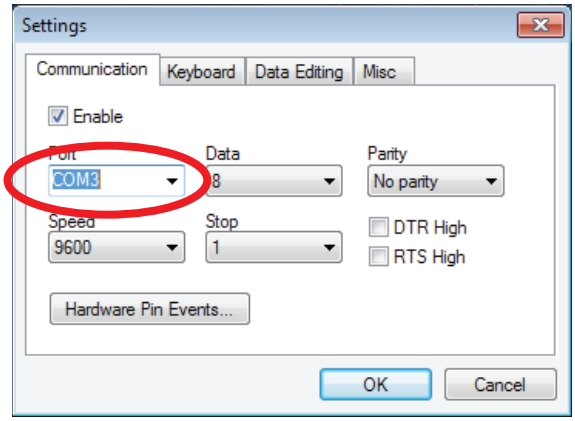
Allows user to select the COM port for the unit. The ports COM1 to COM256 are supported. If the user has a serial port that has a special name, for example BSP2:, that name can be entered in the Port box.

Change a COM Port Name

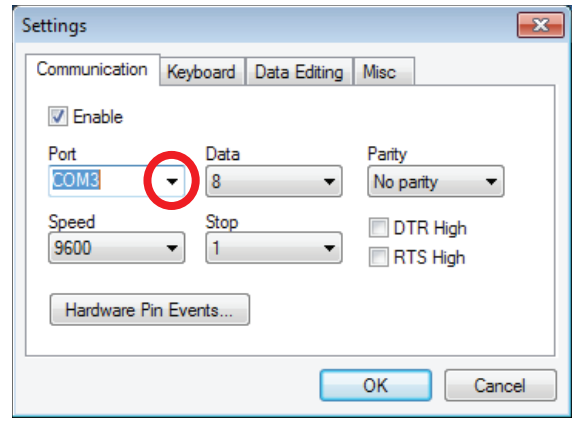
1. Tap the **Settings** button to open the Link*One **Settings** window.



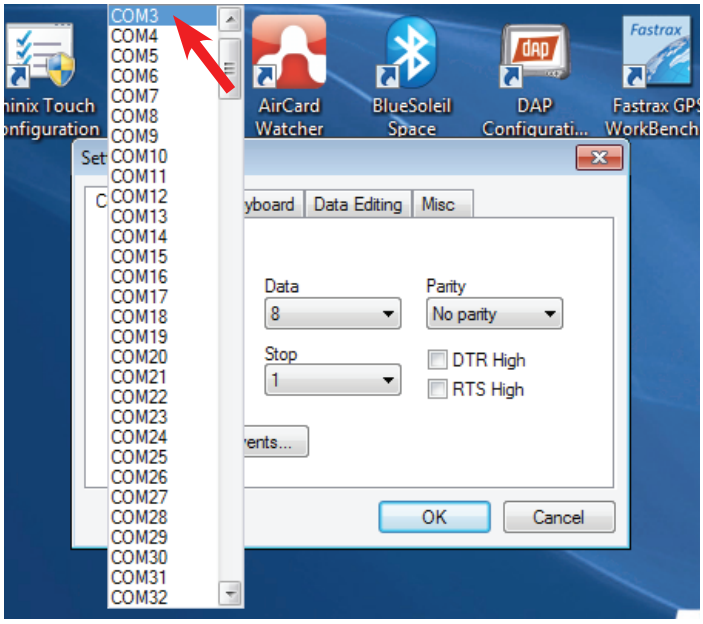
2. The Settings window will open. Note that the current COM setting is highlighted when the **Settings** window opens.

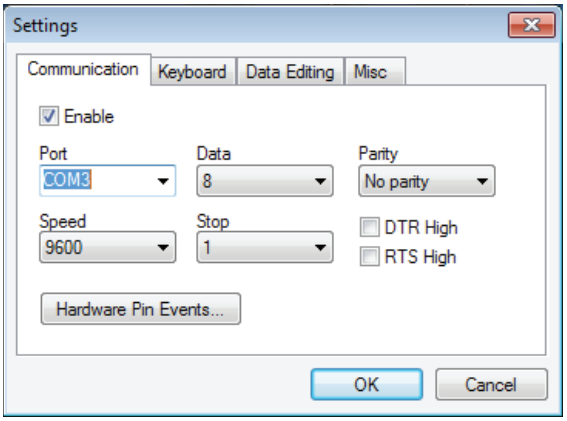


2. Tap the **Port** box down arrow.

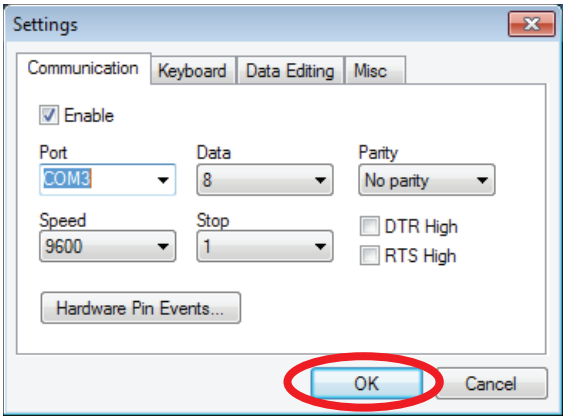


3. The COM Port number list will appear.
4. Tap the name of the desired COM Port number to select it and ther Port COM list will close.



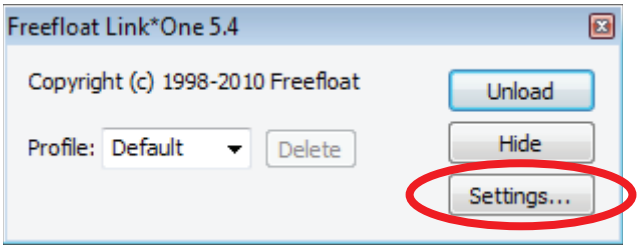


5. Tap the **OK** button to save the new setting and close the **Settings** window.

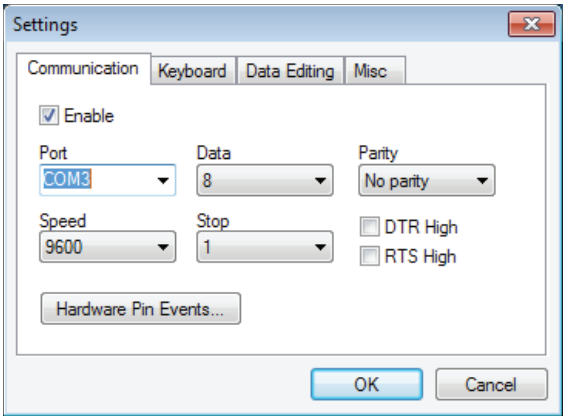


Enter a Custom COM Port Name

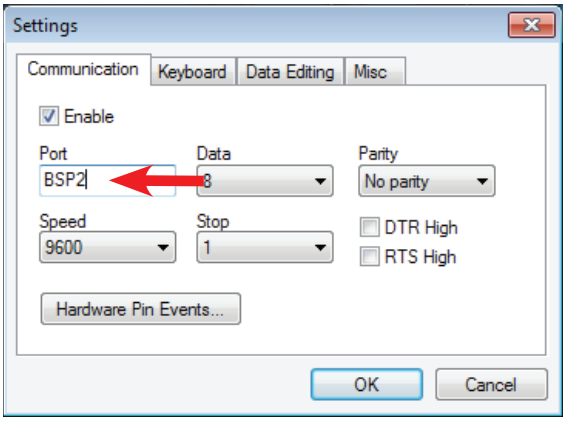
1. Tap the **Settings** button to open the Link*One **Settings** window.



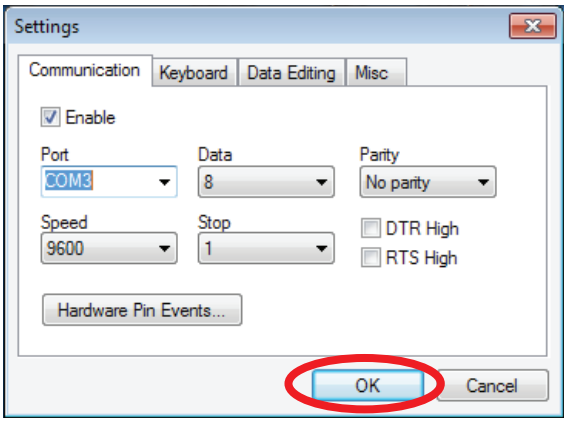
2. The Settings window will open. Note that the current COM setting is highlighted when the **Settings** window opens.



