SKYWALKER

USER GUIDE

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 3.1. 3.2. 3.3. 4. Ut 4.1. 4.2. 	Startup

1.Introduction

Skywalker is design for PI series IDE(Integrated Development Environment) software. User can set setting without learning any basic language to create a customized application for PI series.

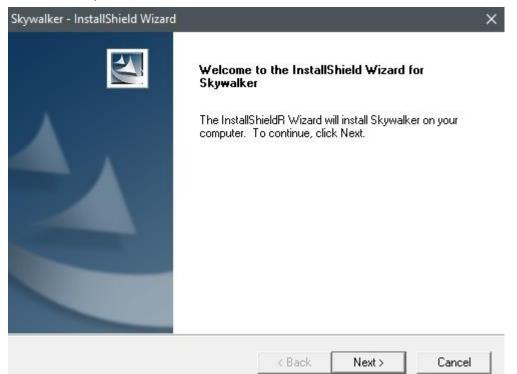
• System requirements

To run the program, one of the windows operating system is required

- Windows XP
- Windows Vista
- Windows 7
- Windows 8
- Windows 10

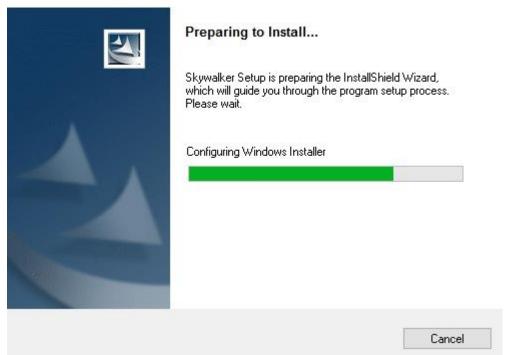
1.1. Install Skywalker

1. In the Skywalker- InstallShield Wizard, click Next.



Waiting for preparing install.

InstallShield Wizard



1 Introduction

2. Enter User Name and Company Name and click Next

Stomer Information Please enter your information. Jser Name: Argox Company Name:				
Jser Name: Argox Company Name:				
Argox Company Name:				
Company Name:				
Vezzu				
Argox				1
nstall this application for:	er (all us	sers)		
C Only for me				
Shield				
< Ba	ick	Next	5	Cancel

3. Click Next in Typical option.

Setup Type	- AU
Select the setu	up type to install.
Click the type	of setup you prefer, then click Next.
 Typical 	Program will be installed with the most common options. Recommended for most users.
C Compact	Program will be installed with minimum required options.
C Custom	You may select the options you want to install. Recommended for advanced users.
tallShield ——	
	< Back Next > Cancel

4. Click Next will start to install Skywalker.



5. After installation is complete, click "Finish".

InstallShield Wizard Complete
Setup has finished installing Skywalker on your computer.

1.2. Work area

Run the Skywalker program on your computer.

🔛 Untitled - Skywalker				\times
File Build Communication	ools View Help	Menu Bar		
D 🚅 🖬 🔛 🗑 💆 📲	?	Toolbar		
Startup Reader Data File Action Form Action Form Trans Form DM Form			 	
Setting Pane		Form Pane		
Ready			 NUM	

- Menu Bar It includes Skywalker menus.
- **Toolbar** Toolbar offers a shortcut for some functions.
- Setting Pane There are all related to make a project in Setting Pane. Double click can edit Startup and Reader, others can click "+" to expend form list, "-" to collapse form list after adding new object.
- Form Pane There are 4 type of form can be added and show in the Form Pane with a small preview screen. Double click can edit form, click and hold can drag form to any place in Form pane.

-00000000	ካ
	1

Note Right click in Setting pane and Form pane can add, edit and delete form and data.

1.3. Menu Bar

Menu Bar lets you access all of functions in Skywalker to create, design and transmit a project.

	Untitled	- Skywalker				
File	Build	Communication	Tools	View	Help	

File

New: Create a new project.	File	Build	Communication	Tools	View
New Object: Add a new form in project.		New		Ctr	rl+N
Data File: Add a new Data File in project.		New Ob	ject		>
Menu: Add a new Menu Form in project.		Open		Ctr	rl+O
Form: Add a new Action Form in project.		Save		Ct	rl+S
Transmission: Add a new Transmission Form in		Save As.			
New Object: Add a new form in project. Data File: Add a new Data File in project. Menu: Add a new Menu Form in project. Form: Add a new Action Form in project. Transmission: Add a new Transmission Form in project. Data Manager: Add a new Data Manager Form in project. Open: Open a project with .arp file name extention. Save: Save the current project. Save As: Save the current project to other new project.	1 C:\Users\\San 2 C:\Users\\test		and the second second		
. .		Exit			
Open : Open a project with .arp file name extention.					
Save: Save the current project.					
Save As: Save the current project to other new project.					
1: Quick lunch for recent project					

Exit: Close Skywalker.

2: Quick lunch for recent project

Build

Compile: To make sure current project is executable in Terminal format. It will show how much error and warning in project.

Simulator: If there is no error in the project after compile.

Simulator will open a PI series frame to simulate current project.

Build Communication Compile Simulator

Communication

Setup: Setup download transmission port.
Download project: Before transmit project to terminal, it will compile project to check.
File Transmission: To select which file can be uploaded to PC or download to terminal.

Communication	Tools	View
Setup		
Download p	roject	
File Transmi	ssion	

Tools

Template:

Record: make a template form from current project.
Insert: Add the saved template to current project.
Convert Table: When you output data, convert table can convert keywords to variable data.

Tools	View	Help	
Т	>		
c	onvert	Table	

View

Variable Table: List a table to check which variable are used in form.

Toolbar: Turn on or Turn off Toolbar. Status Bar: Turn on or Turn off Status bar.

Help

About Skywalker: Show the Skywalker version

View	Help
	Variable Table
~	Toolbar
~	Status Bar



1.4. Tool Bar



The shortcut to



Add new project.



Open saved project.



Save Current project.



Compile



Simulator



Setup



Download project



About Skywalker

2. Getting start

The foundation of project is build by forms. There are Menu, Action, Trans and DM form. Loading a Sample.arp can help you to easily understand forms. Follow the step below to open a sample project.

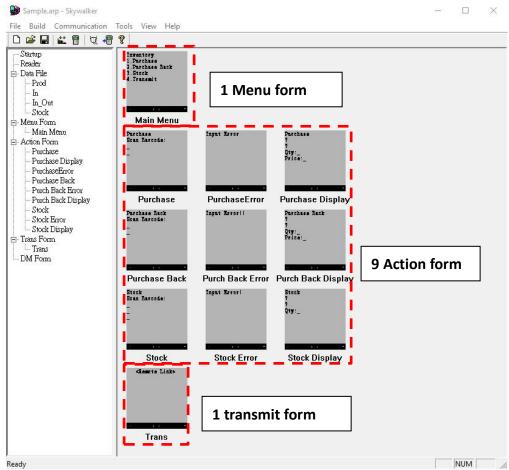


2. choose sample.arp in the sample fie.

