

PRELIMINARY

Technical Reference Manual

BL ident-Handheld

TURCK-RFID-Handheld-Computer
Version 1.0 [Build 180506]

Hans Turck GmbH & Co.KG

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***BL ident*-Handheld Technical Reference Manual**

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All items returned to TURCK require a Return Material Authorization number (RMA). Please contact TURCK' Service department to request an RMA number.

Regulatory Notices

FCC Part 15 Class A

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

FCC Part 15.225 (15C)

Registration Number: RYJJETTRFID-1356

Canadian Department of Communications

This digital apparatus does not exceed the Class A limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications

Le present appareil numerique n'emet pas de bruits radioelectrique depassant les limites applicables aux appareils numeriques de la class A prescrites dans le Reglement sur le brouillage radioelectrique edicte par le ministere des Communications du Canada.

Industry Canada RSS-210 6.2.2(e), 2001

Certifications

CENELEC



EMI Standards:

- EN 55022:1998 (CISPR22), Class A
- EN 55022/IEC 61000-4-6
- ETSI EN 300 330-2: 2001

EMC Standards:

- EN 55024: 1998
- ETSI EN 301489-1: 2002
- ETSI EN 301489-3: 2002
- ~ EN/IEC 61000-4-2
- ~ EN/IEC 61000-4-3
- ~ EN/IEC 61000-4-4

Safety Standards:

- EN 60950: 2000

Warnings

Changes or modifications to this unit not expressly approved by the party responsible for regulatory compliance could void the user's authority to operate the equipment.



Operation

Do not enable or utilize the RFID module while charging the unit. Operation of this nature is likely to cause harmful interference.

Ne permettez pas ou n'utilisez pas le module de RFID tout en chargeant l'unité. L'opération de cette nature est susceptible de causer l'interférence nocive.

No permita ni utilice el módulo de RFID mientras que carga la unidad. La operación de esta naturaleza es probable causar interferencia dañosa.

Lassen Sie das RFID-Modul während des Aufladens des Geräts uneingeschaltet. Ein Betrieb während des Aufladens verursacht mit großer Wahrscheinlichkeit schädliche Störungen.



Electrostatic Discharge (ESD)

Electrostatic discharge (static electricity) can have unpredictable adverse effects on any electronic device. Although the design of this product incorporates extensive ESD-related precautions, ESD can still cause problems. It is good practice to discharge static by touching a grounded metal object before inserting cards or connecting devices.

La descarga electrostática (electricidad estática) puede tener efectos nocivos imprevisibles en cualquier dispositivo electrónico. Aunque el diseño de este producto incorpora precauciones ESD-relacionadas extensas, la lata de ESD todavía causa problemas. Es buena práctica descargar parásitos atmosféricos tocando un objeto puesto a tierra del metal antes de insertar tarjetas o de conectar los dispositivos.

La décharge électrostatique (l'électricité statique) peut avoir des effets nuisibles imprévisibles sur n'importe quel dispositif électronique. Bien que la conception de ce produit incorpore des précautions ESD-connexes étendues, le bidon d'ESD posent toujours des problèmes. Il est dans de bons habitudes de décharger la charge statique en touchant un objet au sol en métal avant d'insérer des cartes ou relier des dispositifs.

Elektrostatische Entladung (statische Elektrizität) kann unvorhersehbare schädliche Wirkungen auf elektronische Geräte haben. Obwohl das Gerät mit verschiedenen und umfangreichen ESD-bezogenen Schutzmaßnahmen versehen ist, kann es doch zu ESD-Problemen kommen. Sorgen Sie vor dem Einsetzen von Karten oder dem Anschluss von Geräten durch Berühren eines geerdeten Metallgegenstands immer für eine statische Entladung.



Battery Replacement

CAUTION! There is a risk of explosion if you replace the NiMH battery with an incorrect type. Only use the NiMH battery supplied with your unit or a replacement NiMH battery supplied, recommended, or approved by TURCK, Inc.

PRECAUCIÓN! Hay un riesgo de la explosión si usted substituye la batería de NiMH por un tipo incorrecto. Utilice solamente la batería de NiMH provista de su unidad o una batería de NiMH del reemplazo provista, recomendada, o aprobada por TURCK, Inc.

ATTENTION! Il y a un risque d'explosion si vous remplacez la batterie de NiMH avec un type incorrect. Utilisez seulement la batterie de NiMH fournie avec votre unité ou une batterie de NiMH de remplacement fournie, recommandée, ou approuvée par TURCK, Inc.

VORSICHT! Bei Verwendung von NiMH-Batterien, die nicht von TURCK, Inc. geliefert, empfohlen oder genehmigt wurden, besteht Explosionsgefahr! Benutzen Sie daher nur solche NiMH-Batterien, die mit dem Gerät geliefert wurden, oder Batterien, die von TURCK, geliefert, empfohlen oder genehmigt wurden.



Battery Disposal

Dispose of batteries in a safe manner. The following are general guidelines for the safe use and disposal of NiMH batteries:

Replace a defective NiMH battery immediately as it could damage the unit.

Do not throw the NiMH battery in trash that is disposed of in landfills as it contains heavy metals. Recycle or dispose of the NiMH battery as required by local ordinances or regulations.

Do not disassemble, incinerate, short-circuit the NiMH battery or throw it into a fire. It can explode and cause severe personal injury.

Excessive discharge damages a NiMH battery. Recharge the NiMH battery when your unit indicates low battery power.

Disponga de las baterías de una manera segura. Los siguientes son pautas generales para el uso seguro y la disposición de las baterías de NiMH:

Substituya una batería defectuosa de NiMH inmediatamente pues podría dañar la unidad.

No lance la batería de NiMH en la basura que se dispone en terraplenes mientras que contiene los metales pesados. Recicle o disponga la batería de NiMH de ella según los requisitos de ordenanzas o de regulaciones locales.

No desmonte, no incinere, no cortocircuitos la batería de NiMH ni láncela en un fuego. Puede estallar y causar daños corporales severos.

La descarga excesiva daña una batería de NiMH. Recargue la batería de NiMH cuando su unidad indica energía de batería baja.

Débarassez-vous des batteries d'une façon sûre. Ce qui suit sont les orientations à l'utilisation sûre et à la disposition des batteries de NiMH:

Remplacez une batterie défectueuse de NiMH immédiatement car elle pourrait endommager l'unité.

Ne jetez pas la batterie de NiMH dans le débris qui est déposé en remblais pendant qu'il contient les métaux lourds. Réutilisez ou disposez la batterie de NiMH d'elle selon les exigences des ordonnances ou des règlements locaux.

Ne démontez pas, n'incinerez pas, ne court-circuitiez pas la batterie de NiMH ou ne la jetez pas dans un feu. Il peut éclater et causer des blessures graves.

La décharge excessive endommage une batterie de NiMH. Rechargez la batterie de NiMH quand votre unité indique la basse puissance de batterie.

Entsorgen Sie die Batterien auf eine sichere Weise. Die folgenden Regeln sind allgemeine Richtlinien für den sicheren Gebrauch und die sichere Entsorgung der NiMH-Batterien:

Ersetzen Sie eine defekte NiMH Batterie sofort, da sie das Gerät beschädigen könnte.

Die NiMH-Batterien enthalten Schwermetalle. Werfen Sie die Batterien daher nicht in den Hausmüll, der in normalen Deponien abgeladen wird, sondern entsorgen Sie sie gemäß den geltenden lokalen Vorschriften für Sondermüll.

Bauen Sie die Batterien nicht auseinander, zünden Sie sie nicht an, schließen Sie sie nicht kurz und werfen Sie diese nicht ins Feuer. Sie können explodieren und ernste Verletzungen verursachen.

Eine übermäßige Entladung beschädigt eine NiMH-Batterie. Laden Sie die NiMH-Batterie neu, wenn auf dem Geräte eine niedrige Batterieleistung angezeigt wird.



Servicing Information

When servicing the unit, the plug (*BL ident* connect cable) is the disconnect device. Simply unplug the unit before servicing.

Al mantener la unidad, el enchufe (cable de *BL ident* connect) es el dispositivo de la desconexión. Desenchufe simplemente la unidad antes de mantener.

En entretenant l'unité, la prise (câble de *BL ident* connect) est le dispositif de débranchement. Débranchez simplement l'unité avant l'entretien.

Vor der Wartung des Geräts ist der Stecker (*BL ident*-Anschlussleitung) zu ziehen..

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Chapter 1: Overview

About this Manual

Intended for authorized developers with prior knowledge of Windows CE .NET and hand held PC application development using eMbedded Visual C++ and Visual Studio .NET, this manual describes the advanced features, operations and interface capabilities of TURCK' BL ident-Handheld. It is not for use by end-users.

Because the *BL ident-Handheld* is a highly customizable product with many optional configurations and special keypad layouts, this manual only describes the standard features and operation of the *BL ident-Handheld*. For custom configurations and special options, consult the appropriate supplemental manual or addendum.

Unless otherwise stated, the operational characteristics described herein correspond to factory default configurations and settings as shipped from TURCK. Wherever used herein, the term "*BL ident-Handheld*" applies to all models (except as noted).

It is beyond the scope of this manual to provide operating system tutorials or information about commercial or customized *BL ident-Handheld* application programs and connected equipment. This information should be available in the manuals that accompany those products.

About RFID

RFID (Radio Frequency Identification) is a wireless communication technology that uses the RF portion of the electromagnetic spectrum to transmit and receive information from EPC (Electronic Product Code) tags. The tags can come in many shapes and sizes, such as disks, cards or paper labels (smart labels) and can store a simple identification number or a sophisticated database.

RFID technology is based on the simple idea that a reader can activate an electronic circuit inside a tag from a distance and exchange information. An integrated circuit inside the reader creates an alternating current. This current generates an alternating magnetic field through the reader's antenna that serves as a power source for a RFID tag. This magnetic field interacts with the antenna in the tag, which in turn, activates the tag's integrated circuit causing the tag to create a digital signal, which contains an encoded identifier number.

The tag then generates its own alternating magnetic field, which interacts with the reader's alternating magnetic field. A device inside the RFID reader senses the variations and converts this pattern to the digital signal, which interprets the tag's identifier code.

About the *BL ident*-Handheld

With its modern, ergonomic appearance and design, the *BL ident*-Handheld is the most recent addition to TURCK' series of rugged hand held computers for industrial and commercial use. Its quick mount connector system allows easy insertion and removal in cradle or vehicle mounts.

Designed for one-handed operation, the *BL ident*-Handheld features a powerful Microsoft Windows CE .NET 4.2 operating system, Intel XScale Technology Processor, color sunlight readable display with touch screen technology.

With its powerful 13.56 MHz RFID integrated reader and flip-out antenna, the *BL ident*-Handheld can read and write most industry standard RFID tags within a 3.5 inch (80 mm) range making it ideal for "contactless" payments, item tracking and data collection.

The following table shows the RFID tag types and functionality supported by the *BL ident*-Handheld. **Table 1-1: Tag Compatibility Chart**

<i>Specification</i>	<i>Manufacturer</i>	<i>Tag Type</i>	<i>Anti-Collision</i>	<i>Read</i>	<i>Write</i>
ISO-15693	Infineon	my-d SRF55V10P	Yes	Yes	Yes
	ST Microelectronics	LR512	Yes	Yes	Yes
	Texas Instruments	Tag-It HF-I	Yes	Yes	Yes
Proprietary	Inside Contactless	PicoTag 2K	No	ID Only*	No
	Philips	I-Code1 (SL1)	Yes	Yes	Yes
	TagSys	GemWave C210	Yes	ID Only *	No
	Texas Instruments	Tag-It HF	Yes	Yes	Yes

* Cannot read ID using AutoDetect

BL ident – Handheld Features

Rechargeable Battery Pack

The *BL ident*-Handheld comes with a rechargeable Nickel Metal Hydride (NiMH) battery pack that can provide up to twelve hours of operating time on a full charge (depending on power management and use). The NiMH technology used in the *BL ident*-Handheld has exceptional charge life without the "charge memory" characteristic of conventional nickel cadmium batteries. Partially discharged batteries or extended periods with the charger left connected will not adversely affect battery life or performance. The *BL ident*-Handheld can also run on six AA Alkaline batteries.

Operating System

The *BL ident*-Handheld uses Windows CE .NET Professional 4.2 as its operating system. You can develop applications quickly and easily using the latest development tools and network connectivity from Microsoft, such as eMbedded Visual C++ 4.0, Visual Studio .NET 2003 and ActiveSync 3.7.

Processor

The *BL ident*-Handheld utilizes an Intel PXA255 processor with XScale technology at 200MHz (400MHz optional). The Intel PXA255 processor is a highly integrated, 32-bit RISC processor that combines the efficiency of Intel design with the ARM v.5TE instruction set architecture.

Memory and Mass Storage

The *BL ident*-Handheld comes standard with 64MB of SDRAM and 64MB (approximately 16MB used for operating system) of internal compact flash memory, which is expandable to 128MB. For removable data storage or I/O cards, the *BL ident*-Handheld is equipped with a Compact Flash (CF) slot.

Displays

The *BL ident*-Handheld features a supertwist nematic liquid crystal 320 × 240 QVGA-TFT color sunlight readable display with options for a touch screen and LED backlight.

Keypads

Standard keypad configurations for the *BL ident*-Handheld include 15-key, 30-key, and 45-key elastomeric keypads and a 45-key membrane keypad. All standard keypad configurations have an option for LED backlighting.

Indicators

The *BL ident*-Handheld has five programmable LED indicators that can provide a number of useful functions including the state of keypad modifier keys. An additional LED indicates the charge and low battery statuses.

Interface Capabilities

The *BL ident*-Handheld comes standard with one available serial port configured for RS-232 that can also provide input power (11-18VDC) and recharging capability. Several interface connectors are available at time of factory configuration, including the *BL ident* connect system, DE-9 male or female connectors and a six-pin modular connector.

Interface connections can optionally provide output at 5 VDC to operate peripheral devices at time of factory configuration.

Durability

The case is made of General Electric Xenoy, one of the most durable chemical resistant materials available today.

Chapter 2: Getting Started

Front Components and Indicators

This section describes the components and indicators found on the front of the *BL ident*-Handheld.

Figure 2-1: Front Components and Indicators

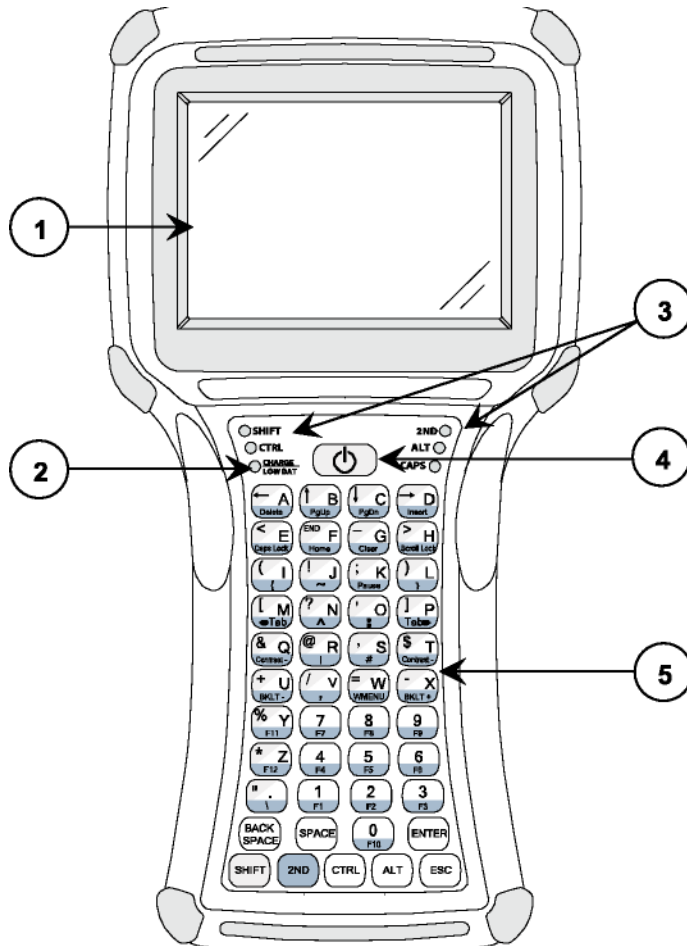


Table 2-1: Front Components and Indicators

<i>Item</i>	<i>Function</i>	<i>Description</i>
1	Display	Supertwist nematic liquid crystal display with touch screen
2	Battery Indicator	Indicates low battery (red) status and charging (green) status
3	LEDs	Indicates use of the SHIFT, CTRL, 2ND ALT and CAPS modifier keys
4	On/Off Switch	Controls the Power, Suspend and Resume operations
5	Keypad	Standard 45-key keypad (30 and 15-key keypads not shown)

Rear Components

This section describes the components found on the rear of the *BL ident*-Handheld.

Figure 2-2: Rear Components

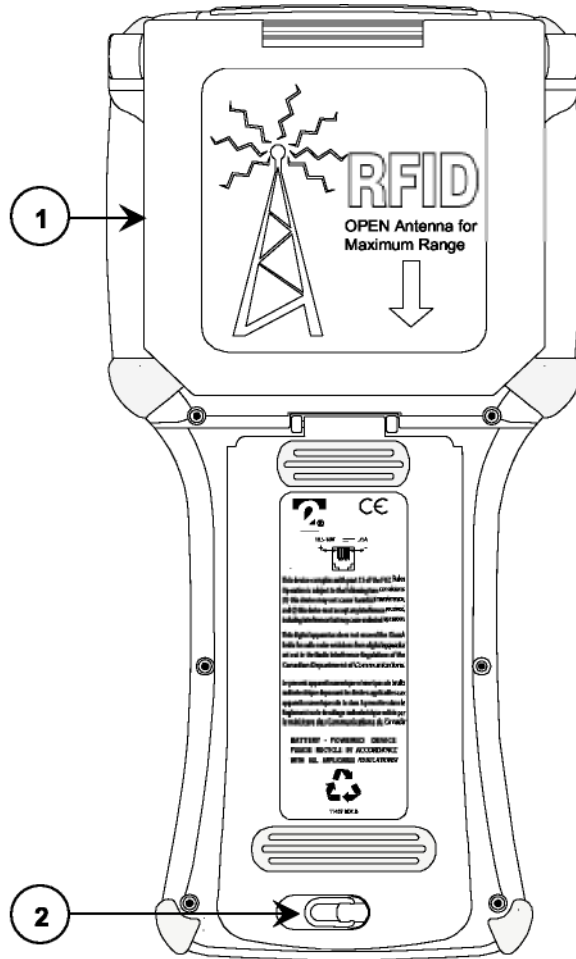


Table 2-2: Rear Components

Item	Function	Description
1	RFID Module	The RFID Module attached to the rear of the unit can read RFID tags in its storage position (shown above) or swing out up to 180 degrees for maximum range. See Figure 3-10 .
2	Battery Compartment	The battery compartment can store either the Nickel Metal Hydride rechargeable battery pack or six AA Alkaline batteries. You can access the battery compartment by lifting up and turning the retaining clip. For more information using batteries, see Battery-Powered Operation .

Compact Flash Slot Cover

The standard compact flash slot cover located on the top of the unit provides access to the compact flash slot that stores memory and device cards. In addition to the standard cover, a modified cover and a sealed cover are also available.

The modified cover (Figure 2-5) has a machined opening that allows you to easily insert and remove device cards that exceed 1.437 inches in height.

The sealed cover (Figure 2-6) has a set of tamper-proof 1-32 x 1/4" long Torx screws to restrict access to the compact flash slot. The sealed cover also provides additional protection against the elements.

To remove the Torx screws requires an IP6 Torx (T6) driver, which you can purchase from TURCK (Part Number 14170) or McMaster-Carr (Part Number 5259A11).

You can also purchase additional Torx screws from TURCK (Part Number 14168) or Camcar (Part Number 3BE-P8240-00).

For more information about inserting and removing memory and device cards, see [Inserting and Removing Cards](#).

Figure 2-3: Standard Compact Flash Slot Cover in Closed Position

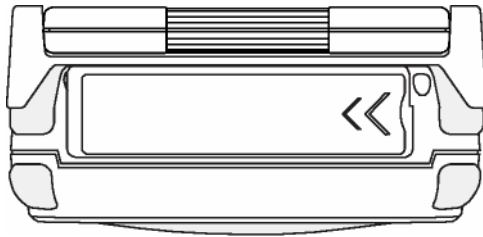
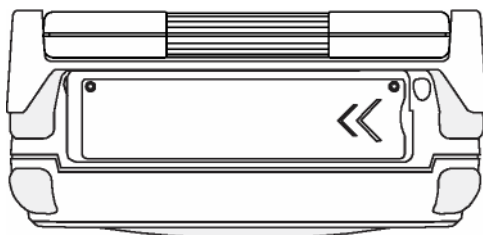


Figure 2-4: Standard Compact Flash Slot Cover in Open Position

Figure 2-5: Modified Compact Flash Slot Cover for Long Device Cards

Figure 2-6: Sealed Compact Flash Slot Cover



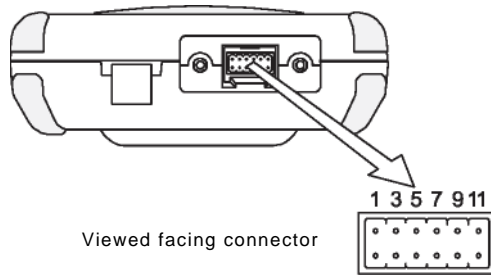
Interface Connections

This section describes the interface connectors found on the bottom of the *BL ident-Handheld*.