3. Type the name of the custom COM port in the **Port** box.

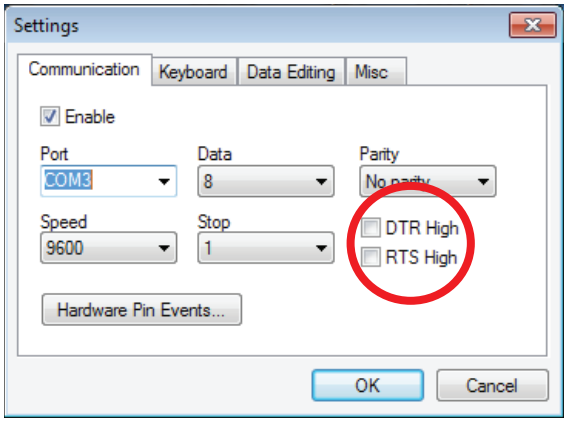


4. Tap the **OK** button and the custom COM port name will be saved.



2.9.4.1.2 DTR High / RTS High

When DTR High or RTS High is checked, the corresponding handshake signal of the serial port will be set. Some serial devices require these to be set to enable communication.

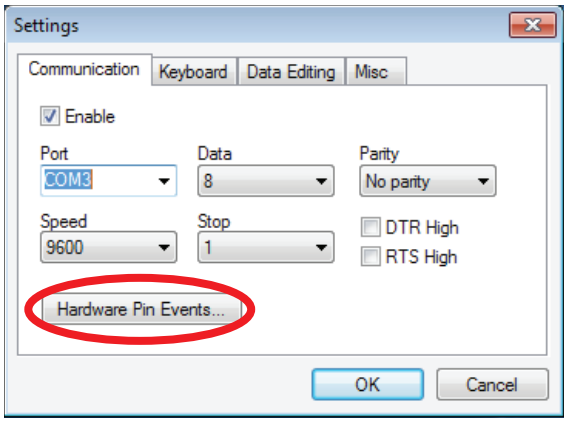


NOTE: The DTR and RTS handshake signal can be controlled dynamically from a script.

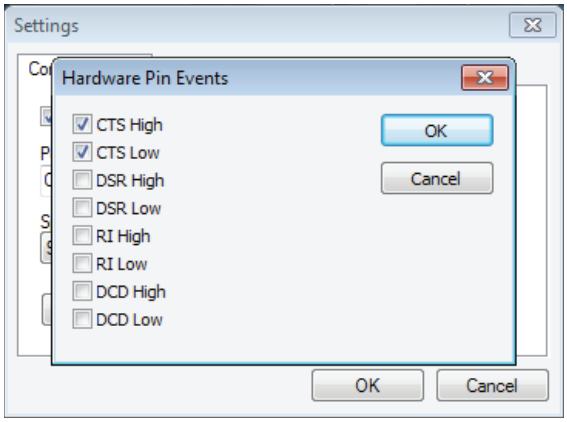
2.9.4.1.3 Hardware Pin Events

In a serial port there are four incoming signals called CTS, DSR, RI, and DCD. Link*One can be set up to monitor these signals and generate an event when a signal is changed. An event can be generated when the signal goes high and/or when it goes low.

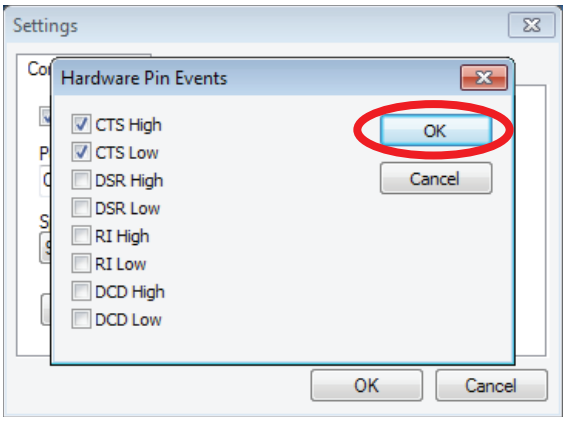
1. Tap the **Hardware Pin Events** button.



2. Place check marks next to the signals to be monitired by tapping with the Stylus.



3. When finished, tap the **OK** button to apply the changes.



If the event is enabled in this dialog, a corresponding method in the script will be called. The default implementations of these methods send the signal name and its status (high or low):

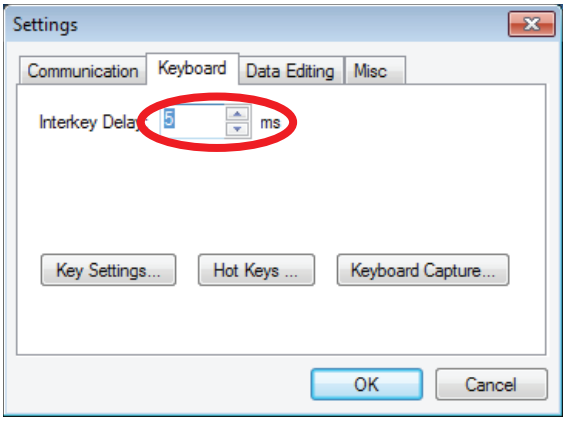
```
function convertSignal( status )
  if status then
    return "High"
  else
    return "Low"
  end
end

function onCTS( status )
  app.send( "CTS " .. convertSignal( status ) .. "{Enter}" )
end

function onDSR( status )
  app.send( "DSR " .. convertSignal( status ) .. "{Enter}" )
end

function onRI( status )
  app.send( "RI " .. convertSignal( status ) .. "{Enter}" )
end

function onDCD( status )
  app.send( "DCD " .. convertSignal( status ) .. "{Enter}" )
end
```

2.9.4.2 Keyboard Tab

Allows the user to customize keyboard settings.

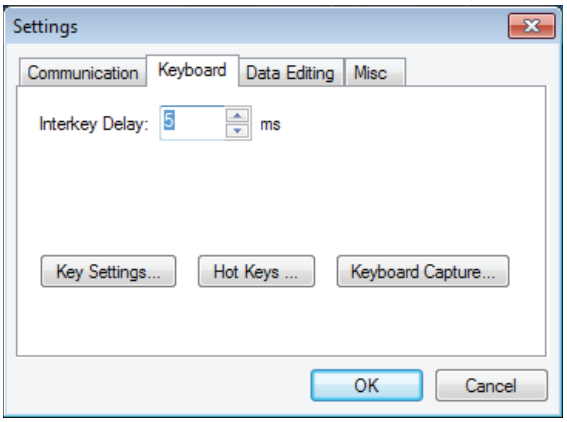
2.9.4.2.1 Interkey Delay

The Interkey Delay specifies the delay to be used between each key press when simulating keyboard data in an application. For example, Microsoft's Terminal Services client in full screen mode loses key presses if this is set to zero. This is a global delay. A recorded key sequence may contain additional delays between key presses.



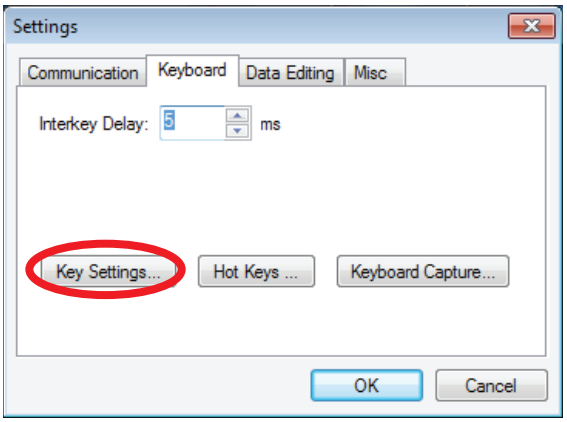
2.9.4.2.2 Key Settings

Allows the user to specify key definitions for the keyboard. A key definition is a named key sequence. Key definitions are referred to in an expression passed to the app.send() method which replays the key presses recorded in the key definition. By default, Link*One defines many of the standard keys on the keyboard. A key definition can be added, edited, and removed.

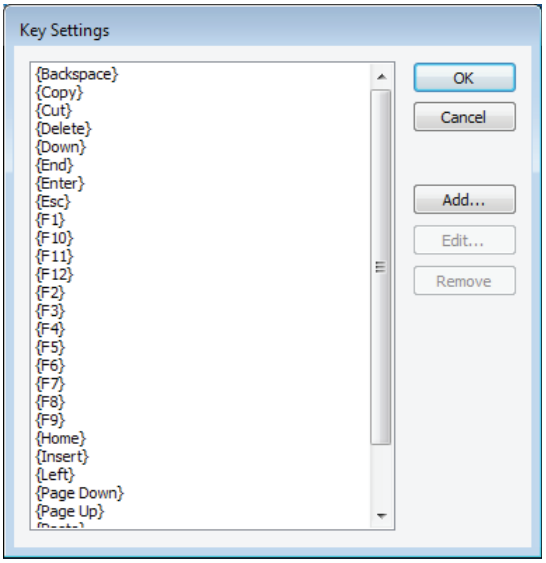


To set a key definition:

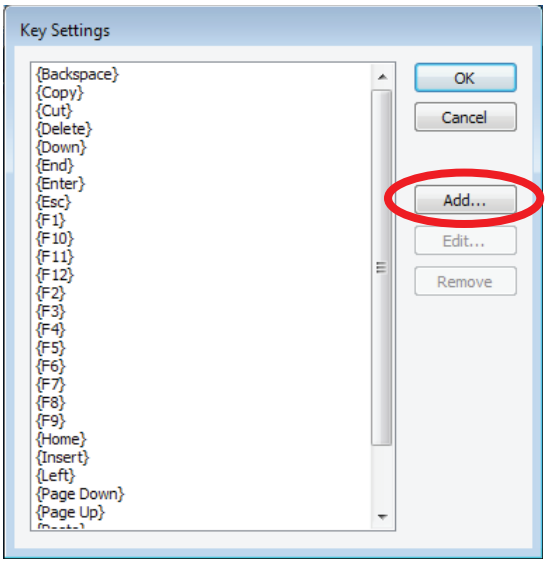
1. Tap the **Key Settings** button.