Look in: Skywalker		
Name	Date modified	Ţ
Sample	10/20/2016 10:30	Fi
Simulator	10/18/2016 9:44 AM	Fi
Template	10/18/2016 9:44 AM	
test.arp	10/11/2016 4:14 PM	А
<		>
File name:	Open	1
Files of type: Skywalker Files (*.arp)		

Sample.arp project introduction

Sample.arp is a simple demo for houseware management. It includes 1 Menu form, 9 action form and 1 transmit form to achieve Purchase, Purchase Back, Stock and transmission function.



4 Data File are made for save or load data. Prod.dat file is saving all product data. It is already existed after installation Skywalker.

Documents > Sky	walker > Sample	
Name	Date modified	Туре
🗍 In.txt	7/30/2016 3:14 PM	Text Document
📄 In_Out.txt	4 Data File	Text Document
Stock.txt	7/31/2016 3:03 PM	Text Document
Prod.dat	7/31/2016 3:57 PM	DAT File

4 Variable are added for saving temporary data. It is created from input type in Action form

/ariable table	

Variable	Purchase	P
m_ltemNo	0	
m_ProdM	0	
m_Qty		
m_Price		

7. 8. A

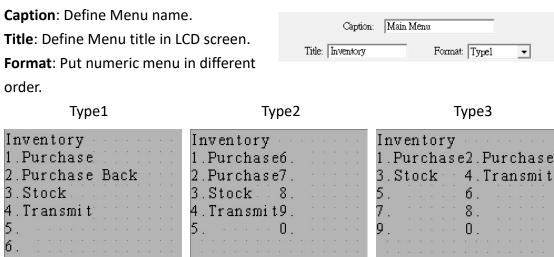
Ξ

2.1. Menu Form

Menu Setup	Menu setting	×
LCD preview		u: Main Menu
Inventory 1.Purchase 2.Purchase Back 3.Stock 4.Transmit 5. 6. 7. 8. A 12:00	Title: Inventory Prompt: 1: 1: Purchase 2: Purchase Back 3: Stock 4: Transmit 5:	Format: Type1 Action: Goto Goto Qoto Purchase Goto Purchase Back Goto Stock Goto Trans None None None None Trans None Password

Double click Main Menu to open Menu setup from Sample.arp.

Menu Setting Description





3 type of Format in LCD screen

		Prompt:	Actio	n:	
	1:	Purchase	Goto	•	Purchase 💌
	2:	Purchase Back	Goto	•	Purchase Back 💌
	3:	Stock	Goto	•	Stock
Menu	4:	Transmit	Goto	•	Trans 💌
Number	5:		None	•	
	6:		None	•	_
	7:		None	•	_
	8:		None	•	_
	9:		None	•	
			None	•	_
	ESC	2	-	🔲 Pa	assword

Menu number: The numbers 0~9 are PI Series numeric key.

Prompt: Action name.

Action: The Action after pressing numeric key.

None: It will close numeric key function.

Goto: Do the Action form which you choose.

Setting: Executing the setting which you choose.

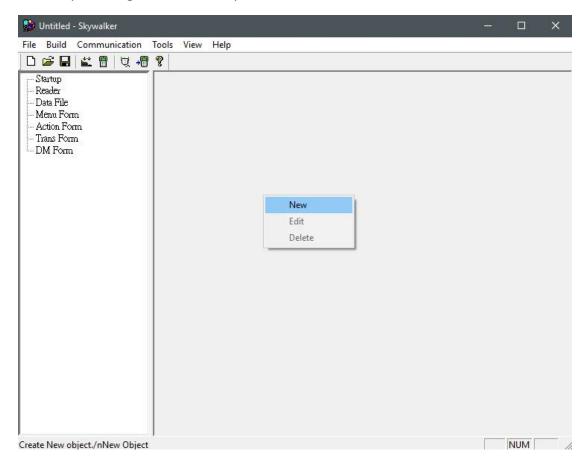
- Disk Info.: Show terminal hardware status
- Vibrator: Setting Vibrator.
- Key backlight timer: Setting Key backlight timer
- Key Click: Setting Key Click sounds Volume
- Date & Time: Setting terminal Date & Time
- System Information: Checking system information

ESC: Press "ESC" button will run the form. None will turn off the application.

Password: Enter the password before you run the menu.

Create a simple Menu Form

	Step.1	Right click in	form pane	e and click	"New'
--	--------	----------------	-----------	-------------	-------

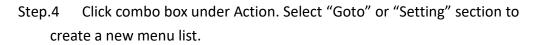


Step.2 Select Menu and click "**OK**". Enter the Form Name as you want.

New			\times	New Object	×
	C Action Form Menu Form	1. Inventory 2. Upload 3. Exit		Form Name: Menu	-
	C DM Form			OK Cancel	
	OK	Cancel			

Title:	Format:	Typel 🔹
Prompt:	Action:	
	None 💌	
	None 👻	

Step.3 Fill Caption, Title and select a Format.



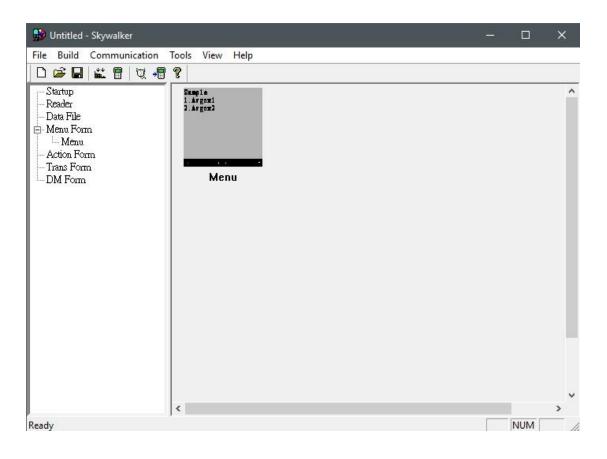
Captio	m: Menu		Caption	Menu	
Title: Sample		Format: Type1 💌	Title: Sample	F	ormat: Type1 💌
Prompt:	Action:		Prompt:	Action:	
: Argox1	Goto	 Main Menu 	1: Argox1	Setting 💌	Disk Info. 💌
: [None	Main Menu Purchase	2:	None 💌	Disk Info. Vibration
	None	 Purchase Display PurchaseError 	3:	None 💌	Key backlight timer Key click
	None	 Purchase Back Purch Back Error 	4:	None 🔻	Date & Time System Information
	None	 Purch Back Display Stock 	5:	None 💌	_
	None		6:	None 💌	_
	None S	how the forms	7:	None	
	None h	ere depends on	8:	None	Show the PI
1	None		9:	None	series setting
	None Y	ou create.	0:	None 🔻	_
SC: None	T I	Password	ESC: None	• 🗆 I	eassword