BL ident connect System

The *BL ident* connect system is a set of rugged interface and cable connectors especially designed for industrial environments. It features positive connector retention without any hardware restraints for quick connect/disconnect operations and a contact design that prevents failure due to pin fatigue and cable stress after repeated use.

Figure 2-7: *BL ident* Interface Connector

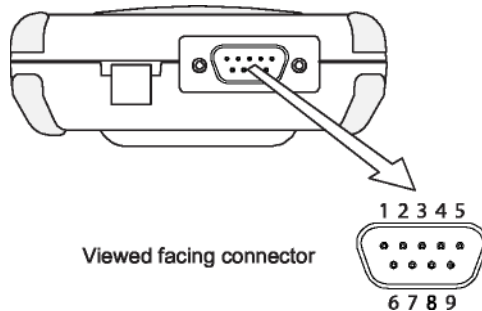


<i>RS-232</i> Interface Pin-Outs	
Pin 1 = X1	Pin 7 = DSR
Pin 2 = Ground	Pin 8 = RTS
Pin 3 = RI	Pin 9 = DCD
Pin 4 = CTS	Pin 10 = 11-18VDC Input
Pin 5 = DTR	Pin 11 = Shield
Pin 6 = TXD	Pin 12 = RXD

DE-9 Connectors

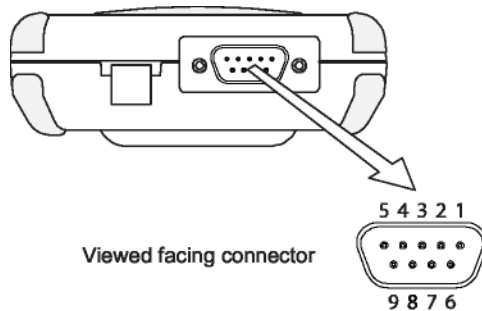
The DE-9 connectors emulate standard serial pin-out connections, and allow you to connect the *BL ident-Handheld* to most desktop PCs using a standard null modem cable.

Figure 2-8: DE-9 Male Interface Connector



<i>RS-232</i> Interface Pin-Outs	
Pin 1 = DCD	Pin 6 = DSR
Pin 2 = RXD	Pin 7 = RTS
Pin 3 = TXD	Pin 8 = CTS
Pin 4 = DTR	Pin 9 = 11-18VDC Input
Pin 5 = Ground	

Figure 2-9: DE-9 Female Interface Connector

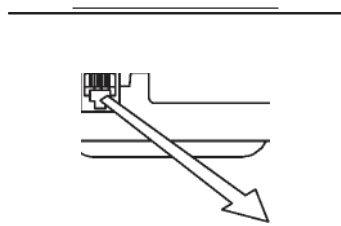


<i>RS-232</i> Interface Pin-Outs	
Pin 1 = DTR	Pin 6 = DTR
Pin 2 = TXD	Pin 7 = CTS
Pin 3 = RXD	Pin 8 = RTS
Pin 4 = DSR/DCD	Pin 9 = 11-18VDC Input
Pin 5 = Ground	

6-Pin Modular Connector

Despite its physical similarity to a telephone jack, the 6-pin modular connector is **not** compatible with telephone lines or signals. Connecting the *BL ident*-Handheld to a telephone line will damage it and void the warranty.

Figure 2-10: 6-Pin Modular Interface Connector



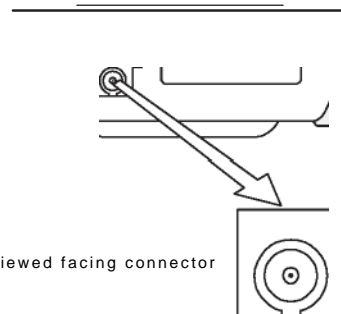
Viewed facing connector

<i>RS-232 Interface Pin-Outs</i>
Pin 1 = 11-18 VDC Input
Pin 2 = CTS
Pin 3 = RTS
Pin 4 = TXD
Pin 5 = RXD
Pin 6 = Ground

Power Jack

The optional power jack found on the bottom of the *BL ident*-Handheld enables you to connect an 11-18 VDC Input power supply battery charger, such as TURCK #14508. Use of other power supplies unless approved by TURCK may cause damage to the unit and void the warranty.

Figure 2-11: Power Jack



Viewed facing connector

Power Supplies, Cables and Adapters

TURCK can provide the following optional power supplies, cable and adapters based on communication and power requirements. For cable signal and pin assignments, see [Appendix B: Signal and Pin Assignments](#).

Table 2-3: Available Power Supplies, Cables and Adapters

<i>TURCK Part Number</i>	<i>Part Description</i>
14508	11-18VDC Power Supply (North America Only) ¹
91708	Black, 15-Foot BL ident connect Cable (DE-9 Male)
91709	Black, 15-Foot BL ident connect Cable (DE-9 Female)
1210-7-BK	Black, 7-Foot Coiled Modular-to-Modular Cable
1210-15-BK	Black, 15-Foot Coiled Modular-to-Modular Cable
14375	Black, 15-Foot Null Modem Cable (DE9 Female to DE9 Female)
CELAT-P	Modular Cable to DE-9 Cable Adapter

1. Use of other power supplies unless approved by TURCK may cause damage to the unit and void the warranty.

Chapter 3: Operation

Power

The *BL ident*-Handheld comes with a rechargeable Nickel Metal Hydride (NiMH) battery pack that can provide up to twelve hours of operating time on a full charge (depending on power management and use). This battery is fully charged and installed in the unit when shipped. However, because some battery dissipation occurs between the time when the unit ships and when you start using it, you should charge the unit for approximately four hours before using it without the battery charger/power supply connected.

Charging the Unit

The nickel metal hydride battery technology used in the *BL ident*-Handheld has exceptional charge life without the “charge memory” characteristic of conventional nickel cadmium batteries. Partially discharged batteries or extended periods with the charger left connected will not adversely affect battery life or performance.

Warning! Do not enable or utilize the RFID module while charging the unit. Operation of this nature is likely to cause harmful interference.

Note: Because the internal battery charger senses several conditions, including temperature, you should charge the unit away from any known or potential heat sources. Units exposed to temperatures in excess of 110 degrees Fahrenheit during the charge cycle may experience incomplete charging and reduced operating time per charge.

To charge the NiMH battery pack:

1. Depending on your configuration, plug the power jack of the battery charger/power supply into the corresponding cables connector and/or adaptors as shown below.

Figure 3-1: Using 91708, 91709, and 14375 Cables

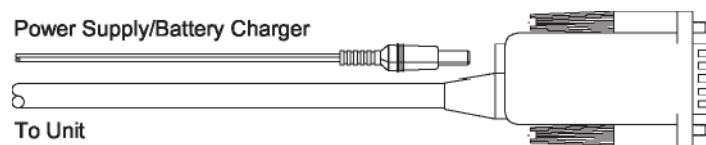
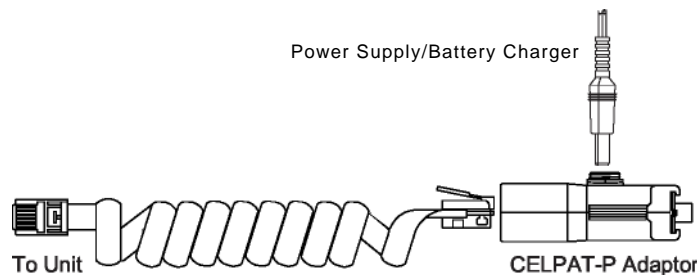
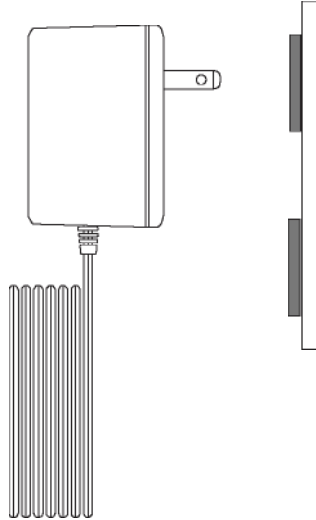


Figure 3-2: Using 1210 Series Cables



2. Plug the interface cable into the connector on the bottom of the *BL ident-Handheld*. If your unit has a power jack receptacle on the bottom of your *BL ident-Handheld*, just plug the power jack into that receptacle.
3. Plug the battery charger/power supply into a power outlet. The Charge LED should turn on, indicating that the batteries are charging (see [Table 3-1](#)).

Figure 3-3: Power Supply



4. Once the battery is fully charged (approximately four hours), you can disconnect the A power supply and run the *BL ident-Handheld* exclusively on battery power.

Charge/Low Battery Indicator

When using the NiMH battery pack, the CHARGE/LOW BAT LED will indicate the current battery status as shown in the table below.

Figure 3-4: Charge/Low Battery Indicator



Table 3-1: Charge\Low Battery Indicator Functions

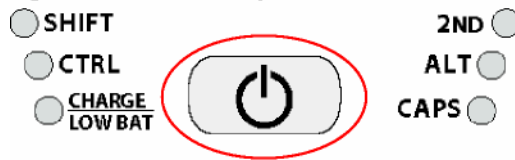
<i>Function</i>	<i>Description</i>
CHARGE	<p>With the power supply connected, the CHARGE/LOW BAT LED will indicate one of following conditions:</p> <ul style="list-style-type: none"> ~ High Power Charge – the LED will turn solid green ~ Fully/Near Full Charge – the LED will blink green about four times a second ~ Trickle Charge – the LED will blink green approximately once per second when either the battery voltage and/or temperature of the battery assembly are not within acceptable limits
LOW BAT	<p>With the power supply disconnected, the CHARGE/LOW BAT LED will indicate one of following conditions:</p> <ul style="list-style-type: none"> ~ Batteries are low – the CHARGE/LOW BAT LED will blink red once per second when there is approximately 60 minutes of power remaining ~ Batteries are very low – the CHARGE/LOW BAT LED will turn solid red when there is approximately 10 minutes of power is remaining

Power/Suspend Switch

The On/Off switch is located above the keypad. Its function depends on the state of the *BL ident-Handheld* at the time the switch is pressed and on the length of time that the switch is depressed. Operations that the Power switch can initiate are:

- Power On
- Power Off
- Suspend

Figure 3-5: Power/Suspend Switch



Power On

To power on the *BL ident-Handheld*:

5. Press and hold the ON/OFF switch for one second.
6. The unit should turn on and begin displaying the boot-up process. For example:

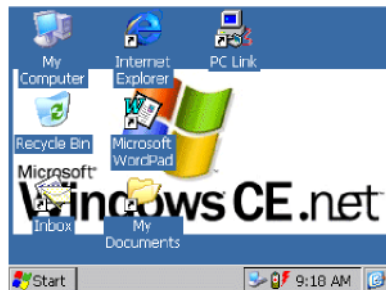
```
*****      JETT.ce
*****
Loader Ver x.x.x
Booting from System Socket
Loading CE image...
#####
```

Where x.x.x is the version number

7. After approximately 20-25 seconds, the Windows CE .NET desktop should appear.

However, because there is no outward indication (such as a flashing LED) that the *BL ident-Handheld* is powered off or in Suspend mode, the *BL ident-Handheld* may resume an active application if it is indeed in a suspended state.

If the unit does not power up or you cannot select any items from the desktop, refer to the “[Troubleshooting](#)” chapter for help.



Power Off

To turn off the *BL ident-Handheld*, press and hold the ON/Off switch for approximately eight seconds. This action will also terminate running applications and cease serial port operations).

Suspend Mode

Suspend mode allows you to suspend, but not terminate active applications. In this mode, the display will turn off and the *BL ident-Handheld* will cease serial port operations. For battery-powered units, use of Suspend mode also conserves battery power.

To place the unit in Suspend mode, press and release the ON/Off switch.

To take the *BL ident-Handheld* out of Suspend mode, either touch the screen or press and release any key. The display will turn on and the *BL ident-Handheld* will resume running any suspended application, but you must restart any serial port operations.

If you attempt to resume immediately after suspending the *BL ident-Handheld* or vice versa, the unit will automatically delay three seconds before resuming or suspending.

Power Management

Battery-powered units can utilize a rechargeable Nickel Metal Hydride (NiMH) battery pack that has an average operating time between ten and twelve hours on a full charge with power management and approximately eight hours without power management. As with all battery-powered devices, the operating time is completely dependent on the environment, device usage and the number and type of power-drawing peripherals attached. The battery discharge rate in a full "Power Off" state is only slightly higher to the self-discharge rate of the battery itself.

Note: Allowing the batteries to remain in a low or very low condition will cause the unit to enter Suspend mode. In either case, you should save your work and recharge the unit as soon as possible

To lengthen the time between charges, you can perform the following actions:

- **Use external power for PC Card operations whenever possible** – some PC Cards as well as extended communication via the serial port, may require large amounts of power to operate, and can quickly drain the batteries.
Limit the use of backlight – minimize backlight use when you are operating on battery power. You can adjust the backlight timeout level through the Display Settings in the Control Panel or on some units by using the keypad.
- **Shorten Auto-suspend time** – the *BL ident-Handheld* is automatically set to suspend operation to conserve battery power when you have not used the keyboard or the stylus after three minutes. You can increase the Auto-suspend time by changing the Power settings in the Control Panel.

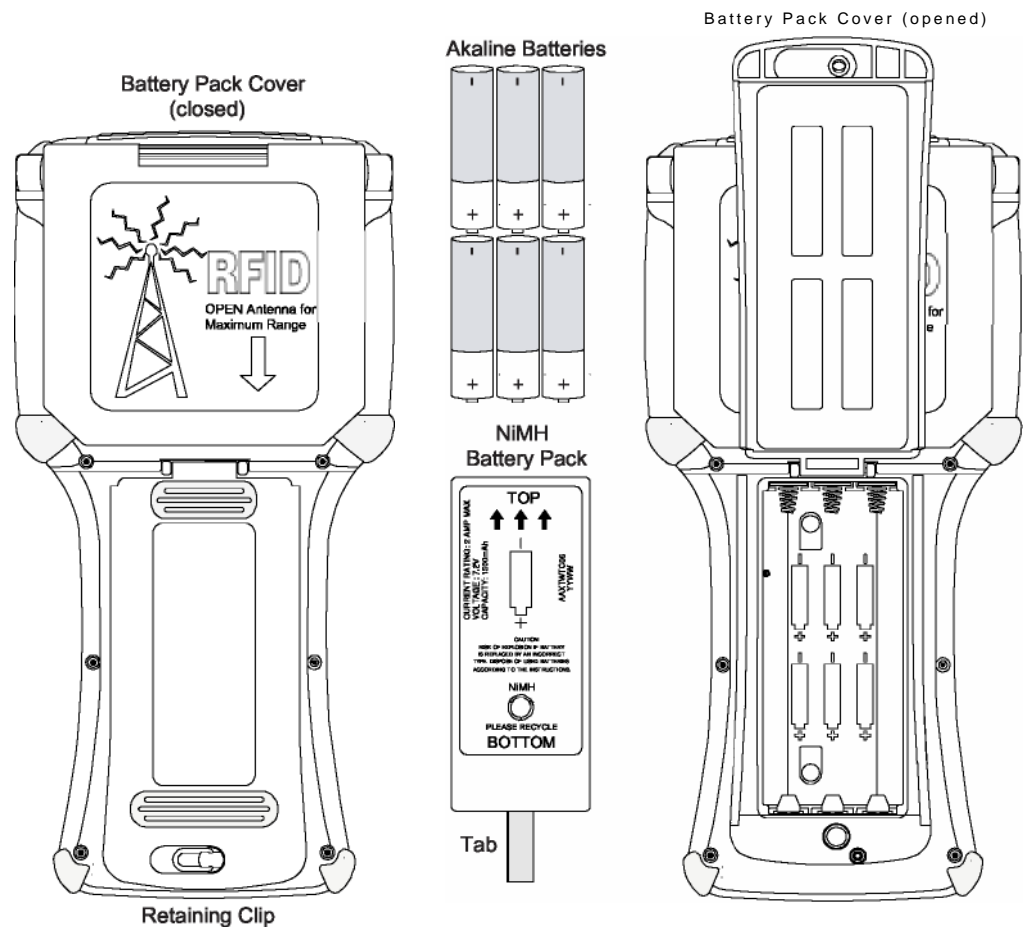
Replacing Batteries/Battery Pack

CAUTION! There is a risk of explosion if you replace the NiMH battery with an incorrect type. Only use the NiMH battery supplied with your unit or a replacement NiMH battery supplied, recommended, or approved by TURCK, Inc.

To replace the rechargeable battery pack or change AA batteries:

1. Turn the power off. With the unit face down, pull the battery cover retaining clip up from its recessed slot and turn the clip in a counter clockwise motion (see Figure 3-6).
2. Lift the cover up and remove the batteries/battery pack.
3. If the unit contains a NiMH battery pack, use the tab to lift up on the battery pack and then out.
4. Close the battery cover and turn the battery cover retaining clip clockwise to lock the cover.

Figure 3-6: Changing Batteries



Data Entry

Keypads

45-Key Keypads

In order to provide the functionality of a full-sized keyboard with only 45 keys, the *BL ident*-Handheld keypad must depart from PC-style key assignment conventions by making use of modifier keys. Units configured with the standard 45-key keypad typically utilize five LED indicators (located above the ON/OFF switch) to indicate the active state of keypad modifier keys. Units with 45-key keypads also have keypad functions to adjust the contrast and backlight.

30-Key Keypad

Units with a 30-key keypad provide a full complement of alphabetical characters. Users can access numeric characters, punctuation characters, navigation keys and backlight control via the SHIFT key.

15-Key Keypad

Typically, units shipped with a 15-key keypad have custom keyboard layouts geared toward specific applications that must be loaded onto the unit. To provide you a method of navigating and using Windows CE .NET until you configure and map your keypad in the context of your application using [JETtkbtool](#). TURCK provides a template that shows the default functions (see figure below).

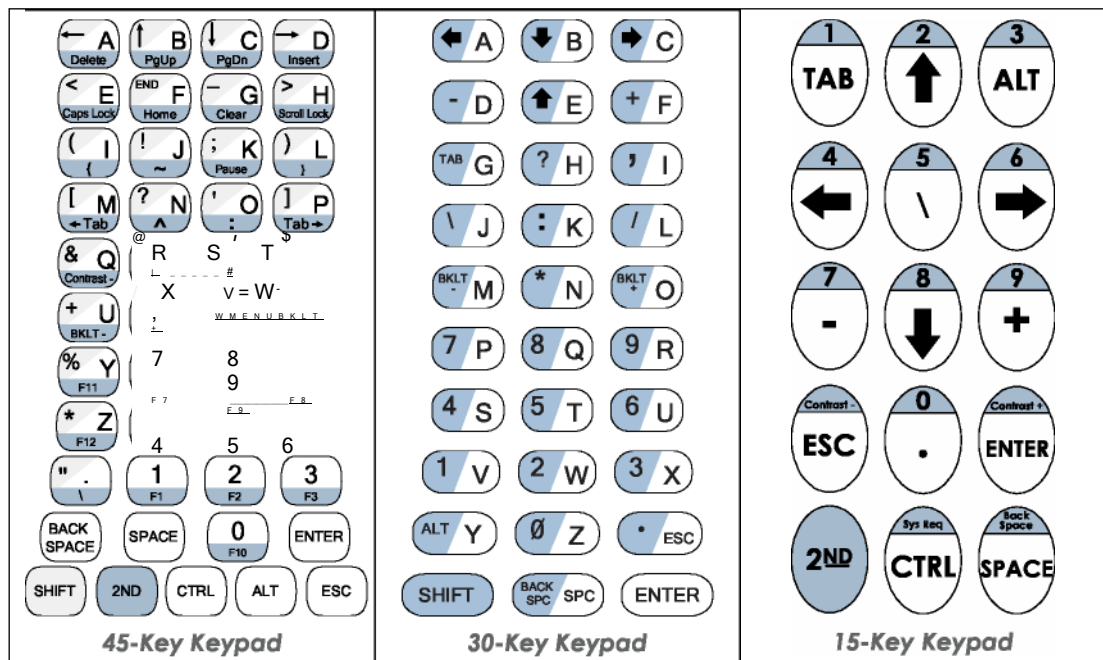


Figure 3-7: Standard Keypad Layouts

Modifier Keys

The following modifier keys (located on the bottom of a standard keypad) enable you to access the various functions that can appear on a key. [Figure 3-8](#) provides an example.

Figure 3-8: 45-Key Keypad Multifunctional Key



Modifier keys take effect when first pressed and typically remain in effect until you press another key, unless its another Modifier key (see Table 3-2). Optionally equipped units can use LEDs to indicate the selection of a Modifier key.