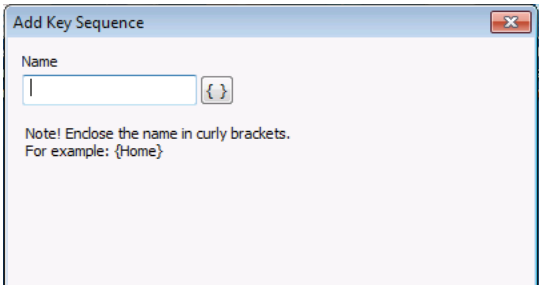
2. The **Key Settings** window will appear.



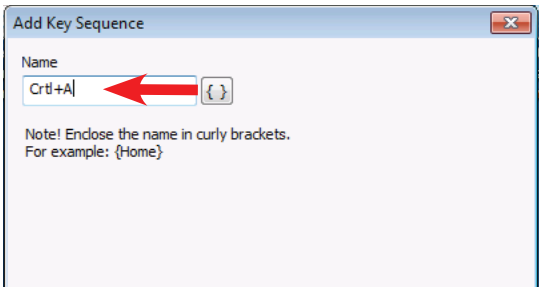
3. To add a key sequence—for example, Ctrl+A—click the **Add** button.



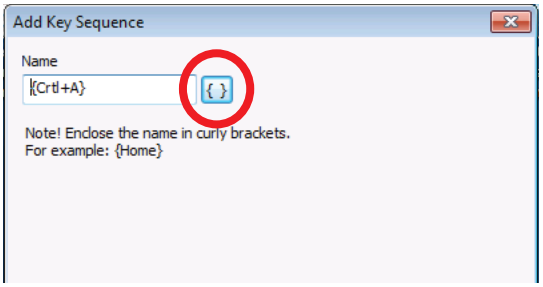
4. The **Add Key Sequence** window will open.



5. Enter **Ctrl+A** in the **Name** box.

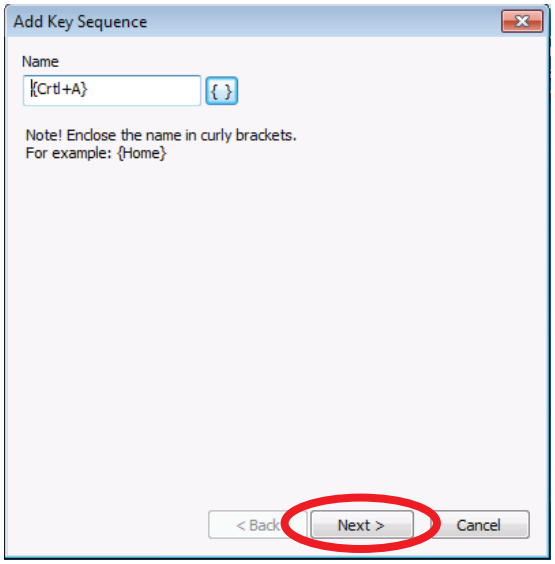


6. Tap the **curly brackets** button to enclose the the key sequence.

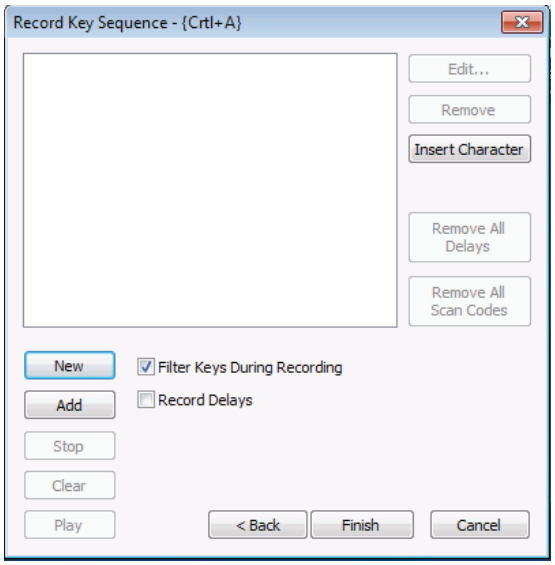


NOTE: All key names must be enclosed in curly brackets.

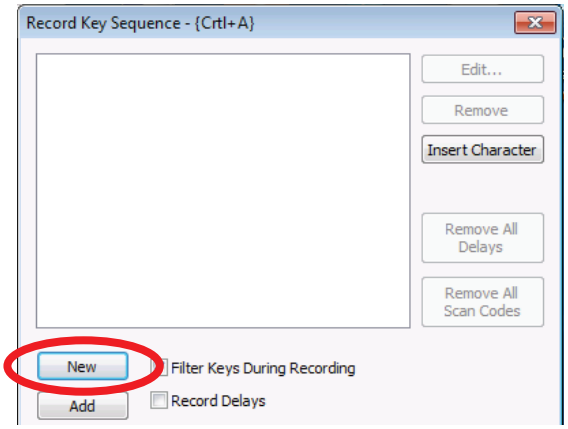
7. Tap the **Next** button.



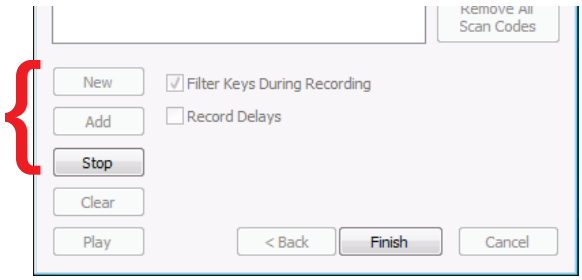
8. The **Recorded Key Sequence** window will open.



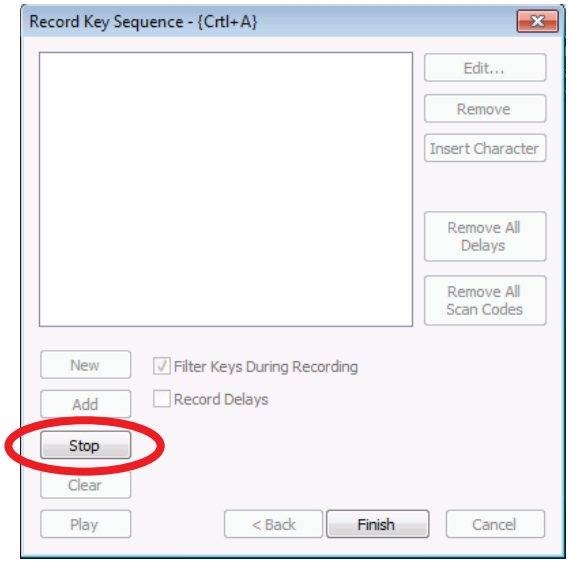
9. Tap the **New** button to record the key sequence.



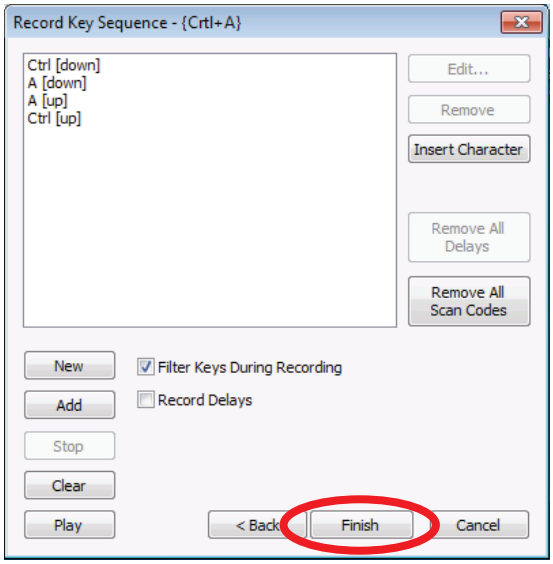
9. Immediately hold down the **Ctrl** key and press the **A** key. Release both keys and the sequence will be held in memory.
10. The **New** and **Add** buttons dim while the **Stop** button becomes active.



