

# DATALOGIC

## REFERENCE MANUAL UPDATE

### for OM-GRYPHON™

#### Keyboard Character Assignment

This new parameter is available for the USB-KBD and Wedge interfaces and allows assignment of characters to individual keys or key sequences.

This can be useful when you need to read barcodes that include characters not supported by your keyboard (i.e. accented characters).

The procedure requires the selected key's scancode to be entered (see Determining a Key's Scancode on page 3).

#### Header/Terminator Extended Keyboard Characters

For all devices using IBM AT (compatible) Wedge or USB-KBD Interfaces, all values from **9C** to **FE** send the relative simulated keypress when available or else the relative ALT-Mode sequence. See the Hex to Character Conversion Table in this update for reference.

For all devices using other Wedge Interfaces, all values from **9C** to **FE** send the Space character.

For details on values between **83** and **9C**, see the Software Configuration or Reference Manual for your device.

#### RS232 and USB-COM ACK/NACK Protocol

For OM-Gryphon™, the ACK/NACK Protocol has been modified and when enabled, requires disabling FIFO manually.

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## KEYBOARD CHARACTER ASSIGNMENT

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1. Read the Enter Configuration code at the top of this page.
2. Read the Character Assignment code below:



Character Assignment

3. Read the Hex value of the ASCII character you want to assign, (the character in the barcode), from the codes in the **Hex/Numeric Table** on page 7. Valid values are from **00** to **FD**. See the **Character to Hex Conversion Table** for reference starting on page 5.
4. Read one of the Assignment codes below:



cancel code assignment

(read the Exit & Save Configuration code at the top of this page)



assign character to single key or 2-key sequence  
(go to step 5)



assign character to 4-key sequence  
(go to step 5)



5. Select the key modifier:



none (single key)



shift key



ctrl key



alt key

6. Read the three numeric values for the scancode of the key to associate with the new character. Repeat steps 5 and 6 for a 4-key sequence.
7. Read the Exit & Save Configuration barcode at the top of this page.

### Determining a Key's Scancode

Since scancode keymaps are not readily available for all the different supported keyboards, a Return Scancode command is provided. To determine the scancode of the desired character for your keyboard; connect and configure your barcode reader to the desired host device, read the code below and press the key. The scancode of the pressed key will be sent to the host and the reader exits this mode. Repeat the procedure to determine other scancodes.



Return Scancode



#### NOTE

*For Mobile products the reader will signal an incomplete read tone. This is normal and not an error. Proceed to press a keyboard key to determine the scancode.*



# KEYBOARD CHARACTER REDEFINITION










## Examples

- To transmit the **¿** character to the host as the sequence of keys **Shift 0**.

The scancode for the **0** key = 045

Therefore the command:













 Character Assignment	  <b>BF</b> hex value of character in barcode to be transmitted to Host	 assign character to 2-key sequence
 <b>Shift</b> key modifier	   045 <b>¿</b> key scancode	

- To transmit the **À** character to the host as the sequence of keys **Ctrl ' Shift A**.

The scancode for the **'** key = 00E

The scancode for the **A** key = 01C

Therefore the command:

 Character Assignment	  <b>C0</b> hex value of character in barcode to be transmitted to Host	 assign character to 4-key sequence
 <b>Ctrl</b> key modifier	   00E <b>'</b> key scancode	
 <b>Shift</b> key modifier	   01C <b>A</b> key scancode	

## KEYBOARD CHARACTER REDEFINITION

CHARACTER TO HEX CONVERSION TABLE					
char	hex	char	hex	char	hex
NUL	00	*	2A	U	55
SOH	01	+	2B	V	56
STX	02	,	2C	W	57
ETX	03	-	2D	X	58
EOT	04	.	2E	Y	59
ENQ	05	/	2F	Z	5A
ACK	06	0	30	[	5B
BEL	07	1	31	\	5C
BS	08	2	32	]	5D
HT	09	3	33	^	5E
LF	0A	4	34	~	5F
VT	0B	5	35	a	61
FF	0C	6	36	b	62
CR	0D	7	37	c	63
SO	0E	8	38	d	64
SI	0F	9	39	e	65
DLE	10	:	3A	f	66
DC1	11	;	3B	g	67
DC2	12	<	3C	h	68
DC3	13	=	3D	i	69
DC4	14	>	3E	j	6A
NAK	15	?	3F	k	6B
SYN	16	@	40	l	6C
ETB	17	A	41	m	6D
CAN	18	B	42	n	6E
EM	19	C	43	o	6F
SUB	1A	D	44	p	70
ESC	1B	E	45	q	71
FS	1C	F	46	r	72
GS	1D	G	47	s	73
RS	1E	H	48	t	74
US	1F	I	49	u	75
SPACE	20	J	4A	v	76
!	21	K	4B	w	77
"	22	L	4C	x	78
#	23	M	4D	y	79
\$	24	N	4E	z	7A
%	25	O	4F	{	7B
&	26	P	50		7C
'	27	Q	51	}	7D
(	28	R	52	~	7E
)	29	S	53	DEL	7F
		T	54		

## KEYBOARD CHARACTER REDEFINITION

CHARACTER TO HEX CONVERSION TABLE					
char	hex	char	hex	char	hex
€	80	a	AA	Ö	D5
□	81	«	AB	Û	D6
,	82	¬	AC	×	D7
ENTER	83	-	AD	Ø	D8
TAB	84	®	AE	Ù	D9
F1	85	—	AF	Ú	DA
F2	86	°	B0	Û	DB
F3	87	±	B1	Ü	DC
F4	88	²	B2	Ý	DD
F5	89	³	B3	þ	DE
F6	8A	´	B4	ß	DF
F7	8B	µ	B5	à	E0
F8	8C	¶	B6	á	E1
F9	8D	·	B7	â	E2
F10	8E	¸	B8	ã	E3
F11	8F	¹	B9	ä	E4
F12	90	º	BA	å	E5
HOME	91	»	BB	æ	E6
END	92	¼	BC	ç	E7
Pg UP	93	½	BD	è	E8
Pg Down	94	¾	BE	é	E9
↑	95	¿	BF	ê	EA
↓	96	À	C0	ë	EB
←	97	Á	C1	ì	EC
→	98	Â	C2	í	ED
ESC	99	Ã	C3	î	EE
CTRL(Right)	9A	Ä	C4	ï	EF
€	9B	Å	C5	ð	F0
œ	9C	Æ	C6	ñ	F1
□	9D	Ç	C7	ò	F2
ž	9E	È	C8	ó	F3
ÿ	9F	É	C9	ô	F4
NBSP	A0	Ê	CA	õ	F5
ı	A1	Ë	CB	ö	F6
¢	A2	Ì	CC	÷	F7
£	A3	Í	CD	ø	F8
¤	A4	Î	CE	ù	F9
¥	A5	Ï	CF	ú	FA
¦	A6	Ð	D0	û	FB
§	A7	Ñ	D1	ü	FC
¨	A8	Ò	D2	ý	FD
©	A9	Ó	D3	Reserved	FE
		Ô	D4	Reserved	FF

# KEYBOARD CHARACTER REDEFINITION

## Hex/Numeric Table



0



1



2



3



4



5



6



7



8



9



A



B



C



D



E



F



G



H

Backspace



Cancels an incomplete configuration sequence

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## RS232 AND USB-COM ACK/NACK PROTOCOL

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### *ACK/NACK PROTOCOL*

◆ disable



enable



When enabling this parameter you must disable FIFO.

See par. 5.1.2 in the Gryphon™ Reference Manual for details.

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### *FIFO*

disable



◆ enable