- **CTRL and ALT Keys** – operate in the same manner as on conventional PCs, except that by default they have a one-time locking action to facilitate one-handed operation.
- **SHIFT Key** – unlike conventional PC keyboards, the SHIFT key enables you to access symbols, punctuation marks and navigation arrows rather than shift alphabetic keys to uppercase.

On standard *BL ident*-Handheld keypads, the functions and characters accessed via the SHIFT key appear in the upper left of a key (shaded in gray in Figure 3-8).

By default, the SHIFT key has a one-time action. However, you can press the Shift key twice and lock the keypad into Shift mode, wear each subsequent key press will only access characters that appear in the upper left of a key. Pressing the Shift key a third time will release Shift mode.

- **2ND Key** – shifts the numeric keys to corresponding function keys (1 = F1, 2 =F2, etc.) that are found on conventional PC keyboards.

It also shifts other keys for punctuation, non-printing characters (such as Delete and TAB), and PC key definitions (such as PageUp, PageDown, Home, Insert and Caps Lock).

On the standard *BL ident*-Handheld 45-key keypad, the functions and characters accessed via the 2nd key appear at the bottom of a key, (shaded in blue in Figure 3-8).

Like the Shift key, the 2ND key has a default one-time action and a locking mode (i.e., pressing the 2ND key twice will lock the keypad into 2ND mode).

.Table 3-2: Modifier Key Actions

<i>Key Presses</i>	<i>Result</i>
A	Lowercase "a"
Shift & A	Move cursor left one position
2ND & A	Delete Character
2ND & Caps Lock	Uppercase "A"

Key Repeat

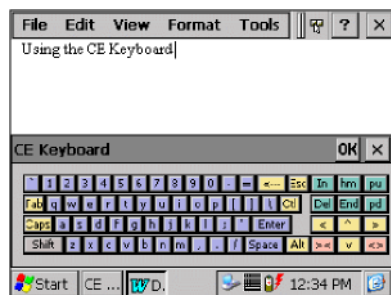
By default, the *BL ident*-Handheld does not automatically repeat a key stroke when you hold down a key. However, you can enable the key repeat function by configuring the Keyboard setting in the Control Panel.

CE Keyboard

In addition to entering data through the keypad, you can also enter data by using the CE Keyboard. This utility displays a keyboard on the screen to allow data entry via the Command Line or into applications where "text accessibility" control has focus (i.e., text or combo box). To use the CE Keyboard, select **Programs > CeKeys** from the **Start** menu.

To minimize the keyboard, click the keyboard icon that appears in the system tray

Figure 3-9: CE Keyboard

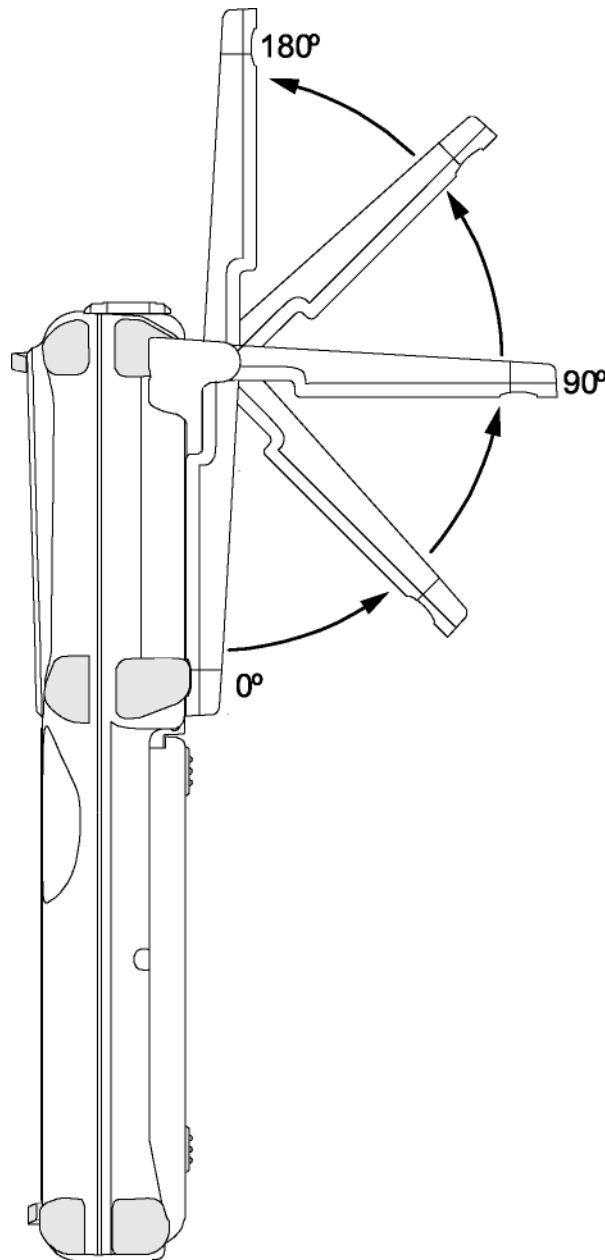


Using the RFID Module

The RFID module can read and write (up to 16k bits) most industry standard 13.56MHz RFID tags and smart labels including for 13.56MHz RFID tag types including ISO-15693, Tag-It by Texas Instruments, I Code by Philips, GemWave by TagSys, and PicoTag from Inside Contactless (see [Table 1-1](#) for specifics).

The RFID module is totally application dependent and derives power from the COM2 port. The RFID module has a flip-out antenna that provides a read range of approximately 3.5 inches (90mm) with a credit card size tag at 90 degrees (see illustration below). For RFID module application integration information, contact TURCK.

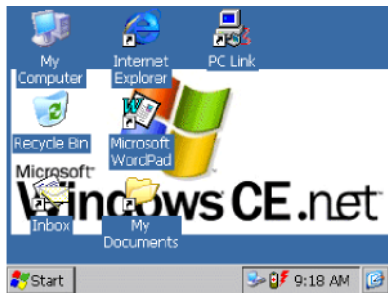
Figure 3-10: RFID Read Range



The Windows CE .NET Desktop

This section provides a brief overview of the functions that appear on the *BL ident-Handheld* desktop. For information on how to change desktop settings, refer to Windows CE .NET help (**Start > Help**).








Figure 3-11: Windows CE .NET Desktop



Desktop Functions

You can access the following applications, functions and data entry utilities from the *BL ident-Handheld* desktop:

Table 3-3: Desktop Functions

<i>Icon</i>	<i>Function</i>	<i>Description</i>
	Recycle Bin	Use the Recycle Bin to restore deleted files or empty the bin to create more disk space.
	My Computer	Use My Computer to navigate and view the folders and files stored on the <i>BL ident-Handheld</i> .
	Inbox	Use the Inbox to send and receive e-mail by connecting to a POP3 or IMAP4 server.
	My Documents	The default storage location for documents, graphics, and other files.
	Microsoft WordPad	Use WordPad to create or edit text files that contain formatting or graphics.
	Internet Explorer	Use Pocket Internet Explorer to view Web pages. You will need a modem or Ethernet card to connect to an Internet service provider (ISP) or network.
	PC Link	Use PC Link to make an ActiveSync, Bluetooth or other type of connection to another device

The Taskbar

The taskbar at the bottom of the *BL ident-Handheld* desktop displays the Start button, buttons of currently running applications, the Status Area and the Show Desktop icon.

Tap the Start button to display the Start menu (see below for details). For each open application, a button appears on the taskbar. Simply tap the button to activate the application.

The status area appears on the right and by default displays small icons for the input panel, current time, power status and network connections. Tap an icon to activate the related program.

Tapping the Show Desktop icon minimizes active applications and redisplay the desktop. Tapping the Keyboard icon displays the Input Panel menu for data entry.





Figure 3-12: Windows CE .NET Desktop Taskbar



Power Status Icons

The *BL ident*-Handheld will display power status icons (Table 3-4) in the taskbar status area (Figure 3-12) to indicate power use, charging status and low battery conditions.

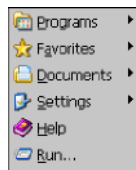
Table 3-4: Power Status Icons

<i>Icon</i>	<i>Description</i>
	External AC power supply connected
	Batteries are charging
	Batteries are low – approximately 60 minutes or less of use remaining (the CHARGE/LOW BAT LED will blink red once per second)
	Batteries are very low – approximately 10 minutes or less of use remaining (the CHARGE/LOW BAT LED will turn solid red)

The Start Menu

When you tap **Start**, the Start menu appears.

Figure 3-13: Start Menu



By tapping one of the menu's icons (and not the name), you can:

- Open programs that do not appear on the desktop
- View a list of web sites added to your Favorites List
- View recently accessed documents and images
- Access the Control Panel, establish connections, or configure the Taskbar and Start Menu
- View Help
- Start an application using the Run command
- Place the unit in Suspend mode

SystemCF Folder













The only folder that provides non-volatile (permanent) storage is the SystemCF folder. Information store in other folder will be lost when you remove power from the *BL ident*-Handheld. You can however, have the *BL ident*-Handheld automatically copy files from the SystemCF to other folders when booting up. See [Launching Files at Startup](#) for more information.















Chapter 4: Configuration

The Control Panel

The table below lists the available control panel functions on the *BL ident-Handheld*.

Table 4-1: Control Panel Functions

<i>Icon</i>	<i>Function</i>	<i>Description</i>
	Aux Switch	For units with a second COM that supplies 5VDC output, use this function to set the default power state (On or Off), and test the connected devices.
	Backlight	Use this function to adjust the backlight setting for the following conditions: Line Active, Line Active Inactive, Battery Active and Battery Inactive.
	Battery Select	Select one of the following options to calibrate the power status icons for proper use: NIMH, AC Line or Alkaline.
	Beep Select	Use this function to change the frequency, volume and duration properties of the beep.
	Bluetooth Device Properties	Use this function to scan for other Bluetooth devices and services in the area. For use by Bluetooth cards manufactured by companies other than Socket Communications, Inc. Socket cards use a different control. See Using Bluetooth for more information.
	Certificates	Use this function to import, view or remove certificates, which protect your personal information on the Internet, and protect your computer from unsafe software.
	CPU Speed	For units with 400 MHz processors, use this function to determine the CPU speed (200 or 400 MHz) and mode (Turbo and Non-Turbo) during runtime and cold boot-up. Turbo Mode allows you to clock the processor core at a higher frequency during peak processing requirements.
	Date/Time	Use this function to adjust the date, time and time zone.
	Dialing	Use this function to adjust the dialing location settings and dialing patterns when using a modem.
	Display	Use this function to adjust the backlight timeout, change the background image or change the desktop color scheme.
	Display Rotation	Use this function to rotate the screen 180 degrees (upside down).
	Hot Keys	Use this function to assign functionality to the unit's eight programmable keys (requires Keyboard Mapping).

<i>Icon</i>	<i>Function</i>	<i>Description</i>
	Input Panel	Use this function to adjust the settings for the input panel.
	Internet Options	Use this function to set up connections, security settings and internet related functions.
	Keyboard	Use this function to change the repeat delay and repeat rate.
	Network and Dial-up Connections	Use this function to change network adapter settings and/or set up identification for remote networks.
	Owner	Use this function to enter the owner name, address, phone numbers and network ID.
	Password	Use this function to enable password protection and set a password.
	PC Connection	Use this function to enable direct connection to a desktop computer
	Power	Use this function to: <ul style="list-style-type: none"> ~ Check battery power ~ Set device to turn off when idle ~ Set up power schemes ~ Check the power levels of your system devices
	Regional Settings	Use this function to change the appearance of region specific information, such as date, time and currency.
	Remove Programs	This function enables you to remove programs installed in RAM.
	Storage Manager	This function enables you to perform the following tasks: <ul style="list-style-type: none"> • View partition information • Format a partition • Create or delete a partition • Mount or dismount a partition • Scan and repair a partition. • Defragment a partition
	Stylus	Use this function to recalibrate the touch screen and adjust the stylus double-tap rate.
	System	Use this function to view system information, change the RAM (Program/Storage memory) division, change the device name and change the device description..
	VComAdj	Use this function to minimize screen flicker and adjust contrast.

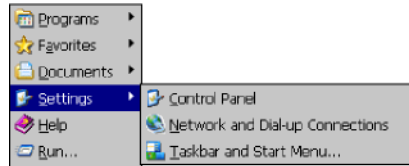
Changing System Settings

Any time you make changes through the Control Panel (such changing the time zone), you must also update the persistent registry to store the changes in internal compact flash memory to make the changes permanent.

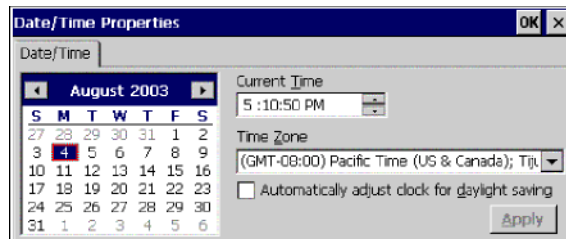
For example, to change the time zone and save the changes to the registry:

1. Select Start > Settings > Control Panel.

Note: Tap the icon, not the name.



2. On the Control Panel, double-tap **Date/Time**. The Date/ Time Properties dialog box appears. You can now set the date, time and time zone.

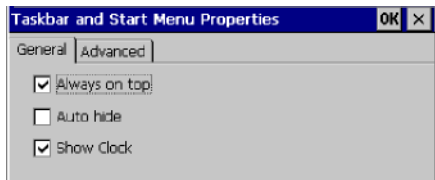


3. To adjust the **Current Time**, use the scroll bars to increase or decrease the value, or tap hours, minutes, seconds or AM/PM indicator to set the values individually.
4. To select the **Time Zone**, use the corresponding list.
5. To adjust the **Date**, either:
 - Tap the arrows on the calendar to select the previous/next month
 - Double-tap the month or year to select it from a list
 - Tap a day to select it
6. To adjust the clock automatically for daylight savings, check the corresponding box.
7. Tap **Apply** to have your setting take effect.
8. Tap **OK** to close the Date/Time Properties dialog box and return to the Control Panel.
9. Tap **OK** to exit the Control Panel.
10. From the **Start** menu, select **Programs** and tap **Save Registry**.

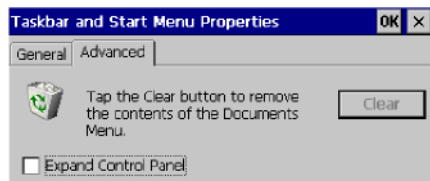
Taskbar and Start Menu Settings

To change the Taskbar and Start Menu settings:

1. Select **Start > Settings> Taskbar & Start Menu**. The Taskbar and Start Menu Properties dialog box opens:
2. Select the **General** tab:



3. Check **Always on Top** to ensure that the taskbar is always visible, even when a program appears in a full window (maximized).
4. Check **Auto hide** to display the taskbar just when you point to the taskbar area.
5. Check **Show Clock** to display the time of day in the taskbar.
6. Select the **Advanced** tab:



7. Tap the **Clear** button to remove the contents of the documents menu.
8. Check the **Expand Control Panel** box to display the contents of the Control Panel as items on the Settings | Control Panel menu.
9. Tap **OK** to save the settings and exit the menu.
10. From the **Start** menu, select **Programs** and tap **Save Registry**.

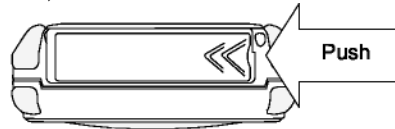
Using the Compact Flash Slot

BL ident-Handheld's equipped with a standard Compact Flash Slot access cover will allow you to access the slot to insert and remove Compact Flash and device cards.

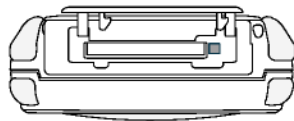
If you intend to use a device card, it may also be necessary to install a driver. If so, make sure the card is Windows CE .net compatible and you have the necessary drivers. If you are not sure, check with the card manufacturer before attempting to install the card.

To transfer files using the compact flash slot:

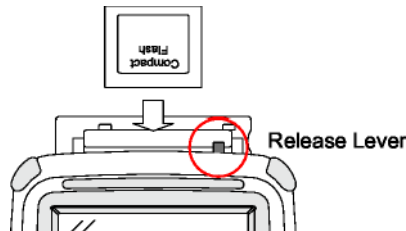
1. With the front of the display facing you, push the compact flash slot cover (located on top of the unit) to the left.



2. The slot cover will automatically pop open.

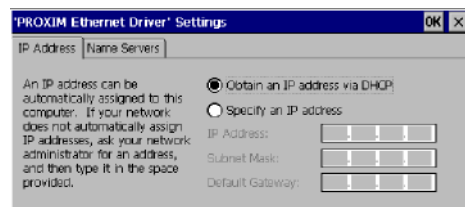


3. Insert the compact flash/ device card into the slot with the front of the display facing you and the top of the card pointed to the slot until it clicks and the release lever moves upward.

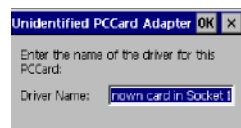


4. Close the cover.
5. When inserting memory cards, a "UserCF" folder will appear when you open **My Computer**. You can then copy and paste the contents of UserCF to the other folders on the *BL ident-Handheld*.

When inserting device cards, the *BL ident-Handheld* will attempt to recognize the device. If it finds a driver for the device, the *BL ident-Handheld* will display a dialog box for that device. For example:



If the *BL ident-Handheld* cannot find a driver for the device, it will display the following dialog box:



6. If the correct card type appears, you can enter the appropriate information in the dialog box as required and then tap **OK** to complete the installation.
7. To remove a card from a slot, simply push the card release lever down and remove the card.

Network Connections

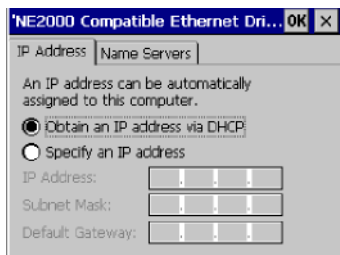
You can connect directly to a network using one of the following card types to access e-mail, access files available on the network server, and browse the Internet:

- Wired Ethernet CF Card
- WLAN 802.11b (Integrated or CF Card)
- Bluetooth Class 1 (Integrated or CF Card)
- Bluetooth Class 2 CF (Integrated or Card)

Creating a Wired Ethernet Network Connection

To create a Wired Ethernet connection:

1. Insert the Ethernet card into the BL ident-Handheld and connect the cable to the network.
2. Select **Start > Settings > Control Panel**. Double-tap **Network and Dial-Up Connections**.
3. Double-tap the connection icon for the adapter. For example, if you have a NE2001 Ethernet adapter, double-click the **NE2001** connection icon.
4. In the Ethernet Driver Settings dialog box, select **Obtain an IP address via DHCP** and tap **OK**.



5. If prompted, enter the **User Name**, **Password**, and **Domain** name you use to log on to your network.
6. From the **Start** menu, select **Programs** and tap **Save Registry**.

Creating Network Connection using a WLAN 802.11 b Card

To create a network connection using a WLAN 802.11b card:

1. Insert the WLAN 802.11b card into the BL ident-Handheld.
2. Select **Start > Settings > Control Panel**. Double-tap **Network and Dial-Up Connections**.
3. Double-tap the connection icon for the adapter. For example, if you have a NE2001 Ethernet adapter, double-click the **NE2001** connection icon.
4. In the Ethernet Driver Settings dialog box, select **Obtain an IP address via DHCP** and tap **OK**.
5. If prompted, enter the **User Name**, **Password**, and **Domain** name you use to log on to your network.
6. From the **Start** menu, select **Programs** and tap **Save Registry**.

Setting Up Identification for Remote Networks

To set up identification for remote networks:

1. Select Start > Settings > Control Panel.
2. Double-tap **Owner**.
3. In the **Network ID** tab, enter the user name, password, and domain name you use to log on to the remote network.
4. From the **Start** menu, select **Programs** and tap **Save Registry**.

Connecting to a Mail Server

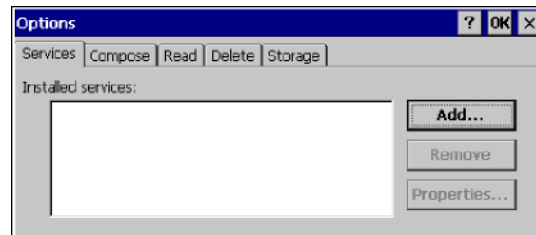
You can send and receive e-mail by connecting to a POP3 or IMAP4 server. Inbox contains an e-mail service for each method you use. For either service, you must establish a connection to your Internet service provider (ISP) or to the appropriate mail server in your local area network. In addition to creating this connection, you must also create the e-mail service.

Prior to setting up a service, you should obtain the following information from your ISP or network administrator: POP3 or IMAP4 server name, SMTP host name, user name, password and domain name (for network connections only).

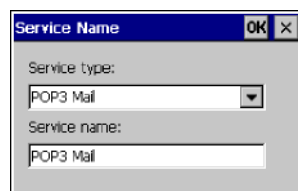
Notes: Windows CE .Net does not support other mail protocols such as AOL or services that use special authentication, such as MSN. However, you can gain access to the Internet through these services. If you use the same service to connect to different mailboxes, set up and name a different service for each connection. For additional information about the inbox, refer to Windows CE .NET online help.