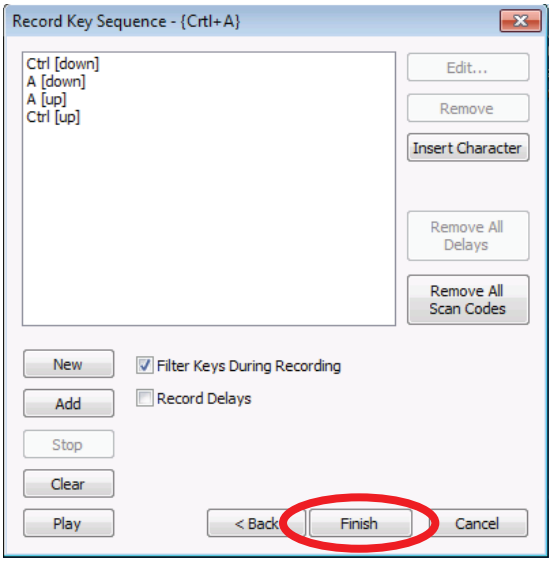
11. Tap the **Stop** button.



12. The key recording will stop and the **Record Key Sequence** window dialog box will show the key strokes for the **Ctrl+A** action.
13. Tap the **Finish** button to complete the key definition and save it.



Key definitions are used with the method app.send() from a script. For example:



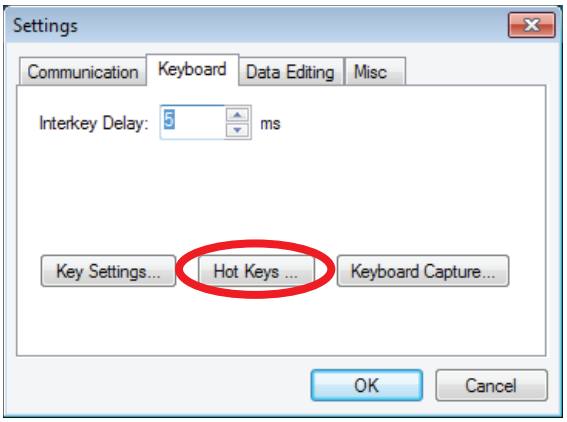
For more information about app.send(), see **Link*One Scripting**.

2.9.4.2.3 Hot Keys

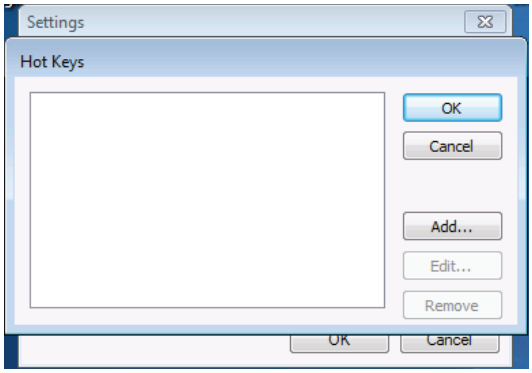
A hot key is a key sequence that when pressed causes the script method onHotKey() to be called.

```
function onData( data, length )
  app.send( data .. "{Ctrl+A}" )
end
```

1. Tap the **Hot Keys** button.



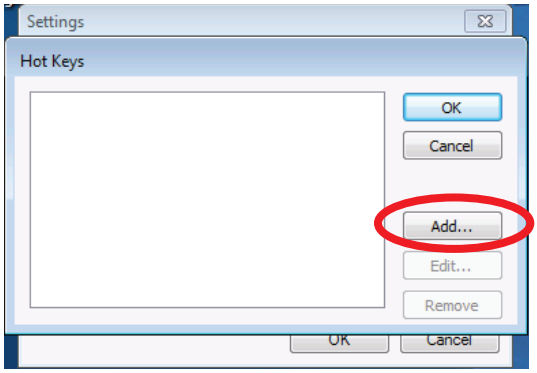
2. The **Hot Keys** window will open.



NOTE: By default, Link*One does not contain any hot key definitions. In the above dialog you can add, edit and remove hot keys.

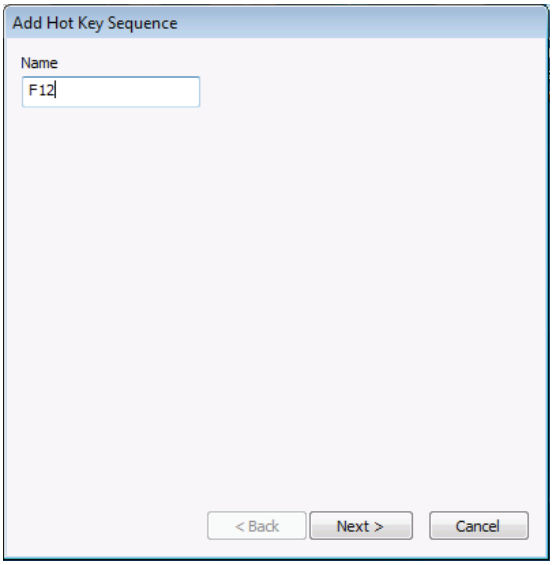
To Add a Hot Key

3. Tap on the **Add** button.

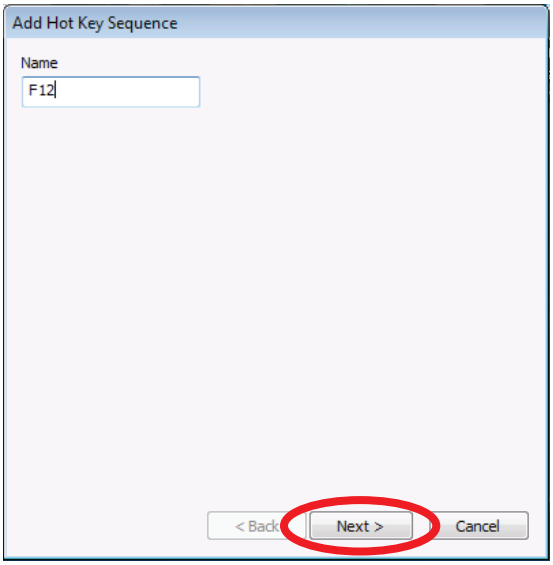


4. The **Add Hot Key Sequence** window will open.

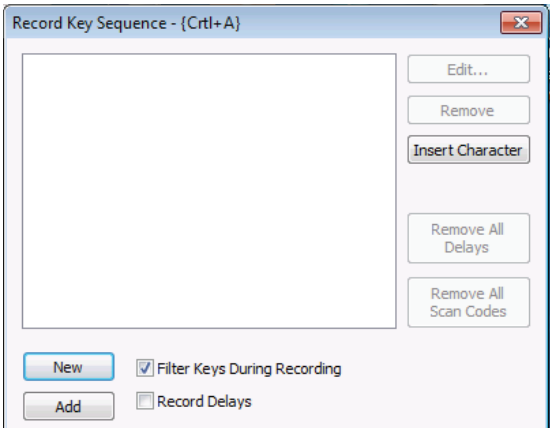
5. Enter a name for the hot key in the **Name** box (example is F12).



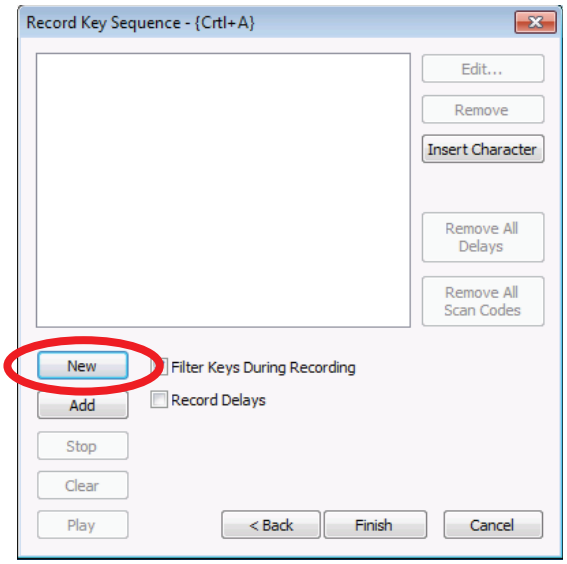
6. Tap the **Next** button.