Note if you don't have any form yet. There will be empty after your action select "Goto".

enu Setup							
			Men	u			
Sam	p 1 e	e					- 22
				$\approx \infty$	$\sim \infty$	$\sim \infty$	-
1 . A:	rgc	IX	50 St	52 St	50 S	10 St	- 22
2.A	rσc	1×2	$\sim \infty$	$\approx \infty$	$\sim \infty$	$\approx \infty$	•3
100 100	•,6,-	 		92 S	10 5		:25
3	$\sim \infty$	$\approx \infty$	$\sim \infty$	$\approx \infty$	$\sim \infty$	$\sim \infty$	•3
4. :	12 S	- 22 - 53		12 S	10 S		- 25
	$\sim \infty$	$\approx \infty$		$\approx \infty$	$\sim \infty$	$\approx \infty$	•3
5	50 S	52 S.	50 S.	12 S	50 S	54 St	24
2	$\sim \infty$	$\approx \infty$	$\sim \infty$	$\approx \infty$	$\sim \infty$	$\approx \infty$	•3
б.	52 St	- 22 - 53	50 S.	12 S	50 S	50 St	- 25
7 .	-e -e	$\approx \infty$		$\approx \infty$		$\sim \infty$	•3
	10 S			12 B	10 S		-
ŏ. ·	$\approx s$	- 82 - 32	- e - e	8 S.	18 A.	$\approx \infty$	•3
Δ			12:0	00			

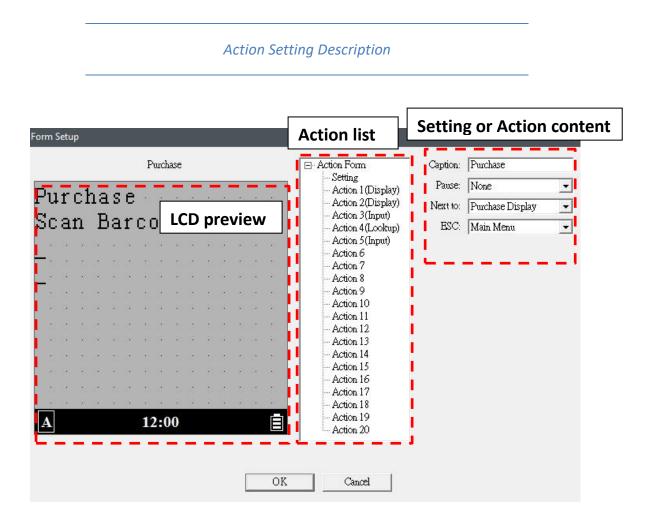
Step.5 LCD preview can display immediately after setting.

Step.6 Click "**OK**" button to create a menu form.



2.2. Action Form

There are 9 Action form in form pane from sample.arp. Double click Purchase form to open a Form Setup as a sample.



LCD preview : Left side shows preview in terminal LCD screen. Mark "?" or "_" means input data or variable data.

Action list : In the middle, Setting can modified location on next action form. Action 1 to 20 can define purpose of action and run in sequence.

Setting or Action content: Click each one shows some function to edit in the right.

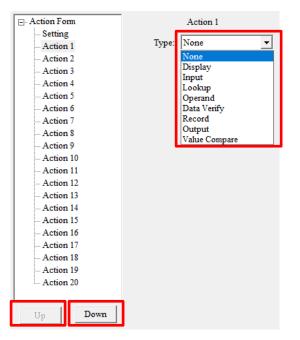
Setting: Setting from Action Form

- * **Caption**: Name of the Action Form
- Pause: Set a pause when Form is finished.
- * **Next to**: Which Form will be run after this form is finished.

Action Form	Caption:	Purchase Display
<mark>Setting</mark> Action 1 (Display)	Pause:	Any key resume
Action 2(Display) Action 3(Display)	Next to:	Purchase
- Action 4 (Input)	ESC:	Purchase
- Action 5(Input) Action 6(Record)		

* **ESC**: Which form will be run after press ESC bottom in terminal.

Action: Action form will run the action in sequence by "Action number". The first action Is "Action 1", second is "Action 2" ... etc. Use "Up" and "Down" button can change action sequence. There are 9 action type in Action Form.



18

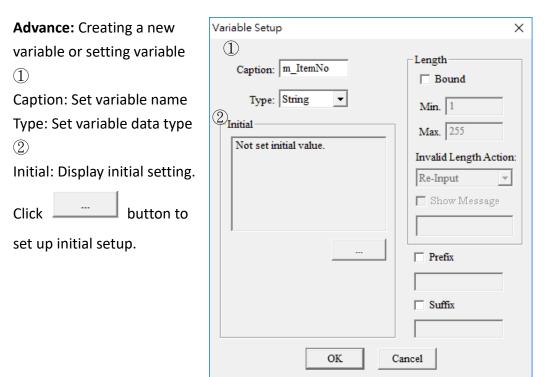
2 Getting start

- ♦ None: Do nothing.
- Display: Display data on the screen. Select display time to define how long will be displayed.
 - * Data
 - Fixed Data: User types data in the prompt will shows on the screen.
 - Lookup Data: Select Data File and Field to display data. Data in the prompt will display before Lookup data. Data File has to be searched. Otherwise, it should be blank or error data.
 - Variable: Select Variable to display data.
 Variable has to be created. Otherwise, it should be blank or error data.
 - prompt: Data in the prompt will display before variable.
- Input: Insert data in Variable. Select display time to define how long will be displayed.
 - Input: Select type to input variable. There are Keypad&Reader, Keypad, Reader and Date &Time. Date & Time load current time and date to saved in variable you set.
 - prompt: Data in the prompt will display before variable.
 - * Variable: Select Variable to input data. Select
 "New..." to create variable.