To connect to your POP3 or IMAP4 mail server:

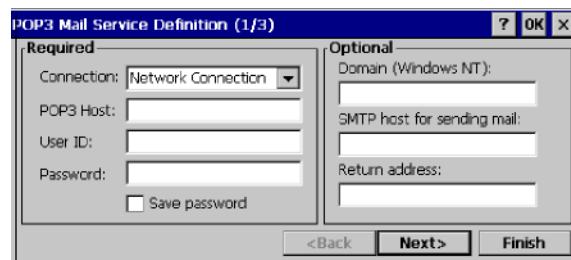
1. Select Start > Programs > Inbox > Services > Options. The Options dialog box opens.



2. Select the **Services** tab and tap **Add**. The Service Name dialog box opens.



3. From the **Service type** list, select **POP3 Mail** or **IMAP4 Mail**.
4. Enter a unique name for the service (you cannot change this name once entered).
5. Tap **OK**. The Mail Service Setup wizard appears.



6. In the Required panel:

Select the name of the connection you created to connect to the mail server. If you are receiving e-mail through a network (Ethernet) connection, select **Network Connection**.

If you want Inbox to use your current connection, select **(none)**.

If you have not created a connection, select **Create new connection**, double-tap the Make New Connection icon, and follow the instructions in the wizard. When finished, select Inbox in the Taskbar and continue setting up Inbox.

Enter the **POP3 Host** or Server (IMAP4) name of the mail server you use to receive and send messages.

Enter the **User ID** (user name or mailbox ID) assigned to you.

Enter the password you will use to access this mail account. If you do not want a prompt to enter the password each time you connect, select **Save password**.

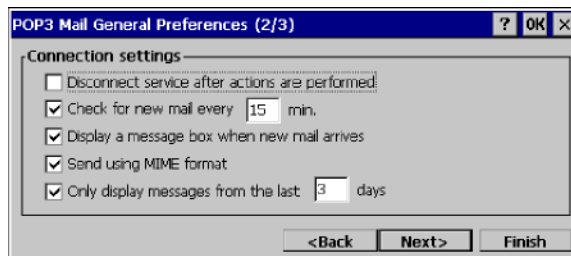
7. In the Optional panel:

If connecting to a network that uses Windows NT domain security, enter the Windows NT domain name.

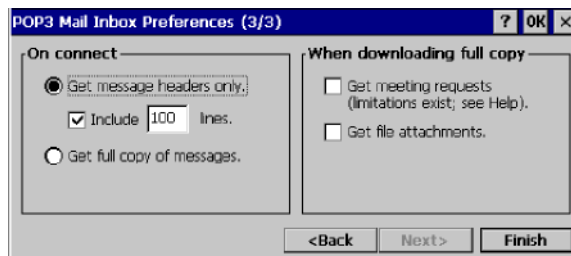
If your mail service uses a separate server for SMTP, enter the **SMTP Host** name. For POP3 Mail service with an ISP, the ISP must use an SMTP mail gateway.

Enter your return e-mail address.

8. Tap **Next**. The General Preferences dialog box opens.



9. Choose any of the settings, all of which are optional, then click **Next**. The Inbox Preferences dialog box opens.



10. Choose any of the settings as needed, then click **Finish**. The Mail Service Setup wizard closes and the Options dialog box reappears.

Note: Receiving entire messages consumes storage memory.

11. Close the Options dialog box to return to the Inbox.

12. From the **Start** menu, select **Programs** and tap **Save Registry**.

ActiveSync

ActiveSync is a desktop utility program (available as a free download from Microsoft) that allows you to synchronize certain types of information between a PC and the BL *ident*-Handheld. You can also use ActiveSync to transfer files and install programs on the BL *ident*-Handheld.

When connecting the BL *ident*-Handheld to the PC via ActiveSync, you can opt to create a partnership and subsequently have the PC automatically recognize the BL *ident*-Handheld and synchronize information. You can also create a temporary Guest partnership to copy files and install programs.

The following procedures describe how to make an ActiveSync connection using a serial interface cable. For information on how to make an ActiveSync connection using Bluetooth or Wi-Fi, refer to the appropriate manual.

Initial Communication

To setup initial communication between the PC and the BL *ident*-Handheld:

1. Connect an interface cable to an available COM port on the PC and the BL *ident*-Handheld's RS-232 port.
2. On the PC, start ActiveSync.



3. On the ActiveSync menu bar, select **Connection Settings** from the **File** menu. The Connection Settings dialog box opens.

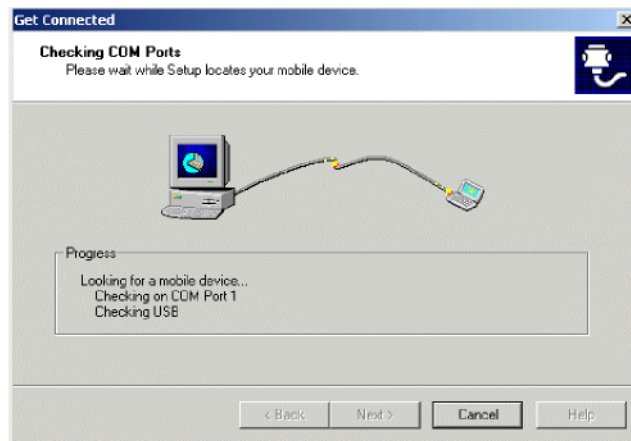


4. If not selected, check the **Allow serial cable or infrared connection to this COM port** box, and assign the number of the available COM port (typically COM1).
5. Click **OK** to exit.

6. On the ActiveSync menu bar, select **Get Connected** from the **File** menu. ActiveSync will then start the Get Connected wizard.



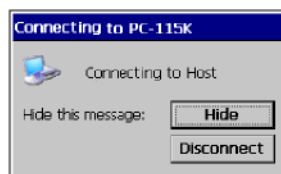
7. Click **Next**. ActiveSync will start attempting to establish a connection (this process will take several seconds).



8. On the *BL ident*-Handheld, tap PC Link



The following message box appears:



9. If ActiveSync successfully establishes communications, the ActiveSync dialog will briefly reappear on the PC and start the New Partnership dialog wizard.



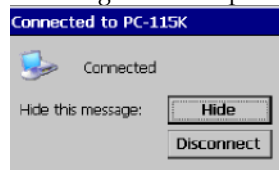
10. Select your Partnership option as needed and complete the wizard. The ActiveSync dialog box will reappear and display a status of "Connected." For example:



11. On the *BL ident*-Handheld, an icon indicating a ActiveSync connection will appear in the system tray.



12. To terminate the ActiveSync connection, double-tap the connection icon to display the Connect To dialog box and tap **Disconnect**.



Subsequent Communication

After you install ActiveSync and establish the initial communication between the PC and the *BL ident-Handheld*, use the following procedure to set up subsequent sessions:

1. If not already attached, connect an interface cable to an available COM port on the PC and the RS-232 port on the *BL ident-Handheld*.
2. On the *BL ident-Handheld* desktop, tap **PC Link** to attempt to reestablish communications
3. When communications is successfully reestablished, the New Partnership wizard appears.



4. Select **No** on the PC and then click **Next**. A status of “Connected” should appear in the ActiveSync window.



Persistent Registry

Saving Changes to the Registry

The *BL ident-Handheld* internal memory consists of DRAM and Flash. Typically, any changes made to the *BL ident-Handheld* including file creation are temporarily stored in the unit's DRAM. You must then copy the files from DRAM to internal flash memory or a removable compact flash card to store the information permanently.

Consequently, if you do not store the information to flash memory and the unit loses power, all information stored in DRAM will be lost. However, whenever you make changes that affect the registry, such as changing settings in the Control Panel or installing software, you can permanently store registry changes without writing to flash memory by using the Persistent Registry.

Note: The *BL ident-Handheld* will store registry information every time you perform a suspend operation.

To store registry information on the *BL ident-Handheld* permanently:

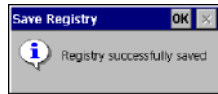
1. From the **Start** menu, select **Programs** and tap **SaveReg**.



2. The *BL ident-Handheld* will begin saving the registry.



After you successfully save the registry, a message box will appear:

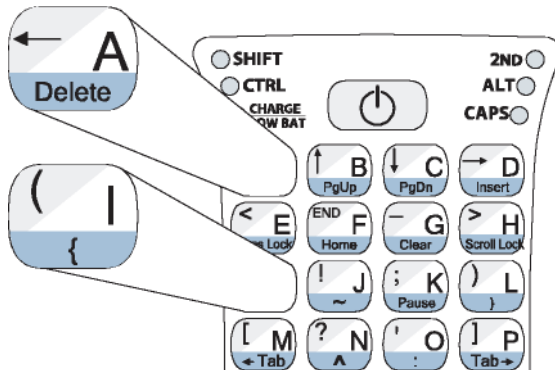


3. Tap **OK** to close the message box.

Resetting the Registry

To reset the Windows CE .NET registry back to the factory default settings:

1. Turn off the *BL ident-Handheld*.
2. While holding the key in Column 1, Row 1 (upper leftmost) and the key in Column 1, Row 3, turn on the *BL ident-Handheld*. For example:



3. If you are successful, the screen will display version information, followed by “Invalidating Persistent Registry,” before it completes the boot up process. For example:

```

*****      JETT.ce
*****
Loader Ver x.x.x
Invalidating Persistent
Registry
Booting from System Socket
Loading CE image...
#####

```

Where x.x.x is the version number

Chapter 5: Application Development

Application Types

Before writing applications for Windows CE .NET 4.2 and the *BL ident-Handheld*, you will need to determine if your applications will consist of managed code and/or native code.

- **Managed code** makes use of run-time environment application programming interfaces (APIs), provides integrated security and memory management and is portable across software platforms and processors. Code written in Microsoft Studio .NET 2003 is managed code.
- **Native code** uses a specific set of software platform APIs and microprocessor and as a result, the compiled code will only run on that specific software platform and processor. Typically, native code offers the highest performance with the smallest footprint, but it also requires developers to write their own security and memory management code. Code written in eMbedded Visual C++ is native code.

The type of application being created will dictate the choice between native and Microsoft .NET – connected code. When a consistent programming model and time-to-market are the primary considerations, use Visual Studio .NET and the .NET Compact Framework. When performance, the smallest working set, and low-level control are a top priority, use eMbedded Visual C++.

Development Tools

To write Windows CE .NET 4.2 applications for the *BL ident-Handheld*, you will need to obtain one the following Microsoft products:

- **Visual Studio .NET 2003** – this development tool installed with the .NET Compact Framework allows you to build embedded managed applications for the *BL ident-Handheld* using C# .NET and Visual Basic .NET.
- **eMbedded Visual C++ 4.0** – a standalone integrated development environment (IDE) designed for developing native C++ applications for *BL ident-Handheld*.

If you are using Visual Studio .NET 2003, you will also need to download and install **Windows CE Utilities for Visual Studio .NET 2003**, which enables you to connect to the *BL ident-Handheld*.

If you are using eMbedded Visual C++ 4.0, you will also need to install the **TURCK' JETT•ce SDK**. It includes APIs for application development, user interface design elements, and documentation.

Other development tools you need include:

- **ActiveSync** – this Microsoft utility allow you to transfer files between the *BL ident-Handheld* and your development system.
- **JETTkbtool.exe** – included with the JETT•ce SDK, this MS-DOS application enables you to remap the *BL ident-Handheld* keyboard.

Note: As of this writing, eMbedded Visual C++ 4.0, ActiveSync 3.7 and Windows CE Utilities for Visual Studio .NET 2003 are available as downloads on Microsoft's website. After installing any Microsoft product, you should check their website for newer versions or service packs.

Using Visual Studio .NET

Visual Studio .NET 2003 provides a robust development environment for creating applications that target the .NET Compact Framework. Included with Visual Studio .NET is a set of pre-built device profiles. A device profile contains information necessary to build applications that target specific devices, such as the BL ident-Handheld.

System Requirements

To use Visual Studio .NET 2003, your development system must meet the following minimum requirements:

<i>Processor</i>	450 MHz Pentium II,
<i>Operating Systems</i>	Windows Server 2003, Windows 2000 Server or Professional (SP3 or later) or Windows XP Professional or Home Edition ¹
<i>RAM Memory</i>	Windows Server 2003 & Windows XP Professional : 160 MB Windows 2000 Professional & Windows XP Home Edition: 96 MB of RAM Windows 2000 Server: 192 MB of RAM
<i>Disk Space</i>	System Drive: 900 MB, Installation Drive: 3.3 GB Optional MSDN Library documentation: 1.9 GB
<i>Drive</i>	CD-ROM or DVD-ROM drive
<i>Display</i>	Super VGA (1024 x 768) or higher-resolution display with 256 colors
<i>Mouse</i>	Mouse or compatible pointing device

1. Visual Studio .NET 2003 does not support creating [ASP.NET](#) Web applications or [ASP.NET](#) XML Web services when using Windows XP Home Edition.

The .NET Compact Framework

The .NET Compact Framework is a subset of the .NET Framework designed specifically for small, resource-constrained devices, such as the *BL ident-Handheld*. Applications that run on top of the .NET Compact Framework are able to use a range of run-time services — including a common language runtime, memory management, and a rich set of base classes that handle security, data access, and XML Web services.

Supported Languages

The .NET Compact Framework currently supports two development languages, C# .NET and Visual Basic .NET.

You should also be aware that there is another language limitation under the .NET Compact Framework. Under the .NET Framework, you can use mixed-language components within a single project. In comparison, .NET Compact Framework projects are restricted to a single language, either C# .NET or Visual Basic .NET. The workaround to this single-language project limitation imposed by .NET Compact Framework is to create additional projects using the Class template. Add your alternate language code to the template, and then simply add references to these classes in your application project.

.NET Compact Framework Limit ations:

You use the same Visual Studio .NET environment that you use when developing desktop applications, but in order to fit the .NET Framework into the operating constraints of Windows CE, the following limitations apply:

- **Method Overloads** – overloading a method provides alternative ways to call that method, but it also increases the size of the Framework. As a result, the .NET Compact Framework trimmed the overloads from almost all methods. Consequently, there is a good chance that a particular method overload you used with a desktop application will not be available when developing .NET Compact Framework-based applications.
- **Missing Controls** – a number of .NET Framework controls are not part of the .NET Compact Framework. The absence of most of these controls (such as printing) is insignificant to mobile developers. You can replace many of the missing dialogs with your own dialogs or by accessing system dialogs directly using the Windows CE API.
- **XML Functionality** – as much as the .NET Compact Framework offers in the way of XML, an equal amount of functionality was trimmed. A key missing XML-related component is the System.Xml.XPath namespace. In its absence, you can use a combination of recursive and iterative searches against the Document Object Model (DOM). Another missing key XML component is Extensible Style sheet Language Transformation (XSLT), which convert an XML document into different formats. In addition, the .NET Compact Framework does not currently provide support for developing device-based XML Web services.
- **Database Support** – the .NET Compact Framework offers a robust set of data-related tools. SQL Server CE provides local database support, while on the server side, the .NET Compact Framework provides support for SQL Server.
- **Binary Serialization** – due to size and performance considerations both the BinaryFormatter and SoapFormatter classes are not part from the .NET Compact Framework.
- **Access to the Windows Registry** – the .NET Framework uses the Microsoft.Win32.Registry namespace to work with the Windows registry from an application. Because it relates to Win32 and not Windows CE, this namespace was not included in the .NET Compact Framework. However, you can access the Windows CE registry by invoking the relevant Windows APIs.
- **Leveraging COM Components** – incorporating COM objects into a .NET Compact Framework-based application is a two-step process. First, you must write an unmanaged DLL wrapper using eMbedded Visual C++ that exposes the COM object. Then, you must use PInvoke to access your DLL wrapper.
- **Security** – the .NET Compact Framework does not secure access to unmanaged code. Any application can call any system or non-system API. There is currently no role-based security with the .NET Compact Framework. The principal object has no understanding of known identity or known role.
- **XML Web Services** – the most notable exclusion from the .NET Compact Framework XML Web service capabilities is the ability to use cookies. Cookies are widely used to maintain state on the server between calls from a client. While the use of cookies in Web services is not as prevalent as their use on Web sites, they are still in [use](#). The .NET Compact Framework offers limited cryptographic abilities with respect to Web services.
- **Printing** – the .NET Compact Framework provides no support for printing. There is no easy way to interact with network printers. The workaround for accessing network printers is to build a server-based application, which accepts and prints jobs submitted by your application.
- **GDI+** – Windows CE .NET does not natively support GDI+, and therefore is not part of the .NET Compact Framework.
- **Remoting** – the initial release of the .NET Compact Framework does not support remoting. If you need to communicate with .NET components situated on a remote machine, you should implement an XML Web service façade for the component and access it that way.

Getting Started with Visual Studio .NET

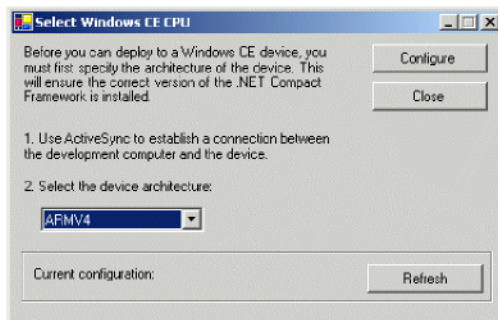
The section will help you become familiar *BL ident*-Handheld application development using Visual Studio .NET 2003. Procedures in this section include creating a “Hello World” application, deploying the application and creating a redistributable CAB file. For more information about using Visual Studio .NET, refer to its online help.

Preliminary Setup

Before using Visual Studio .NET 2003 to create a “Hello World” project for the *BL ident*-Handheld, you must assign a device CPU.

To assign a device CPU:

1. Using ActiveSync, establish communication with the *BL ident*-Handheld.
2. Start Visual Studio .NET 2003.
3. On the Tools menu, click **Select Windows CE Device CPU**. The Select Windows CE Device CPU dialog box opens.



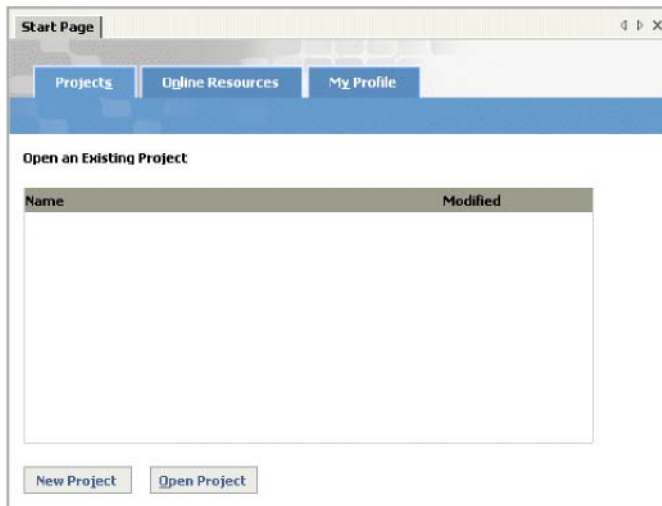
4. Select **ARMV4** as the device architecture from the drop-down box and click **Configure**.
5. Click **Close** and exit Visual Studio .NET.

Creating a “Hello World” Application

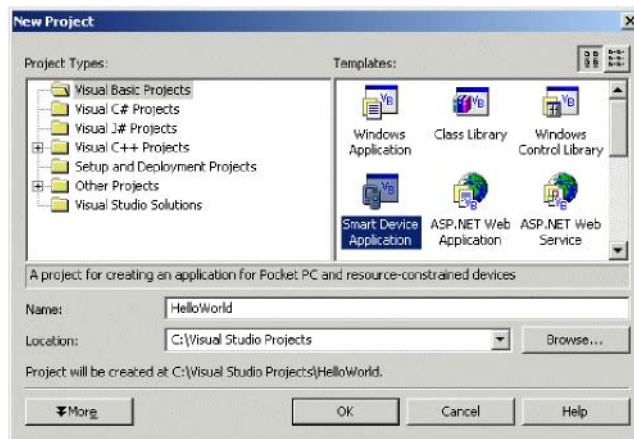
After restarting Visual Studio .NET, you will be able to create, debug and deploy managed code applications for the *BL ident*-Handheld.

To create a “Hello World” project in Visual Basic .NET:

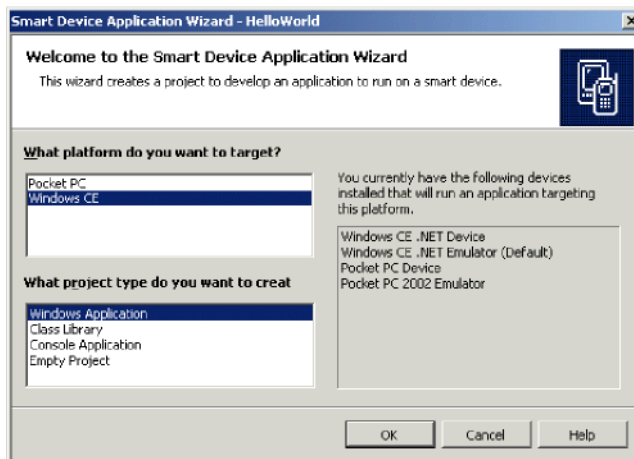
1. Restart Visual Studio .NET 2003.
2. From the File menu, select **New**, and then click **Project**.