7. The **Recorded Key Sequence** window will open.

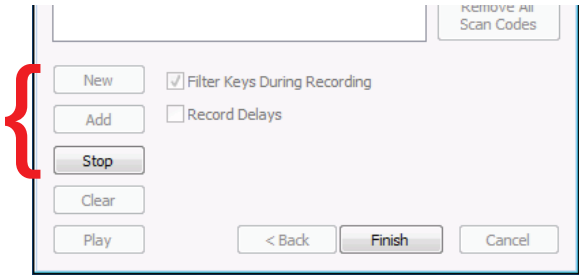


8. Tap the **New** button to record the key sequence.

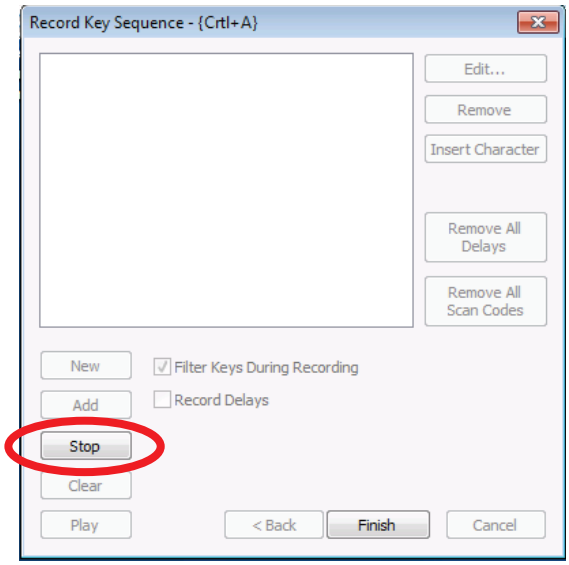


9. Immediately press and release the **F12** key, and the sequence will be held in memory.

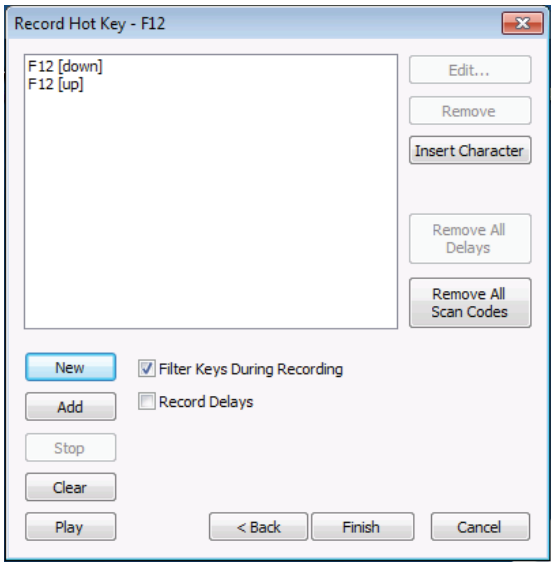
10. The **New** and **Add** buttons will dim while the **Stop** button becomes active.



11. Tap the **Stop** button.

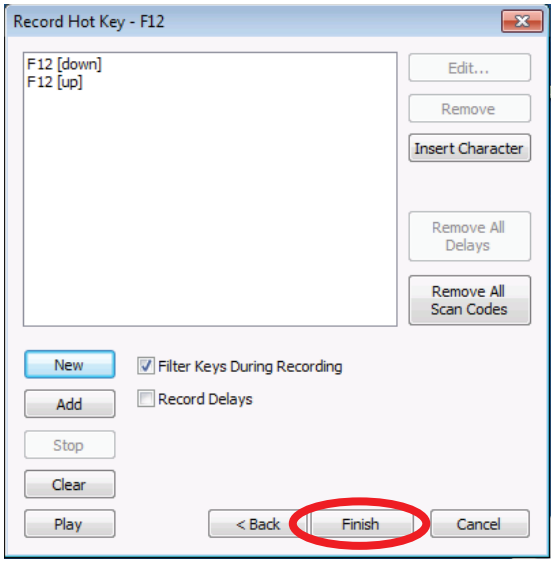


12. The key recording will stop and the **Record Key Sequence** window dialog box will show the key strokes for the **F12** action.



NOTE: The hot key sequence above consists of both the F12 down event and the F12 up event. You can remove the up event from the key sequence to make the hot key feel more responsive but remember that, if you do so, the F12 up event will be passed to the application. This is not a problem because most application reacts to key presses on the down event but it may cause problems in some special circumstances.

13. Tap the **Finish** button to complete the key definition and save it.



NOTE: A hot key sequence is global in Windows. In the above case, F12 is filtered out from all applications while Link*One is running.

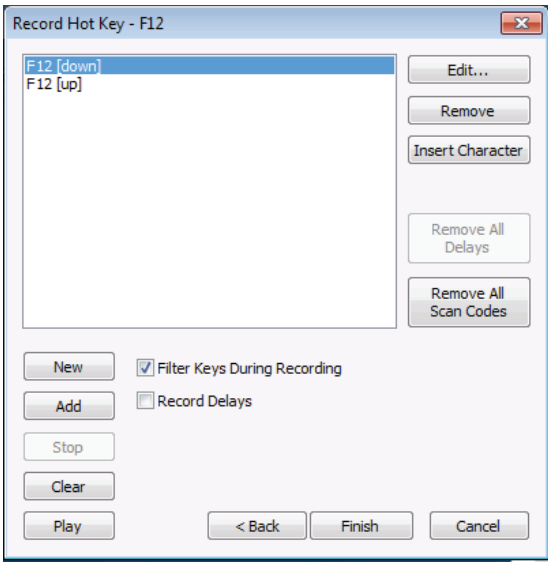
The default implementation of the onHotKey() method looks like this:

```
function onHotKey( name )
  app.send( "Hot Key: " .. name .. "{Enter}" )
end
```

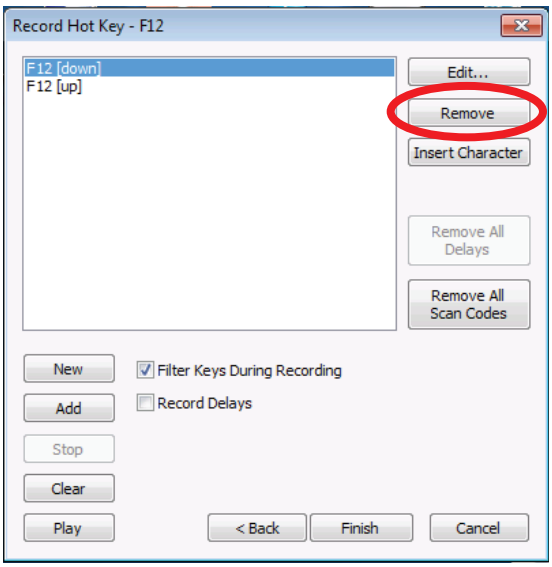
It simply enters “Hot Key: <hot key name>”. Of course, hot keys can be made to do more useful things.

To Delete a Hot Key

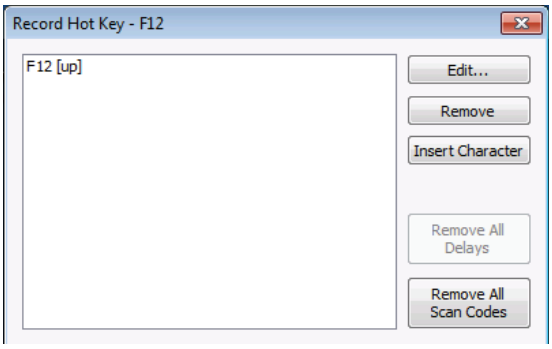
1. Tap on a Hot Key sequence component to be deleted. In this example, tap on **F12[down]** to highlight it.



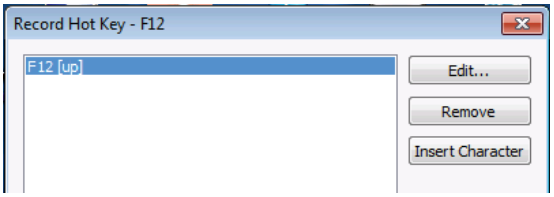
2. Tap the **Remove** button.



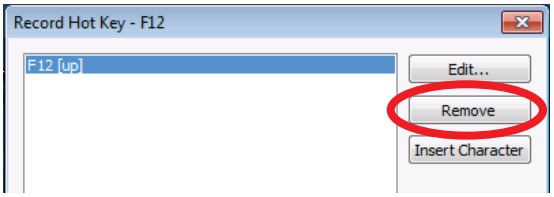
3. **F12[down]** is removed.



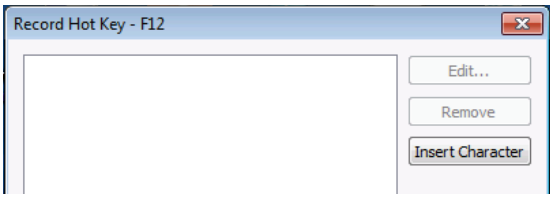
4. Tap on **F12[up]** to highlight it.



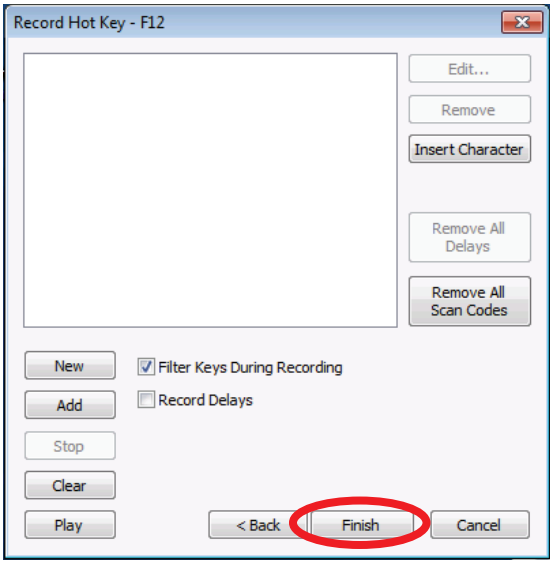
5. Tap the **Remove** button.



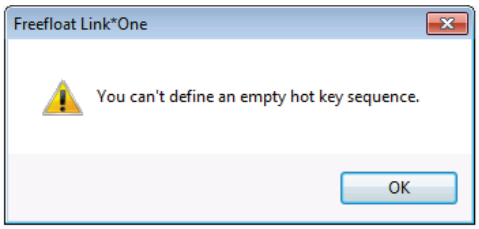
6. The **Record Hot Key** window dialog box shall be empty.