Type:	Display	•
Data:	Fixed Data	•
Prompt:		
	Display: 1.5 s	ec. 🔻



Action Form



Initial Type

- * None: No initial value.
- Constant: Set fixed data as initial value.
- Lookup file: Get lookup file
 data as initial value.
 - Record #: Set data file records or filtered records as initial value.
 - Lookup Field Data: Set lookup field data as initial value.
 - Assigned Field Data:
 Set fixed record and field data or variable

Initial Setting	×			
	pe: Lookup File None Constant Lookup File Variable Field:			
	 □ Extract Data Extract digit: 1 □ ~ 1 ○ No more modify value. 			
OK Cancel				

- record field data as initial value
- * Variable:
 - Value: Set variable as initial value
 - Data Length: Set variable data length as initial value.
- Extract Data: Extract data from setup source.
- Click "No more modify value" can not allowed to change value by user.

2 Getting start

3

Length: Click Bound to active. Set minimum and maximum bound of length. Invalid Length Action: Set the reaction if length is out of bound.

- * None: Do nothing
- Re-Input: Request input again
 - Show Message:
 Display message if you want.
- * Goto: Select a form to go.

4

Prefix, Suffix: Set Prefix and Suffix character which will be saved in the variable.

2 Getting start

Action Form

- ♦ Lookup: Search data file.
 - * File: Select File in combo box.

	Action 7	
Type:	Lookup	•
File:	Data File	•
		Advance

* Advance:

- Data File: Active data file.
 - Key Filed: Pickup Key Field and choice a variable to set Field for lookup. (Pickup multi Key Field for multi lookup). If you not pickup Key Field and choice variable in Field, it will save Field Data to variable after lookup data.
- Data found: Set next action if data is founded. Continue is keep go to next process you set.

Loc	okup Ad	dvance S	etup				\times
Γ	Setup						
	Da	ata File:	Data File				
	K	ey Field	File	eđ	Lookup / S	ave Var.	
	1.		Field1		None	•	
	2.		Field2		None	•	
	3.		Field3		None	•	
	4.		Field4		None	•	
	5.		Field5		None	~	
		Found — m: Cont	inue	•	Data Unfound Action: Cont		
		[OK		Cancel		

"Goto" is moving to other form. "Re-Action" is back to the action number witch you want in the form. You can show message if you like.

- Data Un-found: Set next action if data is un-found. Continue is keep go to next process you set. "Goto" is link to next form. "Re-Action" is back to the action number witch you want in the form. You can show message if you like.

Action Form

Operand : Mathematic operation	Type:	Operand	•	
			Setup	

* Setup: Select "Operand 1" and "Operator2" type and choose a "Operator".
 Save it in "Result Record to" column. The formula shows as below.

Setup			×
Result Record to Type: Lookup Field File: Data File Field: Field2	Operator 1 Type: Variable Variable: m_Var1	Operator + (Add) - (Minus) * (Multi) / (Division)	Opeartor 2 Type: Constant Data: 2
	Data File Field2 = m_V	Var1 * 2	
	OK C	ancel	

Type: Operand type
 Constant: Set a constant for operand.
 Variable: Select a variable for operand.
 Lookup Field: Set a Lookup File Field for operand.

♦ Data Verify: Verify data.

- * Verified: Select a Variable data to be verified.
- * Veri. with: Set type .
 - Constant: Variable data verifies a constant. Enter a constant in Data column.
 - Variable: Variable data verifies a variable. Select a "Variable".
 - Lookup file: Variable data verifies lookup file. Select "File" and "Field".

Type:	Data Verify	•
Verified:	[•
Veri. with:	Constant	•
Data:		
	A	dvance

- * Advance
 - All Data: Verified all data.
 - Assigned Digit: Set a range of digit position in "Look Var." to Verify Data.
 - Data Identical: Set next action if data is founded. Continue is keep go to next process you set. "Goto" is link to next form. "Re-Action" is back to the action

Data Verify	×
 All Data 	ı
C Assigne	d Digit
1	~ 1
Data Identical Action: Continue	Data Difference Action: Continue 💌
OK	Cancel

number witch you want in the form. You can show message if you like.

- Data Difference: Set next action if data is un-found. Continue is keep go to next process you set. "Goto" is link to next form. "Re-Action" is back to the action number witch you want in the form. You can show message if you like.

♦ **Record**: Record to a Lookup file

* File: Select a File to be recorded



- * **Advance**: Set which data record to lookup file.
- Record Variable:
 Select Record Variable
 to each field in
 Lookup file. If select
 "Blank", it will be
 blank in the data .

	Record Setup			×	
9	Caption: In_Out		Field NO: 3	ОК	
	Working for: Record Only	ſ	Field Align: Rig	tht Cancel	
	File: C:\Users'alle	n.DOMAINDoo	uments\Skywalker\Sampl	le\In_(
	Append				
	, 				
	Field	Field Title	Record Variable	_	
	->1	Model	Blank 💌	_	
	2	Qty	Blank 💌		
	3	Price	Blank 🔹		
	4		Blank 💌	F	
	5		Blank 💌	_	

- ♦ Output: Transmit selected data by Linking port.
 - * Port: Select Linking port to transmit.
 - * Data: Select "Variable" or "File".
 - Variable: Select a variable to output
 - File: Select a file to output data from linking port.
 - Advance button can use convert table to transform data to variable data. For Create a new covert table, please refer to <u>Ch 4.2.2 Convert Table</u>

linking	Type:	Output	•
t table ta. For	Port: Data:	Linking port 1 File	•
se refer	File:	 Advance	e
Convert Data			×
	⊽ Convert Table:	Data	
	OK	Cancel	

Type: Output

 Port:
 Linking port 1

 Data:
 Variable

 Variable:

♦ Value Compare: Compare two value.

Type:	Value Compare	•
	Setup	

 * Setup: Set "Value 1" and "Value 2" then choose a "Compare". "Compare TRUE" and "Compare FALSE" define next action after compare two value.

Value Compare		×			
Value 1 Type: Variable • Variable: m_Var1 • Compare TRUE Action: Continue		Value 2 Type: Constant Data: Constant Variable Lookup Field FALSE Continue			
IF m_Var1 > 0 Continue; ELSE Continue; OK Cancel					

- Type: Compare type
 Constant: Set a constant for compare.
 Variable: Select a variable for compare.
 - Lookup Field: Set a Lookup File Field for compare.
- Compare TRUE: Set next action if condition is TRUE. Continue is keep go to next process you set. "Goto" is link to next form. "Re-Action" is back to the action number witch you want in the form. You can show message if you like.
- Compare FALSE: Set next action if condition is FALSE. Continue is keep

2 Getting start

go to next process you set. "Goto" is link to next form. "Re-Action" is back to the action number witch you want in the form. You can show message if you like. Create a simple Action Form

Step.1	Right click in form pane and click " New "
--------	---

💕 Untitled - Skywalker				-		×
File Build Communication Too	Help					
- Startup - Reader - Data File - Menu Form - Action Form - Trans Form - DM Form						
		New				
		Edit				
		Delete				
Create New object./nNew Object					NUM	

Step.2 Select Form and click "**OK**". Enter the Form Name as you want.