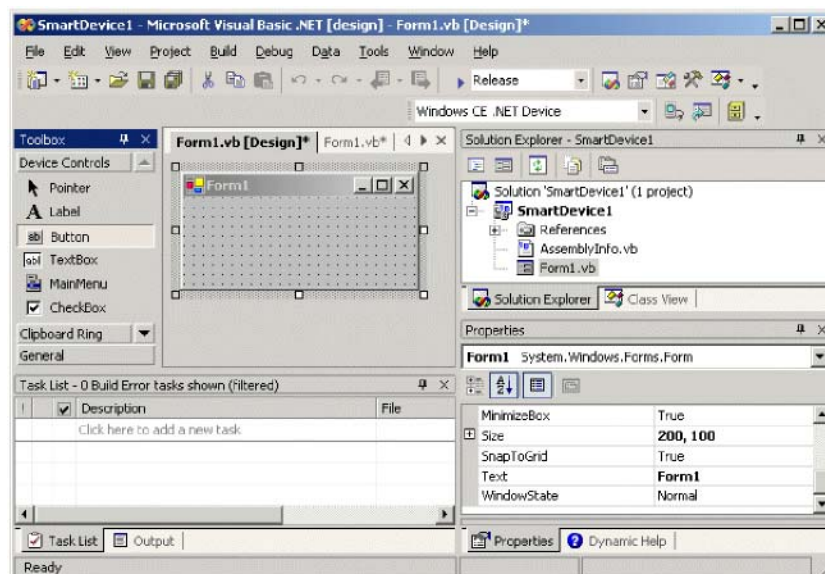
3. Click **New Project**. The New Project Dialog box opens.



4. Under Project Types, select **Visual Basic Projects**.
5. Under Templates, select **Smart Device Application**.
6. Type the **Name** (such as HelloWorld) and then select the **Location** of the project (such as C:\Visual Studio Projects).
7. Click **OK**. The Smart Device Application Wizard opens.

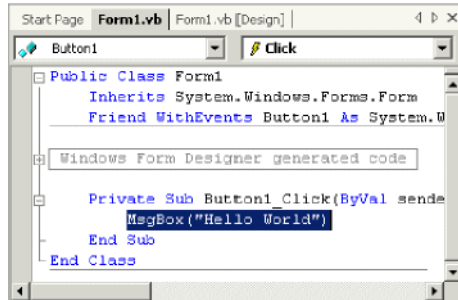


8. Select **Windows CE** as the target platform, **Windows Application** as the project type and then click **OK**. You are now ready to begin application development.



9. To ensure that the form fits on the *BL ident-Handheld*, change the Size in the Form1 properties to **200,100**. Also, change the Text to **"Hello World."**
10. Using the Toolbox (selected from the View menu), place a button on the form and then double-click the button to open the code window.
11. Enter the following line of code in the button's Click event handler:

MsgBox("Hello World")

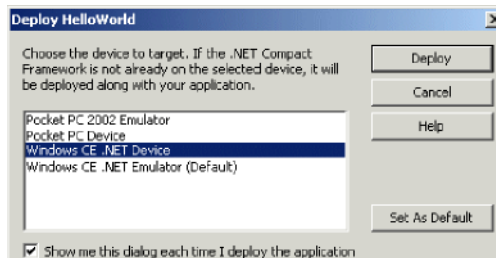


Building and Deploying the Application

Before building your application, you must select a configuration type (Debug or Release). A Debug configuration will compile with full symbolic debug information, but no optimization. A Release configuration will compile with full optimization, but contain no symbolic debug information.

To build and deploy the application to the *BL ident-Handheld*:

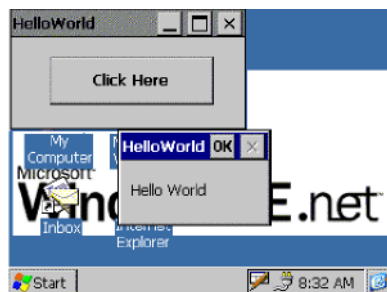
1. On the Standard toolbar, choose **Release** from the Solution Configurations list box.
2. From the Build menu, select **Build HelloWorld**. Visual Studio .NET will then build the **HelloWorld** application. Review the Output panel to make sure the build succeeded without any errors. You are now ready for deployment.
3. From the Build menu, select **Deploy HelloWorld**. The HelloWorld dialog box opens.



4. Choose **Windows CE .NET Device** as the target smart device and click **Deploy** to start the deployment process. Visual Studio .NET will then communicate with the *BL ident-Handheld*, create a Hello World folder under "\\Program Files" and install the HelloWorld application there.

Note: To store the files permanently, you can either copy the files to internal compact flash (the SystemCF folder) to a memory card.

5. To run the HelloWorld application on the *BL ident-Handheld*, select **Programs** from the **Start** menu and tap **HelloWorld**, then click the button on the form to display "Hello Word."

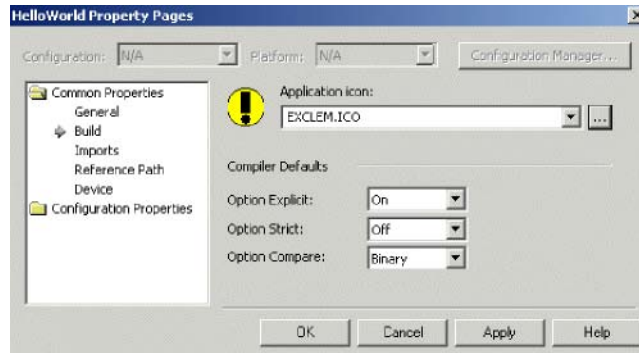


Creating a Redistributable CAB File

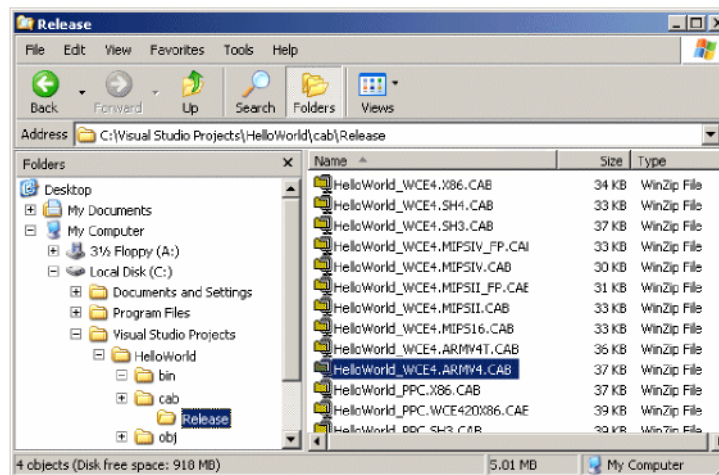
To create a redistributable CAB file for the *BL ident-Handheld*:

1. From the **Project** menu, select **Properties**. In the Common Properties node, select **Build**.
2. Use the Browse button to locate an icon (.ICO file). By default, icon files are installed in the "C:\Program Files\Microsoft Visual [Studio.NET](#) 2003\Common7\Graphics\icons" folder.

In this example, choose **exclm.ico** from the "Misc" subdirectory and click **OK**. Visual Studio .NET will then add the icon to the project files and set the icon file's Build Action to Content.

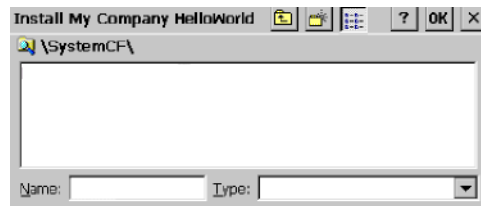


3. From the Build menu, choose **Build Cab File**. This action creates CAB files in your project's "\cab\Release" folder for all supported hardware platforms.



4. Using ActiveSync, copy the **HelloWorld_WCE4.ARMV4.CAB** to the **Temp** folder on the *BL ident-Handheld*. Refer to the "Using ActiveSync" section for details.
5. After you transfer the CAB file, simply tap it to perform the installation.

By default, the CAB file installation program will automatically attempt to install the HelloWorld application and related files in a folder under "\Program Files," but this action will only store the files temporarily in the unit's DRAM (i.e., if you turn the power off, the application files will be lost). To store the files permanently, you can either copy the files to internal compact flash (the SystemCF folder) to a memory card.



6. To run the HelloWorld application on the *BL ident-Handheld*, select **Programs** from the **Start** menu and tap **HelloWorld**.

Using eMbedded Visual C++ 4.0

eMbedded Visual C++ 4.0 is a standalone integrated development environment (IDE) designed for developing applications for *BL ident-Handheld*. It consists of an integrated set of windows, tools, menus, toolbars, directories, and other elements to help create, test, and debug a Windows CE application.

As of this writing, eMbedded Visual C++ 4.0, this program and its subsequent service patches are available for download on Microsoft's website.

Migrating Previous Versions of eMbedded Visual Tools

Windows CE .NET 4.2 does **not** support the use of eMbedded Visual Tools 3.0.

If you want to continue developing applications in Visual Basic, you will be able to use Visual Studio .NET, but you will not be able to directly migrate your existing applications to Visual Basic .NET.

However, Visual Basic .NET does include an Upgrade Wizard for migrating Visual Basic 6.0 application and some portion of your eMbedded Visual Basic applications will be able to take advantage of this feature. You can find additional information on the MSDN Web site.

Developers using eMbedded Visual C++ 3.0 can rebuild their application in eMbedded Visual C++ 4.0.

System Requirements:

To use eMbedded Visual C++ 4.0, your development system must meet the following minimum requirements:

<i>Processor</i>	450 MHz Pentium II
<i>Operating Systems</i>	Windows 2000 Server Windows 2000 Professional (SP2 or later) Windows XP Professional
<i>Memory</i>	Windows 2000 Professional & Windows XP Professional: 96 MB RAM Windows 2000 Server: 192 MB RAM
<i>Disk Space</i>	200 MB
<i>Drive</i>	CD-ROM
<i>Display</i>	VGA or higher-resolution monitor
<i>Mouse</i>	Mouse or compatible pointing device

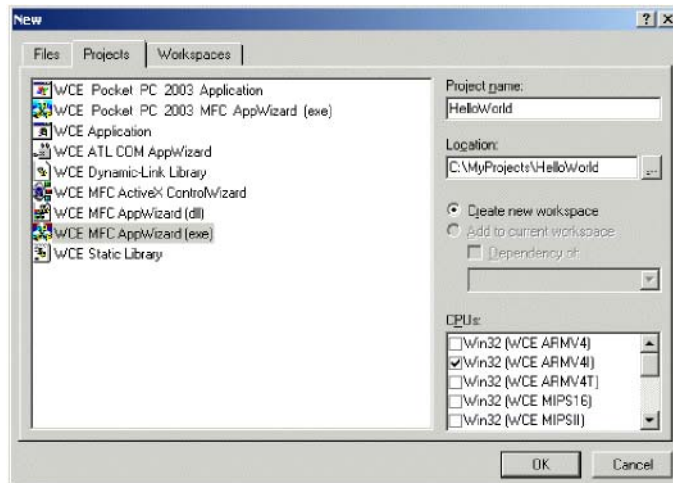
Getting Started with eMbedded Visual C++ 4.0

The section will help you become familiar with *BL ident*-Handheld application development using eMbedded Visual C++ 4.0. Procedures in this section include creating a “Hello World” application, deploying the application and creating a redistributable CAB file. For more information about using eMbedded Visual C++ 4.0, refer to its online help.

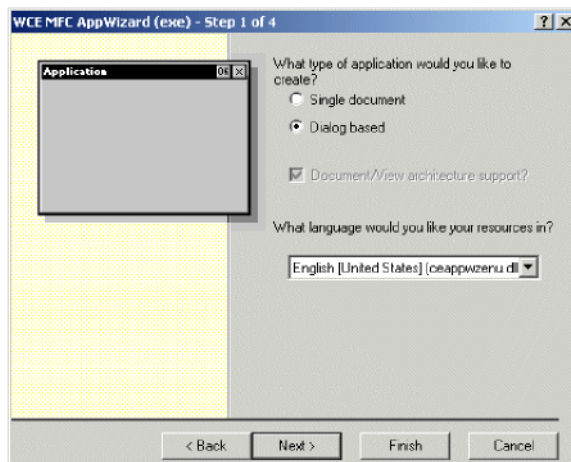
Creating a “Hello World” Application

To create a “Hello World” project:

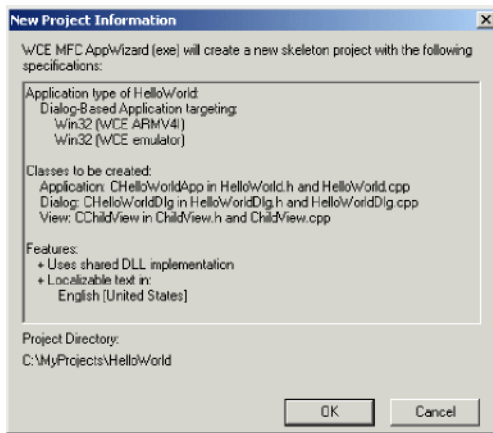
1. Using ActiveSync, establish communication with the *BL ident*-Handheld.
2. Start eMbedded Visual C++ 4.0.
3. From the File menu, select **New**. The New dialog box opens.



4. In the New dialog box :
 - ~ Type in the Project Name and select a location.
 - ~ Under Projects, select **WCE MFC AppWizard (exe)**.
 - ~ Under CPUs, check **Win32 (WCE ARMV4I)**.
5. Click OK. The **WCE MFC AppWizard (exe)** dialog box opens.



6. Click **Dialog based** and then click **Finish**. The New Project information dialog box opens.



7. Click **OK** to close. The Hello World workspace opens in the upper left pane.
8. On the WCE Configuration toolbar, select **JETT ce** for the Active WCE Configuration, **Win32 (WCE ARMV4) Debug** for the Active Configuration and **JETT ce Device** as the device type.



9. Add a button to the form:

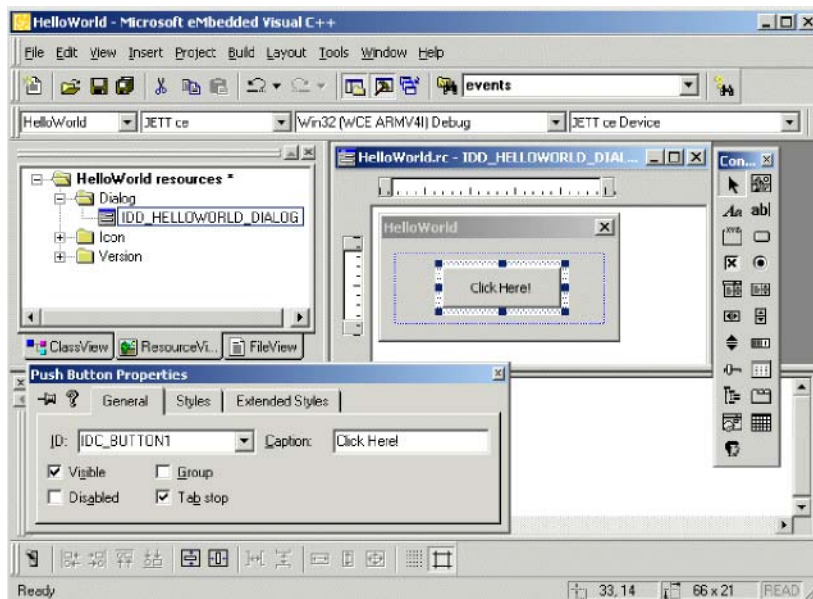
In the HelloWorld workspace, click the **Resources** tab, expand the Dialog folder and then double-click **IDD_HELLOWORLD_DIALOG**. The Hello World form opens in the adjoining pane.

From the Controls toolbar, drag a button onto the form.

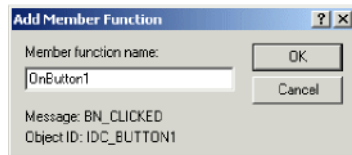
Note: If the Controls toolbar does not appear, you can activate it by right clicking the WCE Configuration toolbar

Right-click the button, select **Properties**. The Push Button Properties dialog box opens.

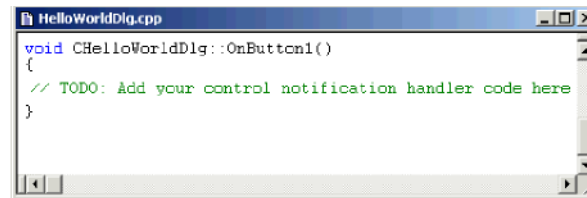
Change the caption to "**Click Here!**" and close the dialog box.



10. Double-click the button. The Add Member Function dialog box opens.



11. Click **OK** to add the member function. HelloWorldDlg.cpp opens in a new window.



12. Replace the text:

// TODO: Add your control notification handler code here

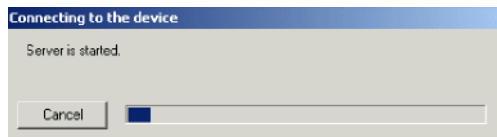
with the text:

MessageBox (TEXT (" Your Message Here "), TEXT("Hello World"), MB_OK);

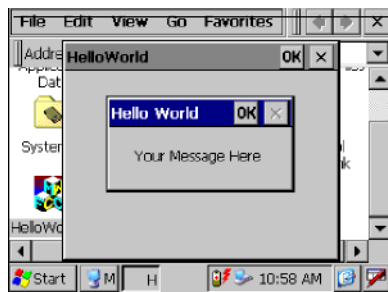
Building and Deploying the Application

To build and deploy the application to the *BL ident-Handheld*:

1. From the Build Menu, select **Build HelloWorld.exe**.
2. eMbedded Visual C++ 4.0 will then compile the program and attempt communication via ActiveSync with the BL ident-Handheld to download the application. After the transfer completes, you can then run the application on the *BL ident-Handheld*.



3. On the BL ident-Handheld, navigate to the My Computer folder and double-tap the Hello World icon to run the application.



4. Tap **Click Here** on the form to display "Hello Word." Tap **OK** to close

Storing the Application File:

When eMbedded Visual C++ 4.0 deploys the HelloWorld application to the *BL ident-Handheld*, it also copies the Mfcce400d.dll file to the \Windows folder. Both files are temporarily stored in the unit's DRAM.

As long as the *BL ident-Handheld* remains powered on, you will be able to execute the HelloWorld application. If you turn the power off, the application files will be lost.

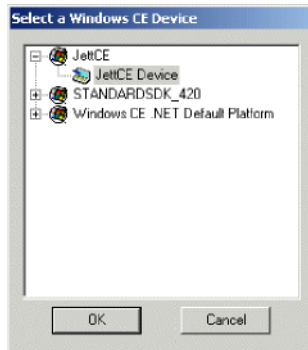
To store the files permanently, you can either copy the files to internal compact flash (i.e., the SystemCF folder) or to a memory card.

Using the Windows CE .NET Remote Registry Editor

By installing Microsoft eMbedded C++ 4.0, you can view or edit the Windows CE .NET Registry on the *BL ident-Handheld*. If you make any changes, you must invoke the Save Registry command to store the changes on the *BL ident-Handheld*.

To use the Windows CE .NET Remote Registry Editor:

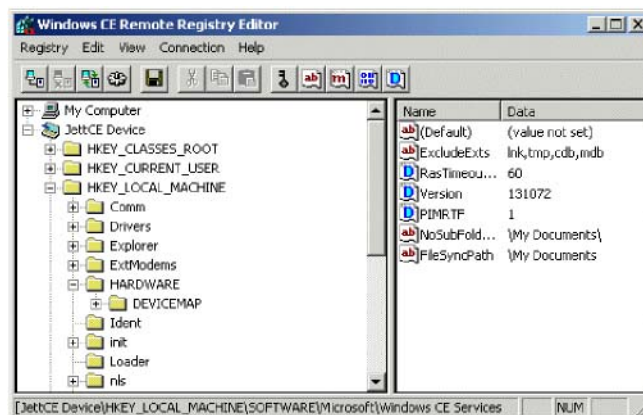
1. If needed, establish an ActiveSync connection.
2. From the Tools menu in eMbedded C++ 4.0, select **Remote Tools** and choose **Registry Editor**. The Select a Windows CE Device dialog box opens.



3. Under JettCE, select **JettCE Device** and click **OK**. eMbedded C++ 4.0 will then attempt to copy the necessary files to the *BL ident-Handheld* to view the registry.



4. After the file transfer successfully completes, the *BL ident-Handheld* registry should appear in Windows CE .NET Remote Registry Editor.



5. To change a registry value, double-click the value that you want to change. To add or delete a registry value, use the Edit menu.

Warning! Changing the registry values on the *BL ident-Handheld* can adversely effect its performance.