7. Tap the **Finish** button to complete the Hot Key deletion.



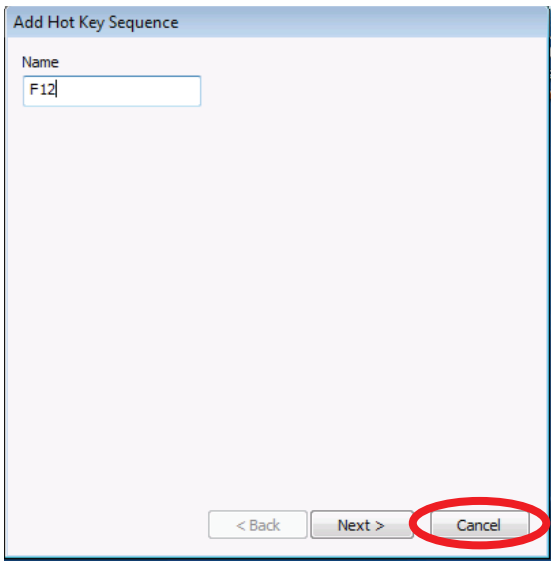
8. The following warning will appear:



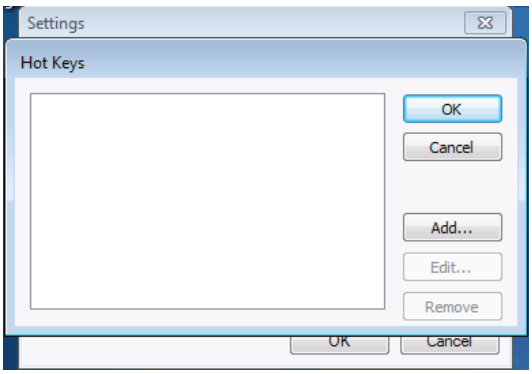
9. Tap **OK** and the warning will disappear.

10. The **Add Hot Key** window will reappear with the **F12** text still in the **Name** box.

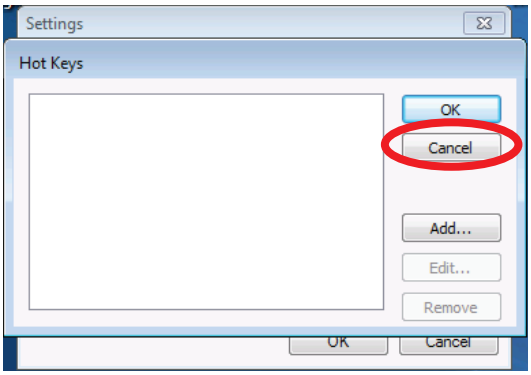
11. Tap the **Cancel** button and the **Add Hot Key Sequence** window will close. The **F12** text will also disappear from the **Add Hot Key Sequence** window's **Name** box.



12. The **Add Hot Key Sequence** window will close.



13. Tap the **Cancel** button to close the **Hot Keys** window.



14. The F12 sequence is now removed from the Hot Keys list.

2.9.4.2.4 Keyboard Capture — External USB Device

Allows the unit to capture data strings from an external USB-HID device.

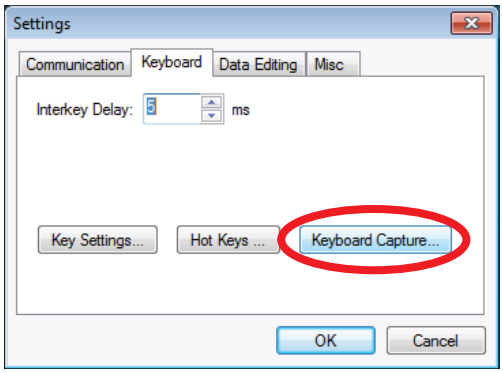
A keyboard capture consists of a name, a prefix key sequence, and a suffix key sequence. It is used to capture data strings from a USB-HID device (for example a USB connected barcode scanner).

For this to work, the USB device needs to be configured to send (1) a special key sequence before the data string and (2) a key sequence that terminates the data string. Please note that the prefix sequence should be chosen with care. All the keys in the keyboard capture's prefix sequence will be filtered from regular keyboard input until a mismatch is found.

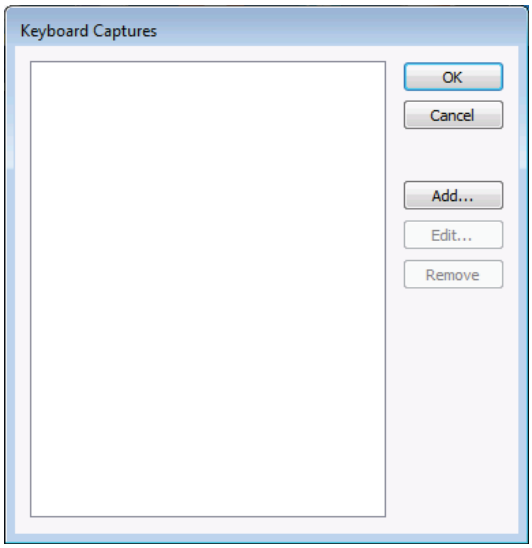
When a data string is captured by a keyboard capture, the script method **onKeyboardCapture()** is called.

To perform a keyboard capture:

1. Attach a USB-HID device and plug it in.
2. Turn the USB-HID device on.
3. Tap the **Keyboard Capture** button.

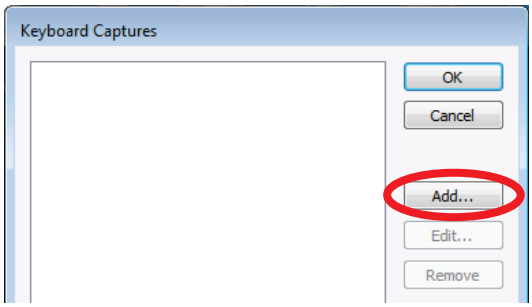


4. The **Keyboard Captures** window will open.

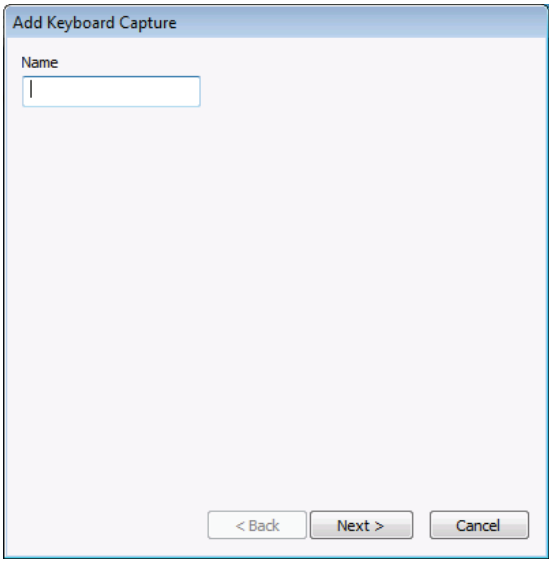


NOTE: By default, Link*One does not contain any keyboard captures. In the above dialog box, you can add, edit, and remove keyboard captures.

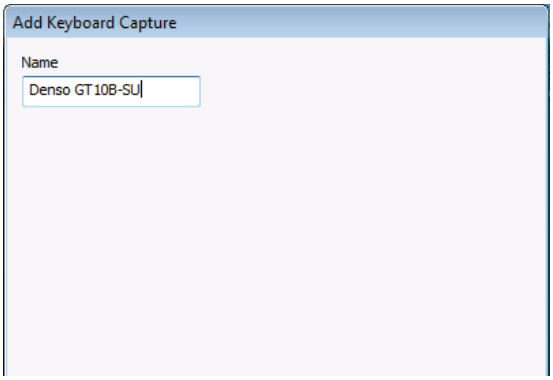
3. click on the **Add** button.



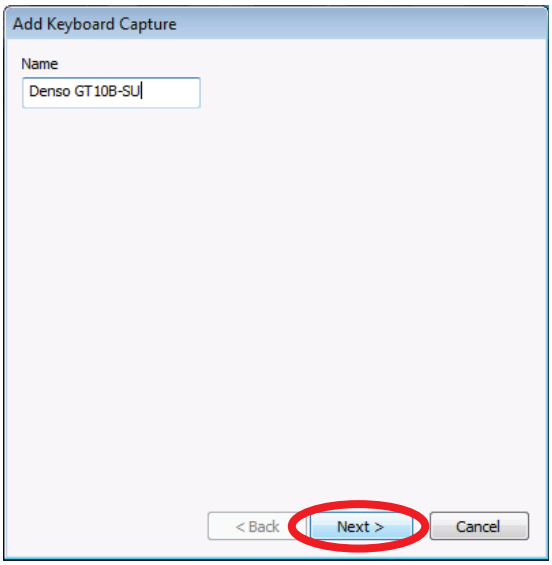
4. The **Add Keyboard Capture** window will open.