New		× New Object		×
 Action Form Menu Form Trans. Form 	A9010235142 Count:	Form N	lame: Action Form	
C DM Form	Cancel	•	DK Cancel	

					Ac	tion	Fon	n						- -	Action F		(Caption:	Action For	n
													10		- Settir Actic			Pause:	None	
8	1		1	8	1		- 25	8	2		1	8	1		Actic			Next to:	Mana	
8	×	×.	×	84	×	8	×	8	×	8	- 33	8	- 20		Actic	m 3	- 4		-	
										-		-			Actic	m 4		ESC:	None	
84	- 22	82	- 24	8	- 24	82	- 22	8.	- 22	84	- 28	88	2		Actic	m 5				
															Actic					
÷.	<u></u>		ं	8	ं		ं	8	ं		ं	8	8		Actic					
8 . -	×	×.	×	8	×	8 .	×	С÷	*	С•	- 20	8	×		Actic					
	1	2		2		8	2	2	1	-		8	1		Actic					
8	×	8	X	8	20	8	- (A)	8	æ	8	-38	8	- 20		Actic					
				-						-					Actic					
												- 22			Actic					
	~	·	~		~	·	~		~	·	~		~		- Actic					
	1	8	1		1	8	1	2	2	1	2	8	1		Actic					
22	×	2	×	8	×	8	×	÷.	×	8	- 33	8	×		Actic					
<u></u>	8	-		-		-		-		-		-			Actic					
82	2	82	28	84	28	88	28	84	- 28	-22	28	82	2		Actic					
															Actic					
						2:()0						目		Actic					
														1	nouc	ai 200				

Step.3 Set the Setting in this action form.

Step.4 Set action one by one. PI series will execute action by sequence.

Action Form	_	Action 1	
Setting Action 1	Туре:	None	•
-Action 2		None	
- Action 3		Display Input	
-Action 4		Lookup	
- Action 5		Opearand	
- Action 6		Data Verify	
- Action 7		Record Output	
- Action 8		[owpar	

				Ρ	urch	nase							Action Form Caption: Purchase	
Purc	ha		~	•									- Setting - Action 1 (Display) Pause: None	•
							100	-	÷	- 22	10		Action 2(Display) Next to: Purchase Display	-
Scan	P	a	٢ı	c (пó	1 F	e i			*		*	- Action 3(Input) - Action 4(Lookup) ESC: Main Menu	
			-					3	÷ .	-33	13	-		
	÷	*		÷	1			- 8	÷	1	1	*	- Action 5	
- 10 al 1	8 8	53	13	-	15	- 2	18	3	:	5	13	53	Action 7	
- e - e - e	8 8	*	•	÷	14	÷	- 14	÷	÷	÷		÷.	- Action 8	
	s 131	.								\sim			- Action 9	
10.03	a 13	*		-		-				-		÷.	- Action 10	
													- Action 11	
													- Action 12	
	• •	30		*	100	*			•	*		*	- Action 13	
- 10 - 10 - 10 - 10 - 10 - 10 - 10 - 10	8 8	53	8	- 53	13	- 3	13	3	\$	53	13	- 55	Action 14 Action 15	
	87 - 18	8	•	÷	1	÷	1	÷	÷	÷	1	÷.	- Action 15 - Action 16	
22 22 3	SS 183	23	2	53	12		12	:	:	53	12		- Action 17	
	8 3	*		÷.	-	÷		ź	÷		-	8	Action 18	
				14	2:0	10							- Action 19	
A				1	2:0	10						E	Action 20	

Step.5 Here is a sample in action setup.

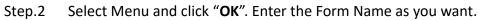
2.3. Transmission Form(Trans Form)

Create a form in to transmission mode. Let terminal is easy to connect to PC

Create a Transmission Form

Step.1 Right click in form pane and click "New"

Build Communication Tools View Help Startup Reader Data File Menu Form Action Form DM Form	Untitled									-	>
Startup Reader Data File Menu Form Action Form Tians Form DM Form DM Form					View	Help	 				
Reader Data File Menu Form Action Form Tians Form DM Form DM Form		*	Q 📲	8					 		
Data File Menu Form Action Form Trans Form DM Form											
Menu Form Action Form Trans Form DM Form											
Trans Form DM Form Edit		n									
DM Form New Edit											
New Edit	Trans For	n									
Edit	DM Form										
Edit											
Edit											
							New	1			
							Edit				
							 Derete				



C Action Form	<remote link=""></remote>				
C Menu Form		_	Form Name:	Trans	
Trans. Form				1	
C DM Form			ОК	Cancel	
ОК	Cancel		-		

	Caption: Trans		
-Setting-	Port: USB	T	
	799		
-	ESC: Main Men	u <u> </u>	

Step.3 Name the caption and select combo box. Click OK

- * Caption: Name of transmission form
- * Port: Select a port to transmit data.
 - By system: Use the system setting to transmit
 - Com/USB/Bluetooth: Select Com/USB/Bluetooth to transmit.
- * ESC: Select a form to go after press ESC.

2.4. Data Manager Form(DM Form)

Data Manager			×
	Caption: Da Title:	ata Manager	
Data File:	,	Working File:	
In Prod		> In_Out Stock	
🔽 Data Browser		🔽 Data Edit	
□ From first ✓ Assigned	Prompt: From Head Assigned	Prompt: Assigned Assigned Search Search	
🔽 Search	Search		
🔽 Data Delete		1	
I Assigned I Search	Prompt: Assigned Search		
🗖 Delete All	Delete All	ESC:	
	OK	Cancel	

Manage data file in the project to browse, edit, delete directly.

Data Manager Setting Description

Data Manager			×
	Caption:	Data Manager	
	Title:		
Data File:		Working File:	
In Prod		> In_Out Stock	
		<	

- * Caption: Name of Data Manage form
- * Title: Set Title in the screen.

2 Getting start

- * Data File: Data file list of project.
- * Working File: Click \rightarrow to Move data file you want to work.

🔽 Data Browser		ſ	🗸 Data Edit	
	Prompt:			Prompt:
🗖 From first	From Head		🔽 Assigned	Assigned
🔽 Assigned	Assigned		🔽 Search	Search
🔽 Search	Search	L		
🔽 Data Delete				
	Prompt:			
🔽 Assigned	Assigned			
🔽 Search	Search			
🔲 Delete All	Delete All		ESC:	•

- * Data Browser, Data Edit, Data Delete: Click to open the function
 - From first: Start from first data
 - Assigned: Assign which record you want to manage.
 - Search: Enter data to search the field which you set Key field in Data File setting. Manage data if data search is matched.
 - Delete All: Delete all data.
- * ESC: Click ESC back to other form or do nothing.