6. After making your changes, perform a Save Registry on the *BL ident-Handheld*.

Incorporating JETTce.dll Functionality

JETTce.dll provides developers a method to quickly incorporate some or all of the following functions into their eMbedded C++ 4.0, Visual Basic .NET 2003 and Visual C# .NET 2003 application:

- **Screen Brightness** – the following API calls enable you to increase or decrease the screen brightness in 20 percent increments:
 - IncBrightness
 - DecBrightness
- **Enable/Disable/Test Auxiliary Power** – on units with a COM port that supplies power, the following API calls enable you to turn on, turn off and test the power for connected devices (such as RFID modules and bar code readers):
 - TurnAuxSwitchOff
 - TurnAuxSwitchOn
 - AuxSwitchIsOn
- **Soft Keyboard** – the following API calls enable you to launch, display, hide, center and close the CeKeys program, a data entry program that replaces Microsoft's Soft Input Panel (SIP) in OS versions 4.20.44 and above:
 - IsCeKeysRunning
 - IsCeKeysDisplayed
 - RunCeKeys
 - DisplayCeKeys
 - HideCeKeys
 - CenterCeKeys
 - ShutDownCeKeys
- **Enable/Disable LEDs** – the following API calls enable you to turn on and turn off the BL ident-Handheld's LEDs:
 - LedUpdate
- **Return MAC Address** – the following API calls enable you to return the BL ident-Handheld's unique MAC Address:
 - GetMacAddress
- **Suspend Function Control** – the following API calls allow you to enable/disable the suspend function on the ON/OFF switch, and also return its status:
 - Suspend_Key_Lockout_Off
 - Suspend_Key_Lockout_On
 - Suspend_Key_Lockout
 - Suspend_Key_Lockout_State
- **Beep Driver Control** – the following API calls enable you to control the frequency, volume and duration (in milliseconds) of the beep driver:
 - PlayTone

IncBrightness

This function enables you to increase the screen brightness in 20 percent increments.

Syntax

```
void IncBrightness(  
void  
);
```

Parameters

None

Return Values

None

DecBrightness

This function enables you to decrease the screen brightness in 20 percent increments.

Syntax

```
void DecBrightness(  
void  
);
```

Parameters

None

Return Values

None

TurnAuxSwitchOn

On units with a COM port that supplies power, this function turns on the power for connected devices, such as RFID modules and bar code readers.

Syntax

```
void TurnAuxSwitchOn (  
void  
);
```

Parameters

None

Return Values

None

TurnAuxSwitchOff

On units with a COM port that supplies power, this function turns off the power for connected devices, such as RFID modules and bar code readers.

Syntax

```
void TurnAuxSwitchOff (  
void  
);
```

Parameters

None

Return Values

None

AuxSwitchIsOn

On units with a COM port that supplies power, this function returns the status off the power for connected devices, such as RFID modules and bar code readers.

Syntax

```
bool AuxSwitchIsOn(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates auxiliary power is on.
FALSE	Indicates auxiliary power is off.

IsCeKeysRunning

This function returns the status of the CeKeys data entry program.

Syntax

```
bool IsCeKeysRunning(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that CeKeys is active.
FALSE	Indicates that CeKeys is inactive.

IsCeKeysDisplayed

This function returns the display status of the CeKeys data entry program.

Syntax

```
bool IsCeKeysDisplayed(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that CeKeys is running on the desktop.
FALSE	Indicates that CeKeys is minimized in the system tray or inactive.

RunCeKeys

This function invokes the CeKeys data entry program.

Syntax

```
bool RunCeKeys(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that CeKeys successfully executed.
FALSE	Indicates that CeKeys failed to execute.

DisplayCeKeys

This function displays the CeKeys data entry program (if running) on the desktop.

Syntax

```
bool DisplayCeKeys(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Displays CeKeys (if running) on the desktop.
FALSE	Indicates that it could not display CeKeys.

HideCeKeys

This function minimizes the CeKeys data entry program (if running) in the system tray.

Syntax

```
bool HideCeKeys(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Minimizes CeKeys (if running) in the system tray.
FALSE	Indicates that it could not hide CeKeys.

CenterCeKeys

This function places the CeKeys data entry program (if running) in the center of the desktop.

Syntax

```
bool CenterCeKeys(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Places CeKeys (if running) in the center of the desktop.
FALSE	Indicates that it could not center CeKeys.

ShutDownCeKeys

This function terminates the CeKeys data entry program.

Syntax

```
bool ShutDownCeKeys (  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that it successfully closed CeKeys (if running).
FALSE	Indicates that it could not close CeKeys.

LedUpdate

This function enables you to turn on and turn off the LEDs on the *BL ident*-Handheld.

Syntax

```
bool LedUpdate(  
LEDVALUE led Val,  
bool bValue  
);
```

Parameters

Values	Description
<i>ledVal</i>	[In] Specifies of the following LEDs: ~ LED_2ND ~ LED_SHIFT ~ LED_CTRL ~ LED_ALT ~ LED_CAPS ~ LED_LOW_BAT
<i>bValue</i>	[In] TRUE turns on specified LED. FALSE turns off specified LED.

Return Values

Values	Description
TRUE	Indicates success.
FALSE	Indicates failure.

GetMacAddress

This function returns the MAC address of the *BL ident*-Handheld, where the high order of the MAC address (*pHighMac*) returns a two-character value (always 48) and the low order of the MAC address (*pLowMac*) a unique ten-character value. For example:

High Value: 48
Low Value: 3472888915

You can use the *pLowMac* value to uniquely identify each *BL ident*-Handheld. This number can be helpful in an environment (such as Bluetooth) where multiple units can report to a single host device.

Syntax

```
bool GetMacAddress(  
PDWORD pHighMac,  
PDWORD pLowMac);
```

Parameters

Values	Description
<i>pHighMac</i>	[Out] Specifies a two-character value (always 48).
<i>pLowMac</i>	[Out] Specifies a unique ten-character value.

Return Values

Values	Description
TRUE	Indicates success.
FALSE	Indicates failure.

Suspend_Key_Lockout_Off

This function enables the suspend/resume function.

Syntax

```
bool Suspend_Key_Lockout_Off(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that you can suspend the unit.
FALSE	Indicates that the function failed.

Suspend_Key_Lockout_On

This function disables the suspend/resume function.

Syntax

```
bool Suspend_Key_Lockout_On(  
void  
);
```

Parameters

None

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates that you cannot suspend the unit.
FALSE	Indicates that the function failed.

Suspend_Key_Lockout_State

This function returns the status of the current suspend/resume lockout state

Syntax

```
bool Suspend_Key_Lockout_State(  
PDWORD pdwLockoutState  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>pdwLockoutState</i>	[Out] Returns the status of the suspend lockout state, where 1 = TRUE and 0 = FALSE.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates failure.

Suspend_Key_Lockout

This function allows you enable, disable and return the status of the suspend/resume function on the On/Off switch

Syntax

```
bool Suspend_Key_Lockout(  
PBOOL pbLockoutState  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>pbLockoutState</i>	Specifies of the following: ~ [In] LOCKOUT_OFF ~ [In] LOCKOUT_ON ~ [Out] LOCKOUT_READ

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates failure.

PlayTone

This function enables you to access the beep driver for various purposes, such as notifying an operator that a malfunction occurred or that a process has finished. Parameters that you can define include frequency, volume and duration (in milliseconds).

Syntax

```
bool PlayTone(  
int iFrequency,  
int iVolume,  
int iDurationMS  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iFrequency</i>	Specifies the beep frequency. Range: 56 to 20000 KHz.
<i>iVolume</i>	Specifies the beep volume. Range: 1 to 100.
<i>iDurationMS</i>	Specifies the beep duration in milliseconds Range 1 to 10000 (10 seconds).

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates failure.

Incorporating JETTRFID.dll Functionality

JETTRFID.dll provides developers in eMbedded C++ 4.0, Visual Basic .NET 2003 and Visual C# .NET 2003 a method to quickly incorporate RFID functionality for BL ident-Handheld applications.

The following API calls contained within the JETTRFID.dll allows you to initialize and configure the RFID module. It also reads, writes and locks data for the RFID tags supported by the *BL ident-Handheld*:

- ChangeBaudRate
- ClearDataBlocks
- CloseRFID
- InitRFID
- LockDataBlocks
- ReadTagData
- ReadTagDataB
- ReadTagID
- SetReader
- SleepMode
- WakeMode
- WriteTagData
- WriteTagDataB

ChangeBaudRate

This function enables you to change the RFID module baud rate. When you call this function, the RFID module stores the baud rate in its system memory, and then closes and re-opens the COM2 port on the BL ident-Handheld with the new baud rate. Because future initializations must match the baud rate setting stored in the RFID module, you should store the changed value for reference. The RFID modules' default baud rate is 9600 bps. You can call this function anytime after calling the [InitRFID](#) function.

Syntax

```
bool ChangeBaudRate(  
int iBaudRate,  
int iErrorCode  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iBaudRate</i>	[In] Specifies of the following baud rates: 9600, 19200, 38400 or 57600 bps.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

ClearDataBlocks

This function clears the data blocks for a specific RFID tag, identified by its tag ID. When you call this function, the RFID module writes null characters to the specified data blocks of the tag ID supplied. Starting blocks, the number of data blocks, and the block size (4 or 8 bytes) will vary according to the tag type. You can only clear 64 bytes of data on any one call to this function.

Syntax

```
bool ClearDataBlocks (  
    BSTR bsTagID,  
    RFID_TAGTYPE rtTagType,  
    int iStartBlock, int  
    iNumBlocks, int  
    iErrorCode );
```

Parameters

<i>Values</i>	<i>Description</i>
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagID functions.
<i>rt Tag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>iNumBlocks</i>	[In] Number of data blocks to clear (up to 64 bytes).
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

CloseRFID

This function closes the RFID module. When you call this function, it turns off the COM2 port on the BL ident-Handheld and auxiliary power to the RFID module.

Syntax

```
bool CloseRFID(  
int iErrorCode, );
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

InitRF ID

This function enables the RFID module. When you call this function, it opens the COM2 port on the BL ident-Handheld at the specified baud rate and turns on the auxiliary power. This function will fail if you use a baud rate that does not match the baud rate stored in the RFID module. After initialization, you can begin to read and write tag information. See also [ChangeBaudRate](#).

Syntax

```
bool InitRFID( int  
iBaudRate, int  
iErrorCode );
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iBaudRate</i>	[In] Specifies of the following baud rates: 9600, 19200, 38400 or 57600 bps.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

LockDataBlocks

This function locks a data block for a specified RFID tag, permanently preserving that data contained in that block. Starting blocks, the number of data blocks, and the block size (4 or 8 bytes) will vary according to the tag type. You can only lock 64 bytes of data on any one call to this function.

Note: Once you lock a block, you can never write data or erase the contents of that block again.

Syntax

```
bool LockDataBlocks (  
  BSTR bsTagID,  
  RFID_TAGTYPE rtTagType,  
  int iStartBlock, int  
  iNumBlocks, int  
  iErrorCode );
```

Parameters

<i>Values</i>	<i>Description</i>
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagID functions.
<i>rt Tag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>iNumBlocks</i>	[In] Number of data blocks to lock (up to 64 bytes).
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

ReadTag Data

This function reads data from the data blocks of a specific RFID tag and copies the data into the *bsTagData* buffer. It will return all characters from the tag's data area until it encounters the first null character. You can only read 64 bytes of data on any one call to this function. You can only read 64 bytes of data on any one call to this function.

Note: If your application requires encrypting and decrypting data, you should do it before writing the data and after reading the data.

Syntax

```
bool ReadTagData (  
  BSTR bsTagID,  
  RFID_TAGTYPE rtTagType,  
  int iStartBlock, int  
  iNumBlocks, BSTR  
  bsTagData, int  
  iBytes  
  int iErrorCode  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagID functions.
<i>rt Tag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>iNumBlocks</i>	[In] Number of data blocks to read (up to 64 bytes).
<i>bsTagData</i>	[Out] Pointer to the buffer that contains the data read from the tag.
<i>iBytes</i>	[In] Number of data bytes in the <i>bsTagData</i> buffer.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

ReadTag DataB

This function reads data from the data blocks of a specific RFID tag and copies the data into the *bTagData* buffer. It will return all characters from the tag's data area including null characters. You can only read 64 bytes of data on any one call to this function.

Note: If your application requires encrypting and decrypting data, you should do it before writing the data and after reading the data.

Syntax

```
bool ReadTagDataB (  
  BSTR bsTagID,  
  RFID_TAGTYPE rtTagType,  
  int iStartBlock,  
  int iNumBlocks,  
  BYTE bTagData,  
  int iBytes  
  int iErrorCode  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagID functions.
<i>rtTag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>iNumBlocks</i>	[In] Number of data blocks to read (up to 64 bytes).
<i>bTagData</i>	[Out] Pointer to the buffer that contains the data read from the tag.
<i>iBytes</i>	[In] Number of data bytes in the <i>bTagData</i> buffer.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

ReadTagID

This function reads the unique tag ID from a RFID tag that enters the module's RF field.

Note: You must call the [SetReader](#) function prior to calling this function.

Syntax

```
bool ReadTagID (  
  BSTR bsTagID,  
  int iBytes  
  RFID_TAGTYPE rtTagType,  
  int iErrorCode  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>bsTagID</i>	[Out] Buffer that will receive the data read from the tag.
<i>iBytes</i>	[In] Number of data bytes in the <i>bsTagID</i> buffer.
<i>rt Tag Type</i>	[Out] Returns the tag type when using AUTO_DETECT in the SetReader function. Otherwise, the parameter returns zero.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

SetReader

This function sets up the RFID module to read tag IDs (use the [ReadTagID](#) function to actually read the tags).

Note: When using loop mode, you can continuously call the [ReadTagID](#) function to find tag IDs. In addition, you will only need to call this function once until you send another command to the RFID module.

Syntax

```
bool SetReader (  
RFID_FLAG rfFlag,  
RFID_TAGTYPE rtTagType,  
int iErrorCode  
);
```

Parameters

Values	Description
<i>rfFlag</i>	[In] Flag sent to the reader to indicate one of the following read modes: <ul style="list-style-type: none">~ FLAG_00_SELECT_TAG – the RFID module will just read the first tag encountered within its range.~ FLAG_01_SELECT_TAG_LOOP – the RFID module will continuously read tags within its range (even the same tag several times) until you send it another command.~ FLAG_02_ANTI_COLLISION – the RFID module will read all tags encountered within its range once, storing each tag ID~ FLAG_03_ANTI_COLLISION_LOOP – the RFID module will read all tags encountered within its range once, storing each tag ID but continue to scan for additional tags until you send it another command.
<i>rt Tag Type</i>	[In] Specifies of the following tag types: <ul style="list-style-type: none">~ TAGTYPE_00_AUTO_DETECT~ TAGTYPE_01_ISO15693~ TAGTYPE_02_ICODE~ TAGTYPE_03_TAG_IT~ TAGTYPE_04_ISO14443A~ TAGTYPE_05_ISO14443B~ TAGTYPE_06_PICO_TAG
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

Values	Description
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

SleepMode

This function puts the RFID module into sleep mode to conserve power. You can call this function anytime after calling the [InitRFID](#) function. Any command sent to the RFID module will automatically wake the module. You can also use the [WakeMode](#) function.

Syntax

```
bool SleepMode( int  
iErrorCode,  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

WakeMode

This function wakes the RFID module from sleep mode. You can call this function anytime after calling the [InitRFID](#) function. See also [SleepMode](#).

Syntax

```
bool WakeMode( int  
iErrorCode,  
);
```

Parameters

<i>Values</i>	<i>Description</i>
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

<i>Values</i>	<i>Description</i>
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

WriteTag Data

This function writes the entered data to the tag's data blocks until it encounters the first null character. It automatically calculates the number of data blocks required and fills partially written blocks with null characters. You can only write 64 bytes of data on any one call to this function.

You should use this function when writing null terminated character strings within the 96-character ASCII set (decimal values 20 through 127).

Notes: You can only write 64 bytes of data on any one call to this function.

If your application requires encrypting and decrypting data, you should do it before writing the data and after reading the data.

Syntax

```
bool WriteTagData (  
BSTR bsTagID,  
RFID_TAGTYPE rtTagType,  
int iStartBlock,  
BSTR bsTagData,  
int iErrorCode );
```

Parameters

Values	Description
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagID functions.
<i>rt Tag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>bsTagData</i>	[In] Pointer to the buffer that contains the data written to the tag.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

Values	Description
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

WriteTagDataB

This function writes all the entered data to the tag's data blocks including null characters. It automatically calculates the number of data blocks required and fills partially written blocks with null characters. You can only write 64 bytes of data on any one call to this function.

You should use this function when writing any character within the ASCII character set (decimal values 0 through 255).

Notes: If your application requires encrypting and decrypting data, you should do it before writing the data and after reading the data.

Syntax

```
bool WriteTagDataB (  
  BSTR bsTagID,  
  RFID_TAGTYPE rtTagType,  
  int iStartBlock,  
  BYTE bTagData,  
  int iNumBytesToWrite  
  int iErrorCode  
);
```

Parameters

Values	Description
<i>bsTagID</i>	[In] Unique tag ID. You can retrieve the Tag ID by calling the SetReader and the ReadTagDataB functions.
<i>rtTag Type</i>	[In] Specifies of the following tag types: ~ TAGTYPE_00_AUTO_DETECT (Not available for use) ~ TAGTYPE_01_ISO15693 ~ TAGTYPE_02_ICODE ~ TAGTYPE_03_TAG_IT ~ TAGTYPE_04_ISO14443A (Not available at this time) ~ TAGTYPE_05_ISO14443B (Not available at this time) ~ TAGTYPE_06_PICO_TAG
<i>iStartBlock</i>	[In] Starting block number (dependant on tag type).
<i>bTagData</i>	[In] Pointer to the buffer that contains the data you will write to the tag.
<i>iNumBytesToWrite</i>	[In] Contains the number of bytes you will write to the <i>bTagData</i> buffer.
<i>iErrorCode</i>	[Out] Pointer to the error code if this function fails.

Return Values

Values	Description
TRUE	Indicates success.
FALSE	Indicates otherwise (error code returned though pointer).

JETTRFID.dll Error Codes

By default, all JETTRFID.dll functions return a Boolean pass/fail (TRUE/FALSE) result. In addition, the JETTRFID.dll will return the following error codes to aid in application programming development.

Initialization

The RFID module will return the following error codes, if an error occurs during initialization:

<i>Value</i>	<i>Description</i>
100	Not initialized.
101	Invalid baud rate.
102	Could not open COM port.
103	Could not turn on auxiliary power.
104	Could not write to COM port.
105	Could not change baud rate.
106	Could not initialize (baud rate does not match stored baud rate).

Parameters

The RFID module will return the following error codes, if an error occurs while passing function parameters:

<i>Value</i>	<i>Description</i>
200	Invalid flag setting.
201	Invalid tag type.
202	Tag ID is empty.
203	Invalid tag type for read/write command.
204	Invalid starting block (starting block range is 0-127).
205	Invalid number of data blocks (data block range is 0-16).
206	Tag data is empty.
207	Data byte size cannot be less than one.

Read/Write

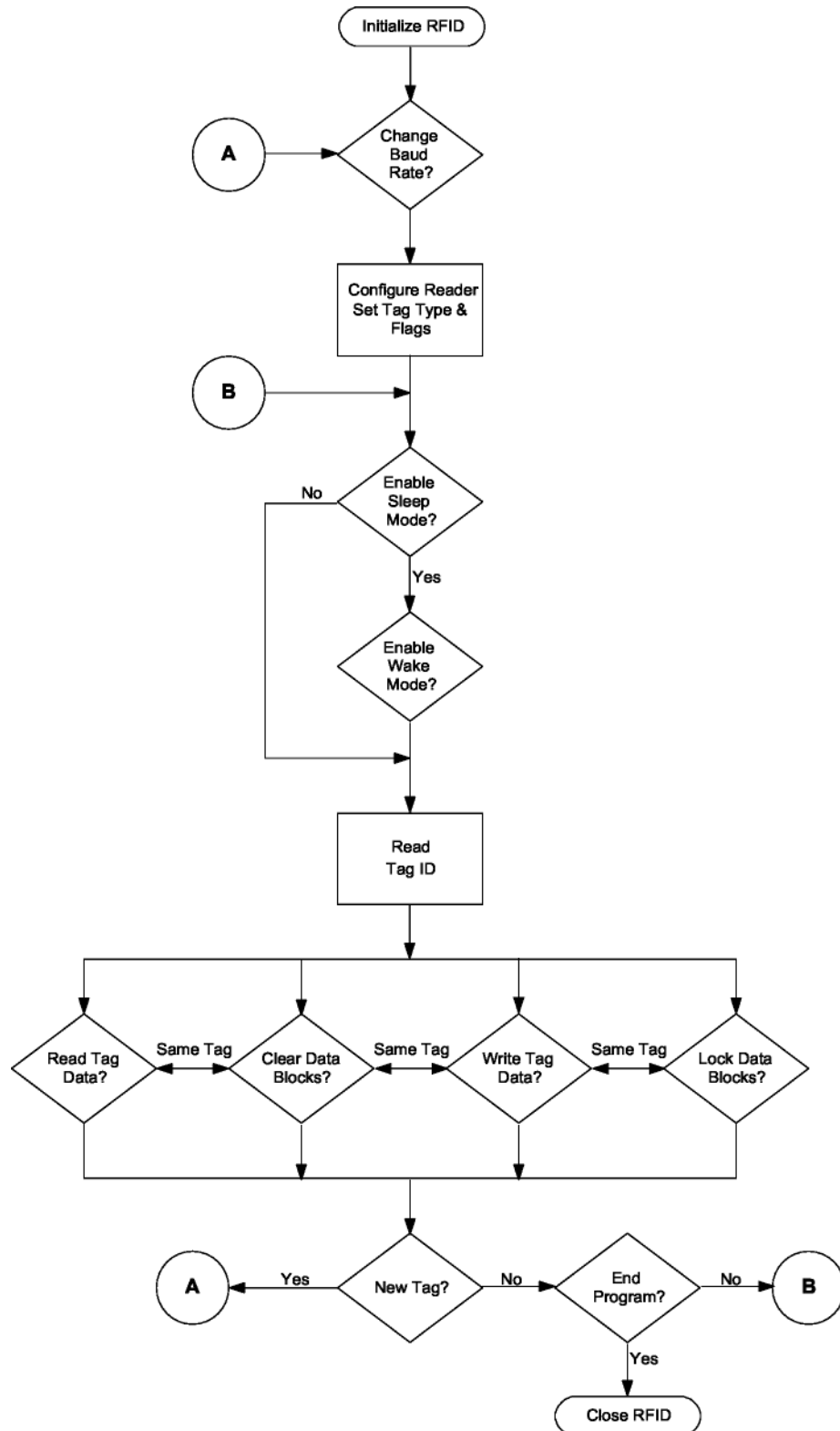
The RFID module will return the following error codes, if an error occurs while attempting to read, write, clear or lock tag data:

<i>Value</i>	<i>Description</i>
300	No tag ID found in RF field.
301	Not a valid tag ID, invalid tag type detected.
302	Could not read tag data.
303	Invalid starting block (starting block range is 0-127).
304	Invalid number of data blocks.
305	Could not set reader command.
306	Could not write tag data.
307	Invalid message length.
308	Could not lock data blocks or data blocks already locked.

JETTRFID.dll Sample Flow Chart

The following flow chart depicts how a sample application might access and use the API calls in the JETTRFID.dll:

Figure 5-1: JETTRFID.dll Sample Flow Chart



Keyboard Mapping

JETTKbtool.exe, designed to run on your development system, is a command line utility that creates a key map file. This key map file will remap the current *BL ident-Handheld* keypad configuration externally (outside of an application), when the unit boots up.

During the boot sequence, the *BL ident-Handheld* searches in the \Windows folder in ascending alphanumeric order for existing key map files (identified by their ".RMT" extension). When the *BL ident-Handheld* encounters a files of this type, it checks the key map ID number. If the ID number contained in the key map file matches the number stored in the *BL ident-Handheld*'s hardware configuration block, the values in that file are used to map to the keypad. After creating your RMT file, you must copy it to the SystemCF folder on the *BL ident-Handheld* and deploy it to the \Windows folder during boot up. See [Launching Files at Startup](#) for more information.

Default keypad template files (JET55KEY.TXT, JET31KEY.TXT and JET15KEY.TXT) are included with the JETT•ce SDK. Copies of these files as well as configuration notes appear in [Appendix C](#).

Syntax

JETTKBTOOL *filename.ext*

<i>Option</i>	<i>Description</i>
<i>filename.ext</i>	Specifies the name of the file containing the keypad template. The file name must follow MS-DOS 8.3 naming conventions. Default file names: 45-key keypad = Jet55key.txt, 30-key keypad = Jet31key.txt 15-key keypad = Jet15key.txt

Example

The following example executes JETTKBTOOL using Jet55key.txt as it argument to create the file, Jet55key.rmt for a 45-key keypad.