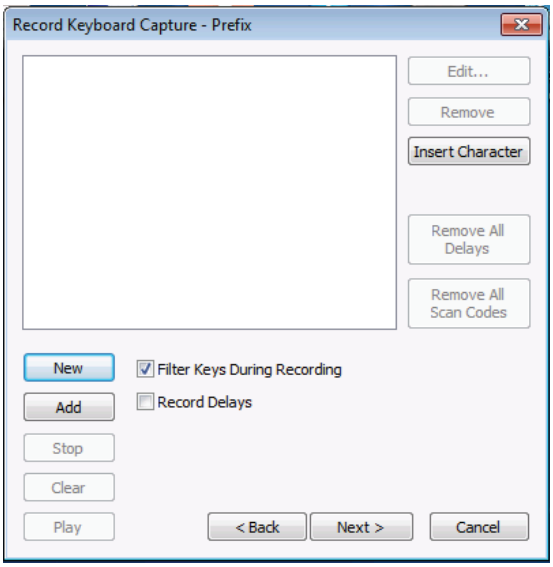
5. As an example, the name of a USB device is entered into the **Name** box to begin the keyboard capture definition for that device.



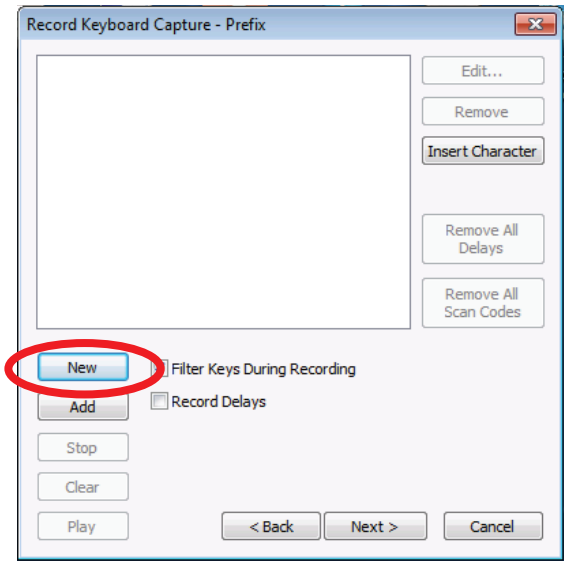
6. Tap the **Next** button.



7. The **Record Keyboard Capture** window will open.

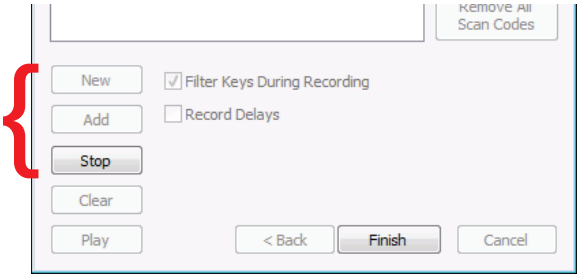


8. Tap the **New** button

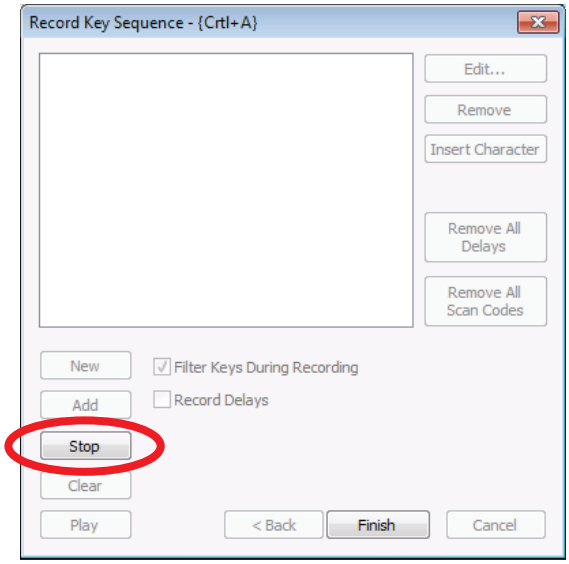


9. Immediately press and release the **Shift+Control+A** keys on the attached keyboard, and the sequence will be held in memory.

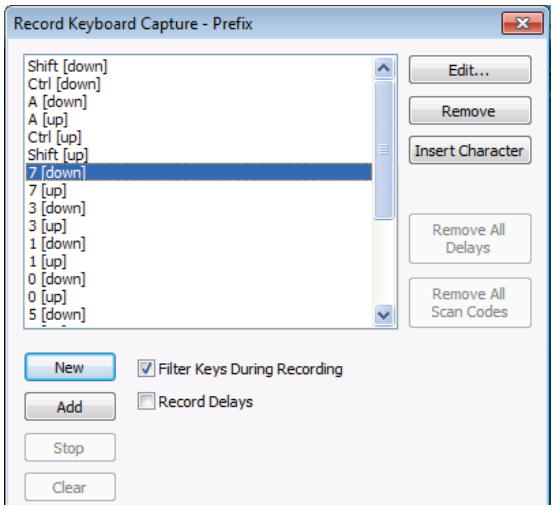
10. The **New** and **Add** buttons will dim while the **Stop** button will become active.



11. Tap the **Stop** button.

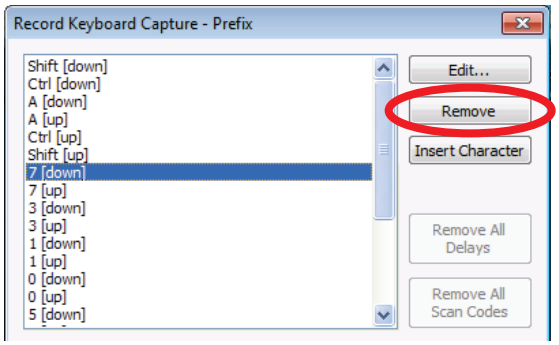


12. The key recording will stop and the **Record Keyboard Capture - Prefix** window dialog box will show the key strokes for the **Shift+Control+A** action.

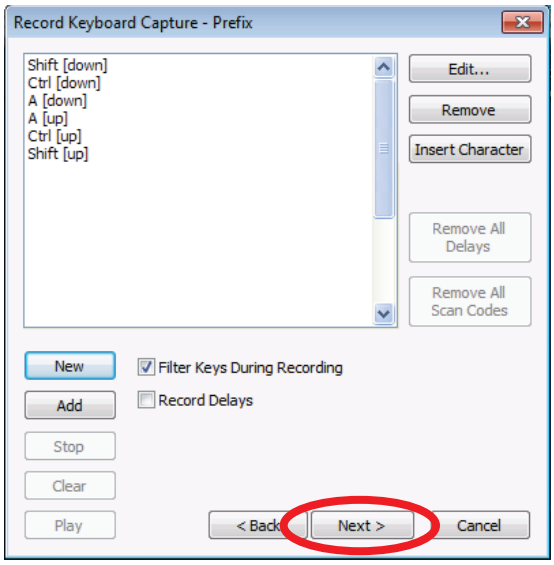


NOTE: All the key strokes the scanner generates when reading a barcode gets recorded: prefix, barcode data, and suffix. In the dialog above, the line directly after the prefix has been selected.

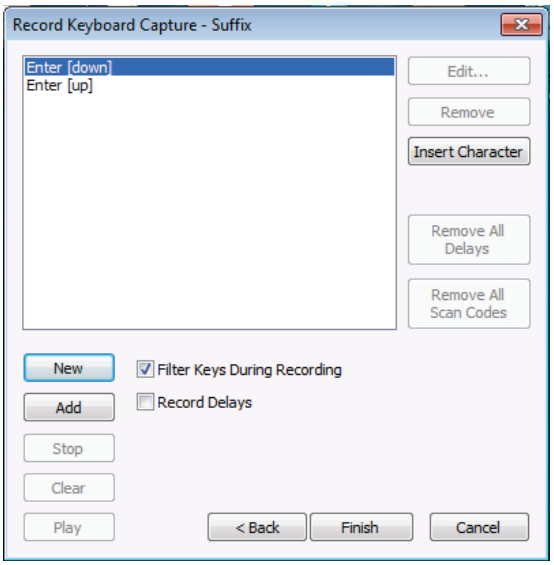
13. Tap the **Remove** button repeatedly to remove the key events for the barcode data and suffix from the list.