3.Setting

3.1. Startup

Startup	×		
Font ① 1 Byte ① 2 Bytes ② Small (16 x16) ① Big (20 x 20) Times New Roman (西歐)	 Auto Off 30 sec. LCD Backlight 20 sec. Keypad Backlight 30 sec. Click Disable 		
Start at:	Error indication		
Check AID AID: (4 ~ 8 char.) Password: (4 ~ 8 char.) ✓ Status bar	 Beeper Indication 		
□ P1 21 □ P2 22 □ P3 23 OK Cancel			

Startup Setting Description

- Font: Set project font and binary. Select 2
 Bytes if font is design in 2 bytes.
- Start at: Set first form after you run this project.
- Check AID: Before running application, AID and Password is checked and correct. (Terminal AID setting refer to PI Series user manual) AID, Password: Set AID and password between
- 4-8 character.
- * Status bar: Display terminal status bar or not.
- * P1,P2,P3: Set P1,P2,P3 to simulate other pad.

-Font		
I Byte	C 2 Bytes	
Small (16 x16)		
🔿 Big (20 x 20)		
Times New Roman	1(西歐)	•
Start at:	•	
🔲 Check AID		
AID:		$(4 \sim 8 \text{ char.})$
Password:		(4 ~ 8 char.)
🔽 Status bar		
□ P1 21	P2 22	
P3 23		

3 Setting

Data Manager Form(DM Form)

- * Auto Off: Set auto shutdown time.
- * LCD Backlight: Set Terminal LCD backlight time.
- * Keypad:
 - Backlight: Set terminal keypad time
 - Click: Select to control keypad click sound enable or disable.
- * Error indication: Set application error warning.
 - LED indication: Enable or disable LED
 - Beeper indication: Enable or disable beeper
 - Vibrator indication: Enable or disable vibration

🗆 Auto Off 🛛 30 👘 sec.			
🗆 LCD Backlight 🛛 20 👘 sec.			
Keypad			
🗆 Backlight 30 sec.			
🗖 Click Disable 🖃			
Error indication			
LED indication			
🔽 Beeper indication			
Vibrator indication			

3.2. Reader

PI series support 21 type barcode to fulfill different scan request. Double click Reader in setting pane to adjust the scan system. If you want to know the default in Skywalker, see <u>Appendix A</u>

Reader Description

Setup tab

Here can directly set scan function

			×
RSS Limited Setup Code 11	JPCA UPCE	Matrix 2 of 5 panded e 93 Code 128	MSI Plessey UK Plessey China post RSS 14 Italian Pharmacode 39 Codabar EAN8 EAN13
-Indication		Scan	
LED E	inable 🔻	Double Cor	nfirm 0
	inable 🔻	Min. Code Le	ngth 4
Vibrator (0,1 sec))	Max. Code Le	ngth 99
- Transmission		Inverted Im	nage Disable 💌
Preamble D	Disable 💌	String Setting	
Postamble D	Disable 🔻	Prefix char.	
ID Position B	Before Data 💌	Suffix char.	
Code ID	Disable 🔻	Preamble char.	
Code Length	Disable 💌	Postamble char.	
Code Name	Disable 🔻		
Conversion	Disable 💌		
		確定	取消

Barcode type tab

Adjust different barcode

 Telepen
 UPCA
 UPCE
 Matrix 2 of 5
 China post
 RSS 14

 RSS Limited
 RSS Expanded
 Italian Pharmacode 39

 Industrial 2 of 5
 Interleaved 2 of 5
 Standard 2 of 5
 MSI Plessey
 UK Plessey

 Setup
 Code 11
 Code 39
 Code 93
 Code 128
 Codabar
 EAN8
 EAN13

 Image: Read
 Read
 Read
 Recksum trans./verify
 Disable/One digit
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read
 Image: Read
 Image: Read

 Image: Max. Length
 0
 Image: Read
 Image: Read

3.3. Data File

Data File Description

Data File Setup								×
Caption: Dat Working for: Loo File: Field NO: 0 Field Align: Left	kup & Recor	rd	•		Record Fo Appe O Overv Terminal Lo C:	end write	OK Cancel DDR Ram Files will be lost if the battery is drained!	
	ecord/Data anager Key		Length	Fiel	d Title			
	C	1.						
	С	2.						
	C	3.						
	С	4.						
	С	5.						

- * Caption: Name Data File.
- * Working for: Select data file type
 - Lookup only: Data File is only for search.
 - Lookup & Record: Data File can search and record data.
 - Record only: Data File is only for record.
- * File: Search and select file you want to use in PC. User has to create a data file to be selected.
- * Field No: Set number of Data file field. Maximum is 20.
- * Field Align: Set field align left or right.
- * Record Format:
 - Append: Record a new data behind data file.
 - Overwrite: Search Key field you choose. if it is matched, overwrite the data.
 Otherwise, add a new data behind it.

3 Setting

- * Terminal Location: Set file to be loaded in which terminal storage.
- * Record/Data Manager Key: select a field to be searched. Only used in record format set on overwrite or DM form for search.
- * Length: set the length of field. (0~255)
- * Field Title: Name the field title for identified in Skywalker.

^

4. Utility

4.1. Build

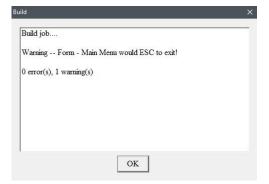
After you complete the hole progress of form and setting, you may want to know the project is work or not in terminal. Use Compile as a detection to find error and warning. Use Simulator to see how does it work in terminal.

4.1.1. Compile



Compile project to terminal language and check error and warning. Fix it as much as you can until there is no error.

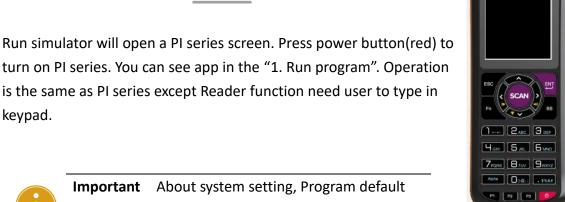
Compiler produce a file extension (*.prj). it will save to default directory in PC My Document\PhoenixVoler. If you want to run



the same project with different PC, Move (*.prj) file to the PC in same directory. Run PhonixVoler with project mode to download project.

4.1.2. Simulator







keypad.

Important About system setting, Program default and change will only saved in the program.