```
JETTKBTOOL Jett55key.txt
```

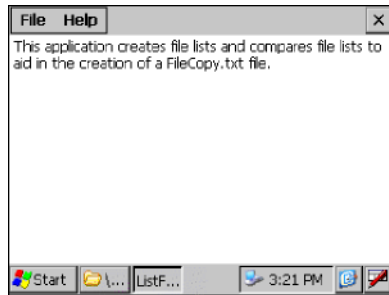
Errors Messages

<i>Message</i>	<i>Description</i>
Unable to open <i>filename.ext</i> .	JETTKBTOOL cannot find the specified file. The specified file is named incorrectly
Unable to parse to scan code 'XXX' on NNN	The entry (XXX) is not a valid keyword on the specified line (NNN)
Invalid line NNN	The entry specified on line NNN is either misspelled, not allowed or not formatted correctly

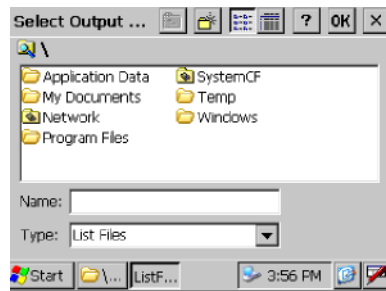
Tracking Self-Installed Files

ListFiles.exe is a utility program that enables you to compare the number of files before and after the installation of self-extracting software on a *BL ident-Handheld*. An output file, which contains the differences, shows the path and names of the added files, enables you to verify the components of the installed software as well as their location. You can also incorporate listed in the output file with the contents of FileCopy.F2C to launch the installed software at boot up.

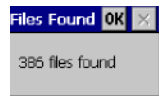
1. On the *BL ident-Handheld*, navigate to the Windows folder and double-tap **ListFiles.exe**. The ListFiles.exe dialog box appears.



2. On the menu bar, tap **File** and select **New File List**. The Select Output File dialog box appears.

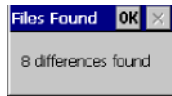


3. Enter the name of the output file (such as before.txt) and tap **OK** (you should copy the file to either System CF or a compact flash card to permanently store the file).ListFiles.exe will then display the total number of files found on the *BL ident-Handheld*.

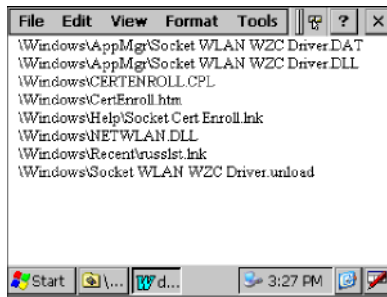


4. Tap **OK** to close the Files Found dialog.
5. Exit ListFiles.exe.
6. Copy and install the new software on the *BL ident-Handheld*.
7. After successfully installing the software, restart ListFiles.exe and following Steps 2 through 4 create another output file with a different file name (such as after.txt).
8. On the ListFiles menu bar, tap **File** and select **Compare Lists**. The Select Small List dialog box appears.
9. Navigate to the folder that contains the file created in Steps 2 through 4 (i.e., before.txt), select it and tap **OK**. The Select Larger List dialog box appears.
10. Navigate to the folder that contains the file created in Step 7 (i.e., after.txt), select it and tap **OK**. The Select Output File dialog box appears.

- Enter the name of the output file (such as diff.txt) that will contain the list of differences and tap **OK**. ListFiles.exe will then display the total number of difference found between the first and second files.



- Tap **OK** to close the Files Found dialog.
- Exit ListFiles.exe.
- Navigate to the folder that contains the output file (i.e., diff.txt) and double-tap it to view the contents. For example:



Launching Files at Startup

You can create an ASCII text input file to automatically copy files and create folders when booting up the BL ident-Handheld.

During the boot up process, the *BL ident-Handheld* looks in the \SystemCF folder for the FileCopy.F2C file, and if found, opens the file and then parses and executes its contents.

When the file copy function executes, it creates the FCLog.txt file in the \SystemCF folder. This log file will contain any errors encountered during the execution of the FileCopy.F2C file.

Note: the 'FC2' file extension applies to BL ident-Handheld with OS Versions 0.70 and above. Previous versions must still use the 'txt' file extension.

FileCopy.F2C Commands

Each line in the FileCopy.F2C file must begin with one of the following command line arguments:

<i>Function</i>	<i>Arguments</i>
Copy File	copy <\path\source_file> <\path\file_name>
Make Directory	md <\path\directory> or mkdir <\path\directory>

If a file or directory name includes one or more spaces, the whole path must appear within quotes. For example:

```
copy    \systemcf\helloworld.exe "\program files\helloworld.exe"
```

Example

In the example below, the first line does not require quotes since neither the source path nor the destination path include a space character. However, the second and third lines do require quotes because the folder name "My App" contains a space character.

```
copy    \systemcf\mfce.dll      \windows\mfce400d.dll
md      "My Apps\"
copy    \systemcf\helloworld.exe "\ My Apps\helloworld.exe"
```

Chapter 6: Troubleshooting

Problem My BL *ident*-Handheld does not respond when I press the power button. Is the unit in Suspend mode?

Solutions If battery-powered, check the batteries.
Are all cables connected properly:

- Is the power supply plugged into an active AC outlet?
- Is the power connector securely plugged into the BL *ident*-

Problem I changed my system settings, but when I turn on the BL *ident*-Handheld my settings are gone.

Solution You must save the registry after making any system or configuration changes.

Problem I transferred files to the BL *ident*-Handheld from my host computer, but when I turn on the BL *ident*-Handheld my transferred files are missing.

Solution To store transferred files permanently, you must file copy the files into internal flash memory or a compact flash card.

Occasionally, transferred files can be hidden from view, double-tap My Computer, select Options from the View menu and clear all boxes.

Problem I cannot connect to the development system using ActiveSync.

Solutions Did you install ActiveSync using the Administrator account?

Check the cable connections.

Check the serial communications configuration.

Make sure the correct COM port is available.

In ActiveSync, check the Connection Settings for the connection type you are using (USB, Serial or Ethernet).

Problem The screen is too light or too dark.

Solution Adjust the brightness via the brightness control in the Control Panel.

Problem	The stylus is not responding properly.
Solution	The screen is not calibrated correctly to interpret the screen taps. You need to recalibrate the screen.
Problem	The <i>BL ident</i> -Handheld acts slowly.
Solutions	The unit may be short of program memory or storage memory. Increase the amount of storage or program memory through the System control in the Control Panel. You can also delete any unnecessary files.
Problem	I get little or no sound from the <i>BL ident</i> -Handheld.
Solution	Adjust the volume and sound properties via the Volume and Sound control in the Control Panel.
Problem	The <i>BL ident</i> -Handheld does not recognize a compact flash or device card.
Solution	The card is not installed or seated properly. Reinstall the card. There may be an unstable connection between the card and the <i>BL ident</i> -Handheld. Remove the card, clean the edge connector with a soft dry cloth, and reinstall the card.
Problem	The <i>BL ident</i> -Handheld goes into auto-suspend after a short period of inactivity.
Solution	As a default, the device will auto-suspend after two minutes of inactivity while running on batteries and after thirty minutes of inactivity when running on AC power. Adjust the power management properties via the Power control in the Control Panel.
Problem	No sound is heard when you tap the touch screen or press a key.
Solution	Volume setting is low or turned off. Check the volume slider in the Volume & Sound properties dialog box in the Control Panel.

Appendix A: Specifications

<p>Power</p> <p>Recharge Voltage: 11 to 18 VDC, 1.5A (North America Only) Battery Type: Nickel Metal Hydride Rechargeable (or 6 AA alkaline batteries)</p> <ul style="list-style-type: none">~ Current Rating: 2 Amp Maximum~ Voltage: 7.2 Volts~ Capacity: 1400 mAh
<p>Display</p> <p>Supertwist Nematic Liquid Crystal TFT with white LED backlight Resolution: 320 x 240 pixels QVGA color Touch Screen</p>
<p>Environmental</p> <p>Operating Temperature: 0°C to +50°C Storage Temperature: -25°C to +70°C Charging Temperature: 0°C to + 40°C Humidity: 5-95% Non-condensing</p>
<p>CPU</p> <p>Type: Intel PXA255 processor with XScale technology Instruction Set Architecture: ARM v.5TE Speed: 200 MHz (400 MHz optional) Operating System: Windows CE .NET 4.2 Professional</p>
<p>Memory and Mass Storage</p> <p>SDRAM: 64MB Internal Compact Flash: 64 MB standard (16MB reserved for OS), upgradeable to 128MB Optional: Compact flash card slot</p>
<p>RFID Module</p> <p>Multi-protocol read/write support for 13.56MHz RFID tag types including ISO-15693, Tag-It by Texas Instruments, I Code by Philips, GemWave by TagSys, and PicoTag from Inside Contactless (see Table 1-1 for specifics). Read Range: 3.152-3.546 inches (80-90 mm) Output Power Measurement: 22.8 dbm = 200 mW</p>
<p>User Input</p> <p>Touch Screen Key Pad: 45-Key membrane (9 rows x 5 columns) or 15-key elastomeric (5 x 3) Feedback: Tactile and audible Optional: LED backlighting</p>

Indicators

5 Modifier Key/Programmable LEDs

Charge/Low Battery Indicator (battery-powered units only)

Interface Capability

One available serial port configured for RS-232 that can also provide input power (11-18VDC) and recharging capability.

Optional interface connectors (available at time of factory configuration) include the *BL ident* connect system, DE-9 male or female connectors and a six-pin modular connector.

Interface connections (available at time of factory configuration) can optionally provide output at 5 VDC to operate peripheral devices.

Physical Dimensions

Height (H): 9.84 Inches (250 mm)

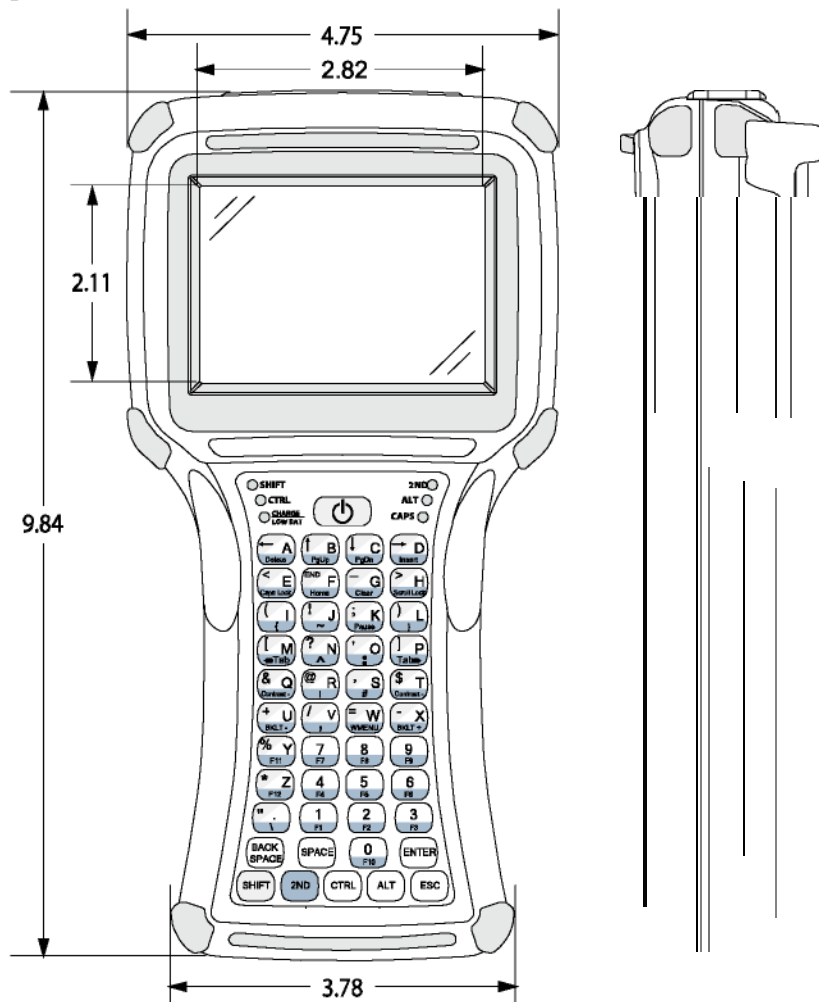
Width (W): 4.75 Inches (120.7 mm)

Depth (D): 2.37 Inches (60.2 mm)

Weight :

- Without Batteries: 27 Ounces (765.4 grams)
- With Alkaline Batteries: 32 Ounces (907.2 grams)
- With NiMH Batteries: 33 Ounces (935.5 grams)

Figure 6-1: Case Dimensions



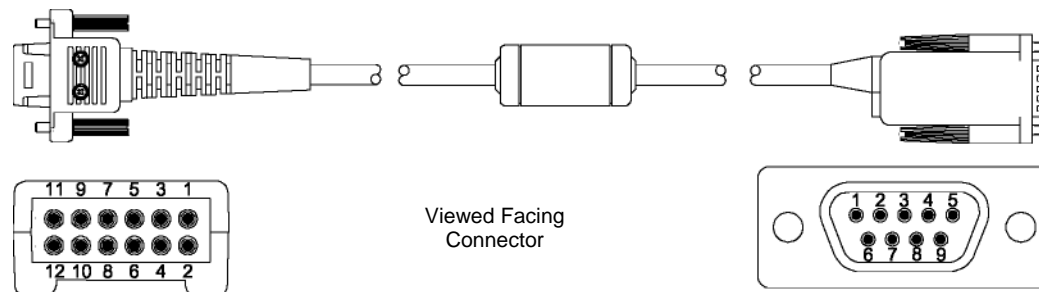
Specifications subject to change

Appendix B: Signal and Pin Assignments

BL ident Connect Cables

Figures B-1 and B-2 list the standard RS-232 signal and pin assignments for the BL ident connect cables.

Figure 6-2: 91708 Cable (Male DE9) RS-232 Signal and Pin Assignments



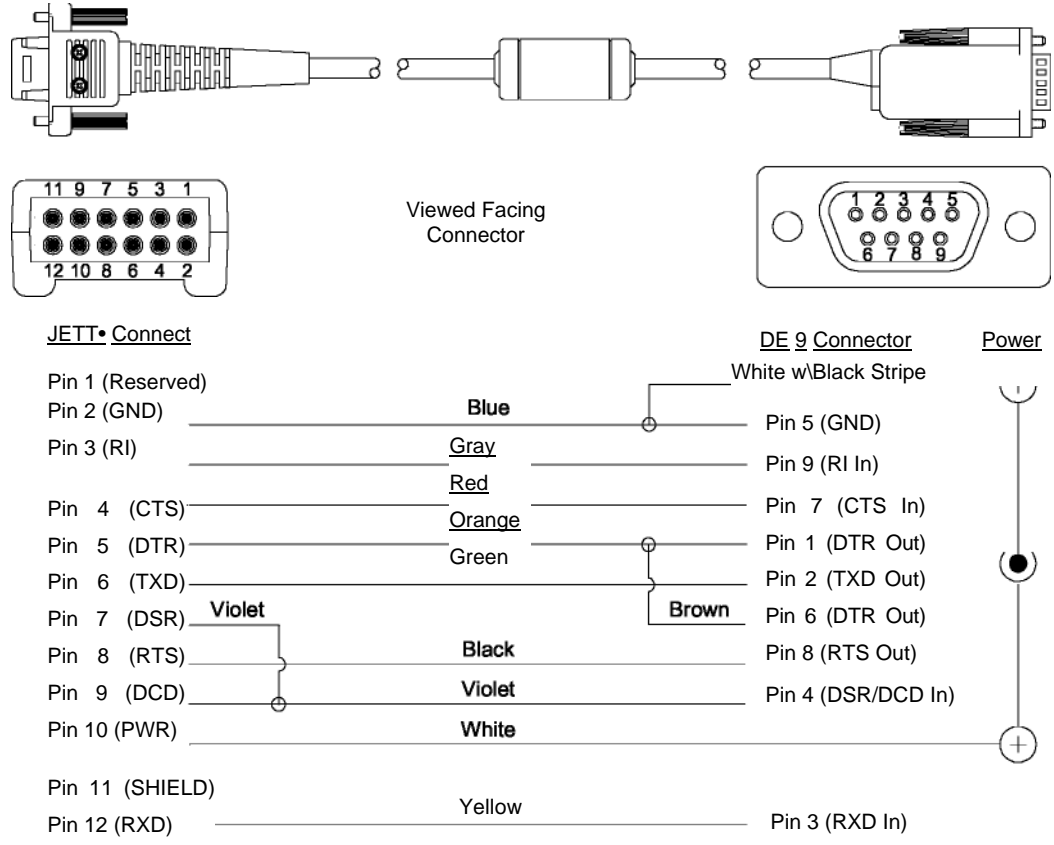
BLident Connect

DE 9 Connector

Power

BLident Connect	Color	DE 9 Connector	Power
Pin 1 (Reserved)	Blue	White w/Black Stripe	⊖
Pin 2 (GND)	Gray	Pin 5 (GND)	⊕
Pin 3 (RI)	Black	Pin 9 (RI)	
Pin 4 (CTS)	Violet	Pin 8 (CTS)	
Pin 5 (DTR)	Yellow	Pin 4 (DTR)	
Pin 6 (TXD)	Brown	Pin 3 (TXD)	
Pin 7 (DSR)	Red	Pin 6 (DSR)	
Pin 8 (RTS)	Orange	Pin 7 (RTS)	
Pin 9 (DCD)	White	Pin 1 (DCD)	
Pin 10 (PWR)			
Pin 11 (SHIELD)			
Pin 12 (RXD)	Green	Pin 2 (RXD)	

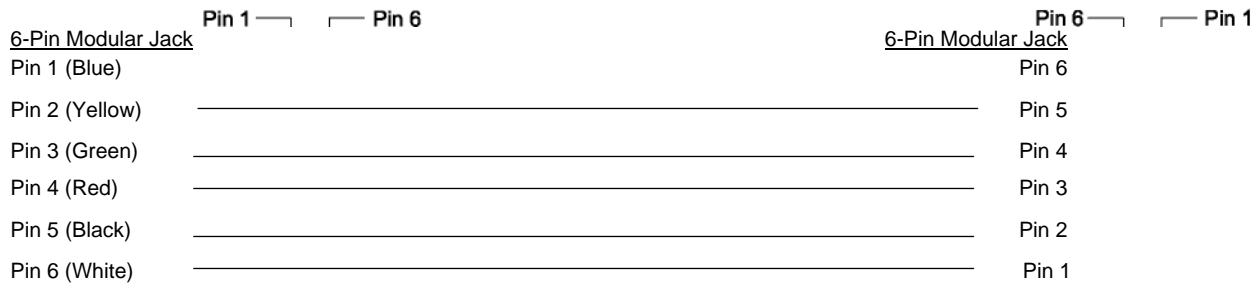
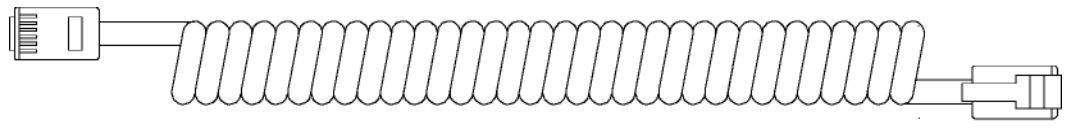
Figure 6-3: 91709 Cable (Female DE9) RS-232 Signal and Pin Assignments



1210 Series Modular Interface Cables

Figure B-3 lists the signal and pin assignments for 1210 series modular cables.

Figure 6-4: 1210 Series Modular Cable Signal and Pin Assignments



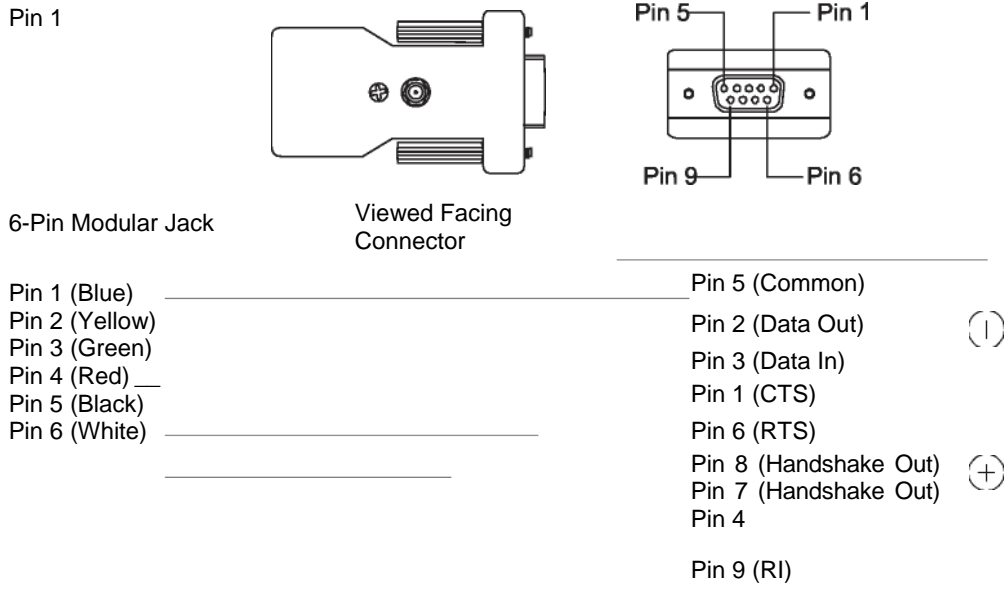
Modular Cable Adapters

Pin descriptions assume connection through reversing cables (1210-7, 1210-15) to *BL ident-Handheld*.

CELAT-P Adapter

Figure B-4 lists the signal and pin assignments for the CELAT-P adapter.

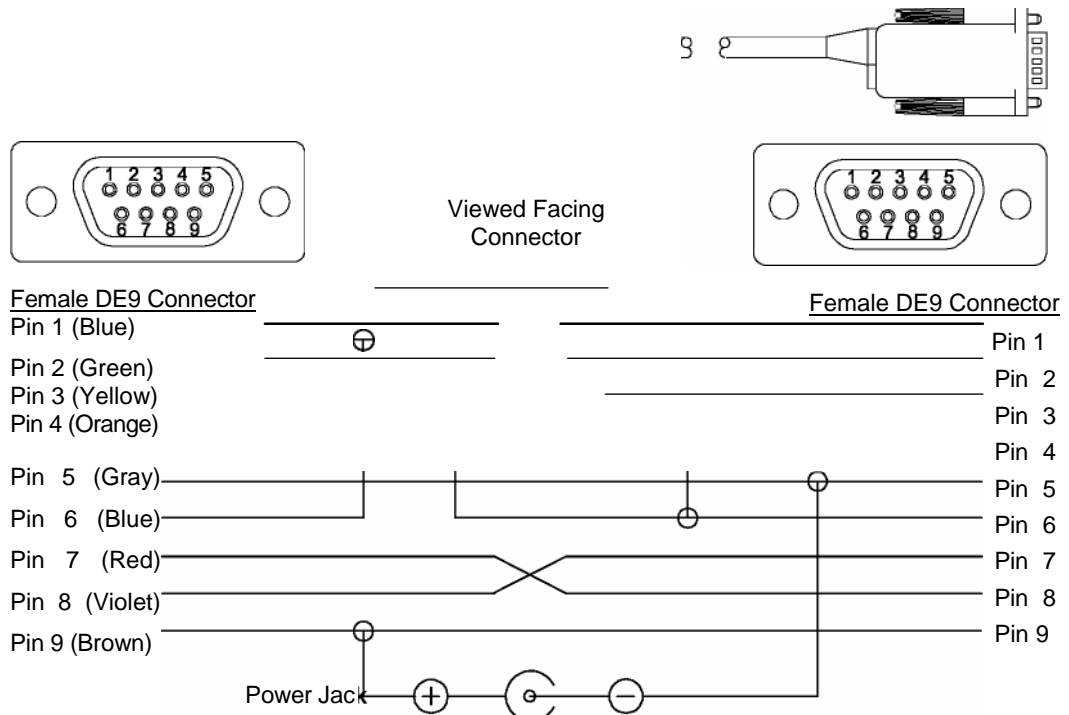
Figure 6-5: CELAT-P Adapter



Null Modem Cable

Figure B-5 lists the signal and pin assignments for TURCK' 14375 DE-9 Female to DE-9 Female null modem cable. Please note that this cable differs from standard null modem cables in that it use Pin 9 for input power for the *BL ident-Handheld*.

Figure 6-6: DE-9 Female to DE-9 Female Null Modem Cable



Appendix C: Keyboard Mapping Files

Keyboard Mapping Files Notes

The following table lists the allowable values and the names of allowable values that you can map to a keypad.

Table 6-1: Allowed Values in Key Map Files

A	V	CARET	F9	NUMPAD1	SEMICOLON
B	W	CLEAR	F10	NUMPAD2	SHIFT
C	X	COLON	F11	NUMPAD3	SLASH
D	Y	COMMA	F12	NUMPAD4	SPACE
E	Z	CONTROL	FUNCTION	NUMPAD5	STAR
F	(DELETE	HASH	NUMPAD6	SUBTRACT
G)	DOLLAR	HOME	NUMPAD7	TAB
H	[DOUBLEQUOTE	INSERT	NUMPAD8	TILDA
I]	DOWN	LEFT	NUMPAD9	UNDERLINE
J	{	END	KEY0	PAGEDOWN	UP
K	}	EQUAL	KEY1	PAGEUP	USER_DEF1
L	<	ESCAPE	KEY2	PAUSE	USER_DEF2
M	>	EXCLAMATION	KEY3	PERCENT	USER_DEF3
N	ADD	F1	KEY4	PERIOD	USER_DEF4
O	ALT	F2	KEY5	PIPE	USER_DEF5
P	AMPERSAND	F3	KEY6	PRINT	USER_DEF6
Q	AT	F4	KEY7	QUESTION	USER_DEF7
R	BACKQUOTE	F5	KEY8	QUOTE	USER_DEF8
S	BACKSLASH	F6	KEY9	RETURN	USER_DEF9
T	BACKSPACE	F7	NUMLOCK	RIGHT	USER_DEF10
U	CAPSLOCK	F8	NUMPAD0	SCROLL	WINMENU

Scan codes "USER_DEF1" through "USER_DEF10" can produce some proprietary action, such as backlight adjustment, display rotation, etc. For each user-defined key-function (except as noted below), you must supply the appropriate code in the keyboard driver to produce the desired effect. "USER_DEF3" defines the Backlight+ key and "USER_DEF4" defines the Backlight- key.

The "FUNCTION" keyword identifies those function accessed through the "2nd" key. The "RETURN" keyword identifies the "ENTER" key. The "WINMENU" keyword produces the Windows "Start" menu.

The number in COLS must always be set to five regardless of the actual number of columns (applies to 15-key keypads as well).

Do not change the ID number, it must match the number stored in the *BL ident-Handheld's* hardware configuration block.

45-Key Key Map