14. Tap the **Next** button.

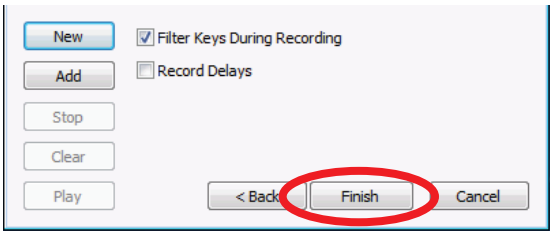


15. The **Record Keyboard Capture - Suffix** window will appear.

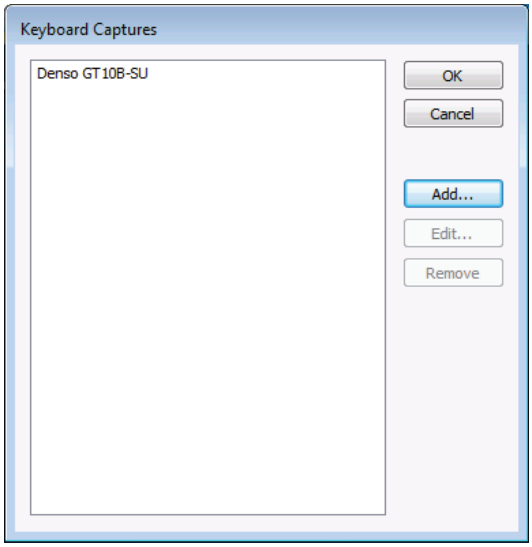


16. Repeat steps 8 through 13 making sure to delete the key events for the barcode data and the prefix data from the list leaving only the suffix data.

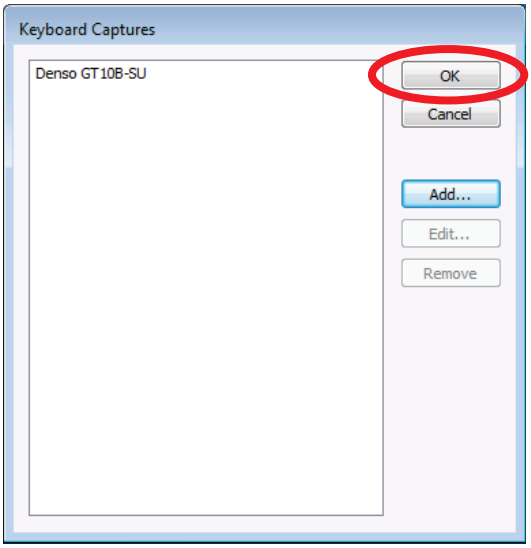
17. Tap the **Finish** button to complete the keyboard capture definition.



18. The **Suffix** window will close and the new Keyboard Captures ID will be displayed in the **Keyboard Captures** window.

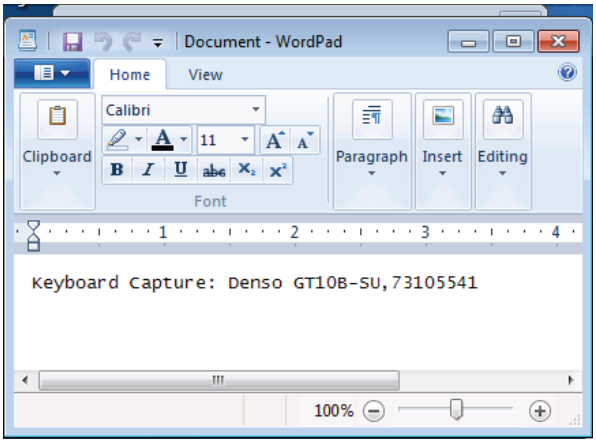


19. Tap the **OK** button to save the changes.



20. Open **Notepad** and test the keyboard capture.

NOTE: If you only get the barcode contents, the keyboard capture is



not working. This is probably because a mistake was made in the setup of the scanner or the prefix sequence.

If you don't get anything and the keyboard seems to have stopped working, then the suffix sequence is probably wrong.

The default script method **onKeyboardCapture()** looks like this:

2.9.4.2.5 Record Key Sequence

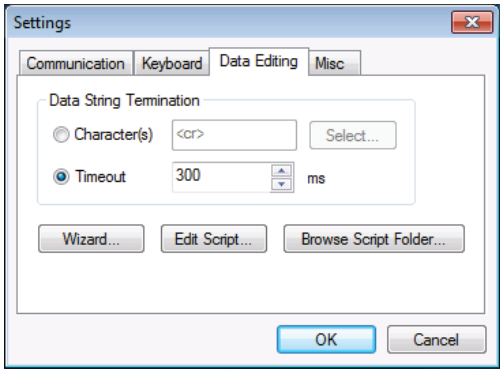
```
function onKeyboardCapture( captureName, data )
  app.send( "Keyboard Capture: " .. captureName .. "," .. data .. "{Enter}" )
end
```

The **Record Key Sequence** dialog is used for recording key definitions, hot keys, and prefix and suffix of keyboard captures.

2.9.4.3 Data Editing Tab

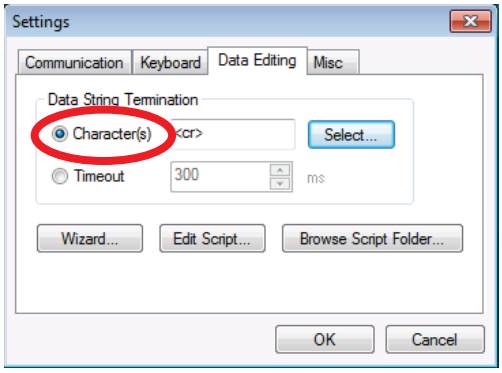
Allows the user to add data string termination to data strings. The Data String Termination setting tells Link*One which character or character sequence terminates a data string received on the serial port. Alternatively, you can use a timeout value as a terminator.

NOTE: If Timeout is set to 30 ms, Link*One will terminate an input string when no data has been received for 30 ms.

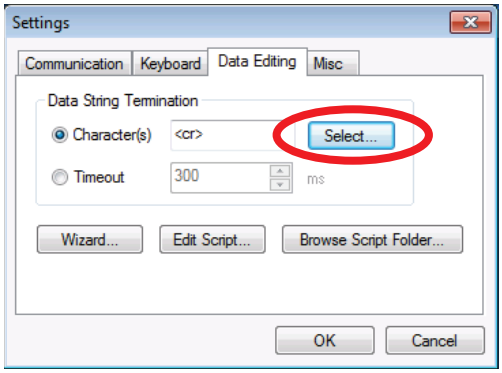


To add a data string terminator

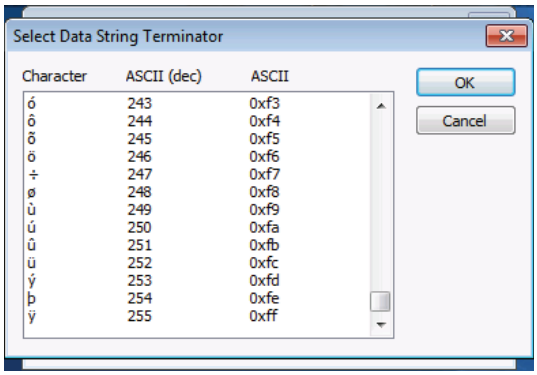
1. Under the **Data Editing** tab, tap the **Character(s)** radio button.



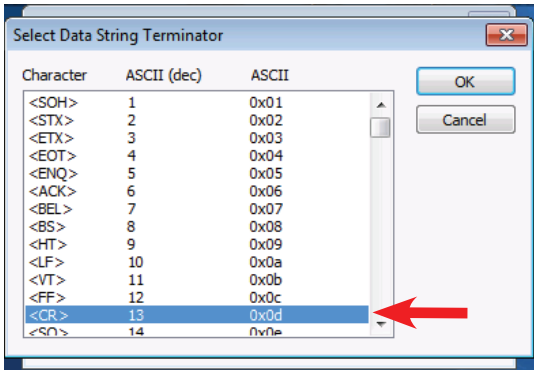
2. Tap the **Select** button.



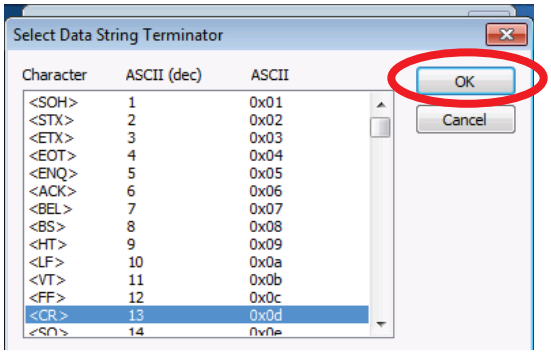
3. The **Select Data String Terminator** window will open and display a library of terminator characters with their associated ASCII codes in both decimal and hexidecimal notation.

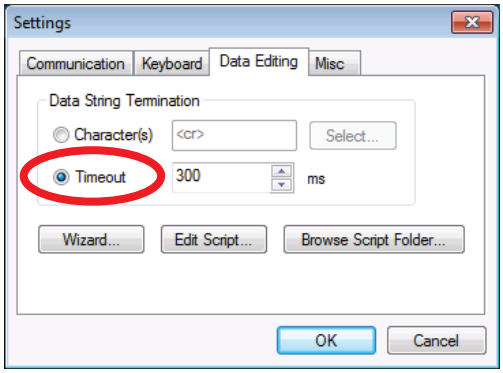


4. Tap the desired terminator to highlight it.



5. Tap the **OK** button to select the desired terminator.



To change the millisecond delay for the terminator

6. Tap the **Timeout** radio button.