4.2. Communication

4.2.1. Setup

¥4. –

In the port box, select port which terminal is connect to PC. If it is USB port, it will show PI Series name directly. Make sure which port and baud rate you set in terminal is right.

nnect Setup		×
Port:	сом1	•
Baud rate:	115200	•
OK	Cancel	

4.2.2. Download project



Download project after setup communication. Before download project to terminal, it has to be no error.

C:\Users\Jed.DOMAIN\Doc	cuments\Pho
	0%
Total Files: 001	
Finish Files: 000	0%

4.2.3. File Transmission

File transmission can Upload and download specific file to terminal.

Download: Transmit file from PC to Terminal.

- Set PDT Location in box and select file
- 2. Click Add button to add file in download list.
- 3. Remove the file with Delete button in list.
- 4. Press Start to Download file to terminal.

Setup			Add
	Download	C Upload	
PDT Location:	C:\	_	
File:			
ownload			
File		Download to.	Delet
Jpload			
Jpload File	Uplo	ad to	Delet
Carden and C	Uplo	ad to	Delet
Carden and C	Uplo	ad to	Delet
Carden and C	Uplo	ad to	Delet

Upload: Transmit file from Terminal to PC.

- 1. Set PDT Location in box
- Key the file name and choose where is the file will be upload.
- Click Add button to add file in the upload list.
- 4. Press Start to upload file to PC.

File Transmission		×
Setup	Download Upload 	Add
	Download Upload 	
PDT Location:	C:\Sample	
File:	In.txt	
Upload to:	C:\Temp	
Download		
File	Download to.	Delete
C:\Temp\IN_OUT C:\Temp\STOCK		
Upload		
File	Upload to	Delete
C:\Stock\Record. C:\Sample\In.txt	TXT C:\Temp\Record.TXT C:\Temp\In.txt	
	Start	

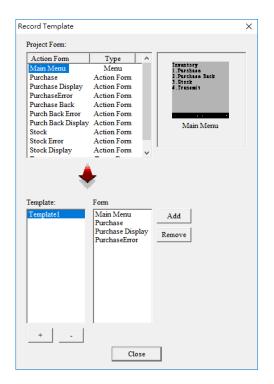
4.3.1. Template

Template function can make modular forms. It is a benefit for project development speed. After template, you can insert form to another project.

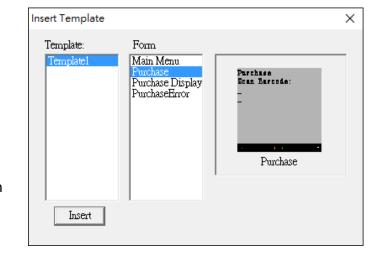
• Record: Add form to template.

Click + button to create new template and
 button to remove template.

- Select form name in Project Form and click Add button. Click Remove can cancel the form you choose
- 3. Close Record Template window to finish record.



- Insert: Insert form in project.
 - Select template name and choose which form you want to insert.
 - Click Insert button to add form in project.



4.3.2. Convert Table

Convert Table can help you replace the collected data when you want to output. It is useful to combine other data to your individual system.

Step.1	Click +	button to create n		e and
	button to re	move convert table		
	Convert Table			×
	Table	Caption: Key Word	Convert variable	New Delete
	+ .	OK Ca	ncel	

Step.2 Name the table in caption and click New button to set convert data.

Convert Table		×
⊟- Table i Table1	Caption: Table1	New Delete
+ _		
	OK Cancel	

Step.3 Set Key words in space and select Variable in box to be replaced. Click OK

Convert Data	×
Key Words: [*Convert2*] Variable: m_ProdMoc 💌	
OK Cancel	

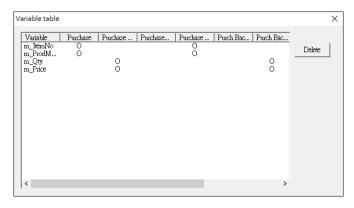
Step.4 Click New button to create another convert data until it is finished.

Convert Table			×
⊡- Table ⊡- Printer Table	Caption: Prints	a Table	
	Key Word	Convert variable	New
	[*Convert1*] [*Convert2*]	m_ltemNo m_ProdModel	Delete
	OK	Cancel	

Step.5 Convert Table finished.

Convert Table			×
⊡- Table └ Print Table	Caption: Print Tak Key Word [*Convert]*] [*Convert2*] [*Convert3*] [*Convert4*]	ale 	New Delete
	OK	Cancel	

Variable Table: When you create form. There are numbers of variable used in different form. Use Variable Table can easily check which Variable is using in which form.



If you want to delete wrong variable, select variable name and click delete button. It will show a warning to make sure.

kywalker		>
A Are	you sure to delete	this variable?
	you sure to delete	
		e this valiable:

Appendix A

Command1	Command2	Option/Limitation
	LED indication	Disable
Indication		Enable *
Indication	Buzzer indication	Disable
		Enable *
	Preamble transmission	Disable *
		Enable
	Postamble transmission	Disable *
		Enable
	Code ID position	Before code data *
		After code data
	Code ID transmission	Disable *
Troponsionion		Proprietary ID
Transmission		AIM ID
	Code length transmission	Disable *
		Enable
	Code name transmission	Disable *
		Enable
		Disable *
	Case conversion	Upper case
		Lower case
		0~9
Scan	Double confirm	0 *
		0~99
	Global min. code length	4 *
		0~99
	Global max. code length	63 *
		Disable *
	Inverted image scan	Enable
		0 *
String setting	Prefix characters setting	0x00 ~ 0xff ASCII code
		12 characters.
		0 *

Skywalker Reader Default (*)

Code

Code

	Suffix characters setting	0x00 ~ 0xff ASCII code
		12 characters.
		0 *
	Preamble characters	0x00 ~ 0xff ASCII code
	settings	12 characters.
		0 *
	Postamble characters	0x00 ~ 0xff ASCII code
	settings	12 characters.
		Disable *
11	Read	Enable
		Disable/Disable
	Check-sum transmit	Disable/One digit *
	/verify	Disable/Two digits
		Enable/One digit
		Enable/Two digits
		0~64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0~15
	Truncate leading	0 *
		0~15
	Truncate ending	0 *
		<0>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
	Ŭ	bytes)
39	Read	Disable
		Enable *
	Check-sum transmit	Disable/Disable *
	/verify	Disable/Enable
		Enable /Enable
	Max. code length	0~64
		0*
	Min. code length	0~64
		1*
	Truncate leading	0~20