```
# 55 Key JettCE keyboard for P/N 11406 Rev A. keypad
# The keyword "FUNCTION" is used for the "2nd" key.
# The keyword "RETURN" is used for the "ENTER" key.
# "USER_DEF1" defines the Contrast+ key
# "USER_DEF2" defines the Contrast- key
# "USER_DEF3" defines the Backlight-INCREASE key
# "USER_DEF4" defines the Backlight-DECREASE key
# "WINMENU" produces the Windows "Start" menu.
```

```
# The line and the end of the line
ROWS 11
COLS 5
```

```
# The id of the keyboard.
ID 55
```

```
# The basic scan codes.
```

```
#      Row,Col,Scan Code
SCANCODE 0, 0-> A          SCANCODE 0, 1 -> B          SCANCODE 0, 2 -> C
SCANCODE 0, 3-> D          SCANCODE 1, 0 -> E          SCANCODE 1, 1 -> F
SCANCODE 1, 2-> G          SCANCODE 1, 3 -> H          SCANCODE 2, 0 -> I
SCANCODE 2, 1-> J          SCANCODE 2, 2 -> K          SCANCODE 2, 3 -> L
SCANCODE 3, 0-> M          SCANCODE 3, 1 -> N          SCANCODE 3, 2 -> O
SCANCODE 3, 3-> P          SCANCODE 4, 0 -> Q          SCANCODE 4, 1 -> R
SCANCODE 4, 2-> S          SCANCODE 4, 3 -> T          SCANCODE 5, 0 -> U
SCANCODE 5, 1-> V          SCANCODE 5, 2 -> W          SCANCODE 5, 3 -> X
SCANCODE 6, 0-> Y          SCANCODE 6, 1 -> KEY7       SCANCODE 6, 2 -> KEY8
SCANCODE 6, 3-> KEY9       SCANCODE 7, 0 -> Z          SCANCODE 7, 1 -> KEY4
SCANCODE 7, 2-> KEY5       SCANCODE 7, 3 -> KEY6       SCANCODE 8, 0 -> PERIOD
SCANCODE 8, 1-> KEY1       SCANCODE 8, 2 -> KEY2       SCANCODE 8, 3 -> KEY3
SCANCODE 9, 0-> BACKSPACE  SCANCODE 9, 1 -> SPACE     SCANCODE 9, 2 -> KEY0
SCANCODE 9, 3-> RETURN     SCANCODE 10, 0 -> SHIFT    SCANCODE 10, 1 ->
FUNCTION
SCANCODE 10, 2 -> CONTROL  SCANCODE 10, 3 -> ALT      SCANCODE 10, 4 -> ESCAPE
```

```
# Table 0 is always the unshifted values.
```

```
TABLE 0, basic, UNSHIFTED
TABLE 1, func, FUNCTION
TABLE 2, shift, SHIFT
```

```
# Func remapping table.
```

```
REMAPPING func, A -> DELETE          REMAPPING func, B -> PAGEUP
REMAPPING func, C -> PAGEDOWN        REMAPPING func, D -> INSERT
REMAPPING func, E -> CAPSLOCK        REMAPPING func, F -> HOME
REMAPPING func, G -> CLEAR           REMAPPING func, H -> SCROLL
REMAPPING func, I -> {               REMAPPING func, J -> TILDA
REMAPPING func, K -> PAUSE           REMAPPING func, L -> }
REMAPPING func, M -> BACKTAB         REMAPPING func, N -> CARET
REMAPPING func, O -> COLON           REMAPPING func, P -> TAB
REMAPPING func, Q -> USER_DEF2      REMAPPING func, R -> PIPE
REMAPPING func, S -> HASH            REMAPPING func, T -> USER_DEF1
REMAPPING func, U -> USER_DEF4      REMAPPING func, V -> COMMA
REMAPPING func, W -> WINMENU         REMAPPING func, X -> USER_DEF3
REMAPPING func, Y -> F11             REMAPPING func, Z -> F12
REMAPPING func, PERIOD -> BACKSLASH  REMAPPING func, KEY7 -> F7
REMAPPING func, KEY8 -> F8 REMAPPING REMAPPING func, KEY9 -> F9
func, KEY4 -> F4 REMAPPING func, KEY6 -> F5
-> F6                                REMAPPING func, KEY1 -> F1
```

REMAPPING func, KEY2 -> F2
REMAPPING func, KEY0 -> F10

REMAPPING func, KEY3 -> F3

Shift remapping table.
REMAPPING shift, A -> LEFT
REMAPPING shift, C -> DOWN
REMAPPING shift, E -> <
REMAPPING shift, G -> UNDERLINE
REMAPPING shift, I -> (
REMAPPING shift, K -> SEMICOLON
REMAPPING shift, M -> [
REMAPPING shift, O -> BACKQUOTE
REMAPPING shift, Q -> AMPERSAND
REMAPPING shift, S -> QUOTE
REMAPPING shift, U -> SUBTRACT
REMAPPING shift, W -> EQUAL
REMAPPING shift, Y -> PERCENT
REMAPPING shift, PERIOD -> DOUBLEQUOTE
#REMAPPING shift, KEY8 ->
#REMAPPING shift, KEY4 ->
#REMAPPING shift, KEY6 ->
#REMAPPING shift, KEY2 ->
#REMAPPING shift, KEY0 ->

REMAPPING shift, B -> UP
REMAPPING shift, D -> RIGHT
REMAPPING shift, F -> END
REMAPPING shift, H -> >
REMAPPING shift, J -> EXCLAMATION
REMAPPING shift, L ->)
REMAPPING shift, N -> QUESTION
REMAPPING shift, P ->]
REMAPPING shift, R -> AT
REMAPPING shift, T -> DOLLAR
REMAPPING shift, V -> SLASH
REMAPPING shift, X -> ADD
REMAPPING shift, Z -> STAR
#REMAPPING shift, KEY7 ->
#REMAPPING shift, KEY9 ->
#REMAPPING shift, KEY5 ->
#REMAPPING shift, KEY1 ->
#REMAPPING shift, KEY3 ->

30-Key Key Map

31 Key JettCE keyboard definition file

The keyword "FUNCTION" is used for the "2nd" key.
The keyword "RETURN" is used for the "ENTER" key.
"USER_DEF1" defines the Contrast+ key
"USER_DEF2" defines the Contrast- key
"USER_DEF3" defines the Backlight-INCREASE key
"USER_DEF4" defines the Backlight-DECREASE key
"WINMENU" produces the Windows "Start" menu.

The line and the end of the line
ROWS 10
COLS 5

The id of the keyboard.
ID 31

Table 0 is always the unshifted values.
TABLE 0, basic, UNSHIFTED
TABLE 1, shift, SHIFT

The basic scan codes.

Row,Col,Scan Code

SCANCODE 0, 0 -> A	SCANCODE 0, 1 -> B	SCANCODE 0,2 -> C
SCANCODE 1, 0 -> D	SCANCODE 1, 1 -> E	SCANCODE 1,2 -> F
SCANCODE 2, 0 -> G	SCANCODE 2, 1 -> H	SCANCODE 2,2 -> I
SCANCODE 3, 0 -> J	SCANCODE 3, 1 -> K	SCANCODE 3,2 -> L
SCANCODE 4, 0 -> M	SCANCODE 4, 1 -> N	SCANCODE 4,2 -> O
SCANCODE 5, 0 -> P	SCANCODE 5, 1 -> Q	SCANCODE 5,2 -> R
SCANCODE 6, 0 -> S	SCANCODE 6, 1 -> T	SCANCODE 6,2 -> U
SCANCODE 7, 0 -> V	SCANCODE 7, 1 -> W	SCANCODE 7,2 -> X
SCANCODE 8, 0 -> Y	SCANCODE 8, 1 -> Z	SCANCODE 8,2 -> ESCAPE
SCANCODE 9, 0 -> SHIFT	SCANCODE 9, 1 -> SPACE	SCANCODE 9,2 -> RETURN

```

# Shift remapping table.
REMAPPING shift, A -> LEFT
REMAPPING shift, C -> RIGHT
REMAPPING shift, E -> UP
REMAPPING shift, G -> TAB
REMAPPING shift, I -> COMMA
REMAPPING shift, K -> COLON
REMAPPING shift, M -> USER_DEF4
REMAPPING shift, O -> USER_DEF3
REMAPPING shift, Q -> KEY8
REMAPPING shift, S -> KEY4
REMAPPING shift, U -> KEY6
REMAPPING shift, W -> KEY2
REMAPPING shift, Y -> ALT
REMAPPING shift, ESCAPE -> PERIOD

REMAPPING shift, B -> DOWN
REMAPPING shift, D -> SUBTRACT
REMAPPING shift, F -> ADD
REMAPPING shift, H -> QUESTION
REMAPPING shift, J -> BACKSLASH
REMAPPING shift, L -> SLASH
REMAPPING shift, N -> STAR
REMAPPING shift, P -> KEY7
REMAPPING shift, R -> KEY9
REMAPPING shift, T -> KEY5
REMAPPING shift, V -> KEY1
REMAPPING shift, X -> KEY3
REMAPPING shift, Z -> KEY0
REMAPPING shift, SPACE -> BACKSPACE

```

15-Key Key Map

```

# Copyright (c) 2003 TURCK Corporation. All rights reserved.
# File: JET15Key.txt
#
# 15 Key JETT.ce keyboard, REV 1
# The keyword "FUNCTION" is used for the "2nd" key.
# The keyword "RETURN" is used for the "ENTER" key.
# "USER_DEF1" defines the Contrast+ key
# "USER_DEF2" defines the Contrast- key
# "USER_DEF3" defines the Backlight-On key
# "USER_DEF4" defines the Backlight-Off key
# "WINMENU" produces the Windows "Start" menu.

# The number of rows and columns.
# Note: COLS MUST ALWAYS be a 5
ROWS 5
COLS 5

# The id of the keyboard.
ID 15

# The basic scan codes.
#      Row,Col,Scan Code
SCANCODE 0, 0 -> TAB           SCANCODE 0, 1-> UP           SCANCODE 0,2 -> ALT
SCANCODE 1, 0 -> LEFT         SCANCODE 1, 1-> BACKSLASH   SCANCODE 1,2 -> RIGHT
SCANCODE 2, 0 -> SUBTRACT     SCANCODE 2, 1-> DOWN       SCANCODE 2,2 -> ADD
SCANCODE 3, 0 -> ESCAPE       SCANCODE 3, 1-> PERIOD     SCANCODE 3,2 -> RETURN
SCANCODE 4, 0 -> FUNCTION     SCANCODE 4, 1-> CONTRO    SCANCODE 4,2 -> SPACE

# Table 0 is always the unshifted values.
TABLE 0, basic, UNSHIFTED
TABLE 1, func, FUNCTION
TABLE 2, shift, SHIFT

# func remapping table.
REMAPPING func, TAB           -> KEY1
REMAPPING func, ALT           -> KEY3
REMAPPING func, BACKSLASH    -> KEY5
REMAPPING func, SUBTRACT     -> KEY7
REMAPPING func, ADD           -> KEY9
REMAPPING func, PERIOD       -> KEY0
REMAPPING func, RETURN       ->
USER_DEF3

REMAPPING func, UP           -> KEY2
REMAPPING func, LEFT        -> KEY4
REMAPPING func, RIGHT       -> KEY6
REMAPPING func, DOWN        -> KEY8
REMAPPING func, ESCAPE      -> USER_DEF4
REMAPPING func, RETURN      ->

```

#REMAPING func, FUNCTION		-> REMAPPING func,
CONTROL	-> WINMENU	
REMAPING func, SPACE	-> BACKSPACE	

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