Truncate ending

0 * 0 ~ 15

		0 *
		<*>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Standard *
	Format	Full ASCII
	Format	
	Otant/atan tuan aminaian	Disable *
	Start/stop transmission	Enable
		Disable *
Code 93	Read	Enable
		Disable/Disable
	Check-sum transmit	Disable/Enable *
	/verify	Enable /Enable
		0 ~ 64
	Max. code length	0 *
		0 ~ 64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<&>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable
Code 128	Read	Enable *
		Disable/Disable
	Check-sum transmit	Disable/Enable *
	/verify	Enable /Enable
		0~64
	Max. code length	0 *
		0~64
	Min. code length	1*
		0~15
	Truncate leading	0 *
		0~15
	Truncate ending	0 ~ 15
		<#>

	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Standard *
	Format	UCC.EAN 128
		<#>
	UCC/EAN 128 ID setting	0x00 ~ 0xff ASCII code(1 bytes)
	COC/LAN 120 1D Setting	0x1D *
	Concatenation code	0x00 ~ 0xff ASCII code(1 bytes)
Codabar		Disable *
Country	Read	Enable
		Disable/Disable *
	Check-sum transmit	Disable/Enable
	/verify	Enable /Enable
		0 ~ 64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0*
		0~15
	Truncate ending	0 ~ 15
		<%>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
	Code ID setting	bytes)
		ABCD/ABCD *
	Start/stop type	abcd/abcd
		ABCD/TN*E
		abcd/tn*e
		Disable *
	Start/stop transmission	Enable
		Disable
EAN 8	Read	Enable *
	neau	
	Chook our transmission	Disable Enable *
	Check-sum transmission	
	Taura eta la edinar	0 ~ 15 0 *
	Truncate leading	
	Trupacto andina	0 ~ 15 0 *
	Truncate ending	0 *

		<ff></ff>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		None *
	Supplement digits	2 digits
		5 digits
		2, 5 digits
		UCC/EAN 128
		2, UCC/EAN 128
		5, UCC/EAN 128 All
	T	None *
	Truncation/expansion	Truncate leading zero
		Expand to EAN 13
		Disable *
	Expansion	Enable
		Disable
EAN 13	Read	Enable *
		Disable
	Check-sum transmission	Enable *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<f></f>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		None *
	Supplement digits	2 digits
		5 digits
		2, 5 digits
		UCC/EAN 128
		2, UCC/EAN 128
		5, UCC/EAN 128
		All
		Disable *
	ISBN/ISSN conversion	Enable
		Disable *

0 Appendix A

Industrial 2 of 5	Read	Enable
		0~64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<i>></i>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
	Read	Disable
Interleaved 2 of		Enable *
5		Disable/Disable *
	Check-sum transmit	Disable/Enable
	/verify	Enable /Enable
		0~64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<i>></i>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
Standard 2 of 5	Read	Enable
		Disable/Disable *
	Check-sum transmit	Disable/Enable
	/verify	Enable /Enable
		0 ~ 64
	Max. code length	0 *
		0 ~ 64
	Min. code length	0 *
		0 ~ 15

	Truncate leading	0 *
		0~15
	Truncate ending	0 *
		<i>></i>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
	Ŭ	bytes)
		Disable *
MSI Plessey	Read	Enable
		N/disable *
	Check-sum transmit	N/MOD 10
	/verify	N/Mod 10,10
		N/mod 11,10
		Y/ Mod10
		Y/ Mod 10,10
		Y/ Mod 11/10
		0~64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0~15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<@>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
UK Plessey	Read	Enable
		Disable/Disable
	Check-sum transmit	Disable/Enable *
	/verify	Enable /Enable
		0 ~ 64
	Max. code length	0 *
		0 ~ 64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15

	Truncate ending	0 *
		<@>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
	, , , , , , , , , , , , , , , , , , ,	bytes)
_		Disable *
Telepen	Read	Enable
		Disable/Disable *
	Check-sum transmit	Disable/Enable
	/verify	Enable /Enable
		0~64
	Max. code length	0 *
		0~64
	Min. code length	0 *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<s></s>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Numeric *
	Format	Full ASCII
		Disable
UPCA	Read	Enable *
		Disable
	Check-sum transmission	Enable *
		0 ~ 15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<a>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		None *
	Supplement digits	2 digits
		5 digtis
		2, 5 digits
		UCC/EAN 128

	1	
		2, UCC/EAN 128
		5, UCC/EAN 128
		All
		None
	Truncate/expansion	Truncate leading zero *
		Expand to EAN 13
		Disable
UPCE	Read	Enable *
		Disable
	Check-sum transmission	Enable *
		0 ~ 15
	Truncate ending	0 *
		<e></e>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		None *
	Supplement digits	2 digits
		5 digits
		2, 5 digits
		UCC/EAN 128
		2, UCC/EAN 128
		5, UCC/EAN 128
		All
		None *
	Truncate/expansion	Truncate leading zero
		Expand to EAN 13
		Expand to UPCA
		Disable *
	Expansion	Enable
		Disable *
	UPCE-1	Enable
		Disable *
Motrix 25	Read	
Matrix 25	reau	Enable
		Disable/Disable *
	Check-sum transmit	Disable/Enable
	/verify	Enable /Enable
		0~64
	Max. code length	0 *

		0~64
	Min. code length	0 ~ 04
		0~15
	Trupacto looding	0 ~ 15
	Truncate leading	
		0~15
	Truncate ending	0 *
		
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
China post	Read	Enable
		0 ~ 64
	Max. code length	11 *
		0 ~ 64
	Min. code length	11 *
		0 ~ 15
	Truncate leading	0 *
		0~15
	Truncate ending	0 *
		<t></t>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
RSS 14	Read	Enable
		0~15
	Truncate leading	0 *
		0 ~ 15
	Truncate ending	0 *
		<r4></r4>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
	UCC/EAN 128 emulation	Enable
		Disable *
RSS Limited	Read	Enable
		0~15
	Truncate leading	0 *
		0~15
		0 10

	Truncate ending	0 *
		<rl></rl>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
	UCC/EAN 128 emulation	Enable
RSS Expanded		Disable *
	Read	Enable
		0~99
	Max. code length	99 *
		0~99
	Min. code length	1 *
		0 ~ 15
	Truncate leading	0 *
		0~15
	Truncate ending	0 *
		<rx></rx>
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
		bytes)
		Disable *
	UCC/EAN 128 emulation	Enable
		Disable *
Italian	Read	Enable
Pharmacode 39		0~64
	Max. code length	12 *
		0~64
	Min. code length	9 *
		0~15
	Truncate leading	0 *
	, , , , , , , , , , , , , , , , , , ,	0~15
	Truncate ending	0 *
	Code ID setting	0x00 ~ 0xff ASCII code(1 or 2
	South Dotting	bytes)
		Disable *
	Leading "A"	Enable
	Leauny A	