

**SMART KEYBOARD**

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**PROGRAMMABLE PRINTER CONTROLLER**

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**PROGRAMMING  
MANUAL**

# Smart Keyboard Programming Manual

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## Document Conventions

This manual uses the following typographic conventions

Examples of convention	Description
< >	Angle brackets, enclose mnemonic representations of ASCII control characters.
[ ]	Square brackets, the data within square brackets is optional.
<b>Ctrl</b>	Bold letters represent a key on the keyboard.
<b>Ctrl-C</b>	Two keys with a dash, representing simultaneous key-presses.
<i>Italic</i>	Italic letters represent explanations given in the context.
<b><i>Bold Italic</i></b>	Note. Important information.

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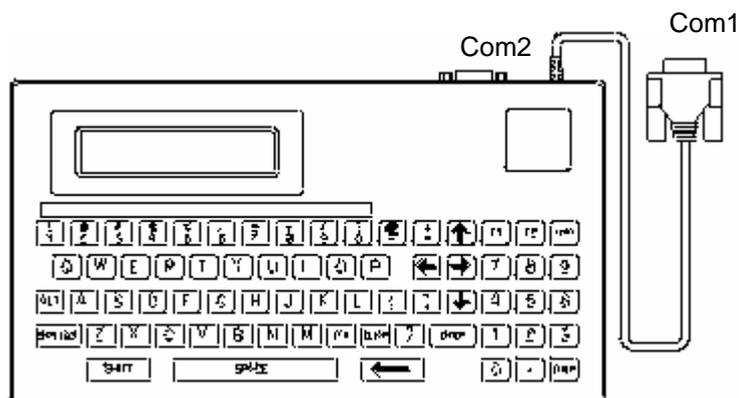
## Quick Start

1. Verify if the pin configuration of keyboard COM1 port (keyboard cable) is compatible with your printer COM port. If they are not compatible, please refer to section Specification and Appendix A for more information.
2. Turn off printer power. Connect keyboard COM1 port to printer serial port.
3. Press **F1** to setup the communication parameters of keyboard. Please refer to section Keyboard Utilities for more information.
4. Press **ALT-EXIT** to reset keyboard. It is now ready to download programs.
5. Key in the program as below:

```
CLS  
PRINT "HELLO !"  
A=INKEY()  
END
```

**NOTE: TSKL only accepts capital letters.**

6. Save the file with filename of "DEMO.BAS".
7. Select Utilities | Download File to download program file to keyboard.  
**Note: When download programs (\*.BAS), please select BAS file extension in the Download file dialog box.**
8. A sharp and short beep sound means the file has been downloaded to keyboard memory.
9. Press **FORM** key and use the ↑ and ↓ to execute downloaded programs.
10. "HELLO !" will be shown on the LCD display. Press any key to end the program.
11. Press **ALT-EXIT** to reset the printer.



## Features of SMART KEYBOARD

- 68 keys large keypad layout
- Big LCD screen (20 characters × 2 lines)
- Additional RS-232 port for other input device
- Maximum 50 files can be stored in memory (SRAM and FLASH )
- Upload or download files through both serial port
- Real Time Clock (Y2K compatible)
- Built-in Euro logo (ASCII 176, 177)
- Floating point calculation
- Password locking security
- Auto execution function

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## Specifications

### Keyboard Unit

<b>Size</b>	261mm(L)×142.2mm(W)×31mm(H)
<b>Weight</b>	440g
<b>LCD</b>	20 characters × 2 lines
<b>Max Current</b>	5V, 250mA
<b>External Power</b>	5V, 150mA
<b>Operating Temperature</b>	40°F~104°F (5°C~40°C)
<b>Storage Temperature</b>	-4°F~140°F (-20°C~60°C)

### Memory

<b>FLASH</b>	512 KB for system, 1 MB for application
<b>SRAM</b>	128 KB for system, 128KB for application

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## Communication Interface

The available communication parameters for both 2 serial ports are listed as below:

Baud rate: 2400, 4800, 9600, 19200 bps

Parity check: none, even or odd

Data bits: 7 or 8

Stop bit(s): 1 or 2

## COM1 Port

The serial interface COM1 is a 9-pin, male D-style subminiature connector with cable; pin assignments are shown as below:

Pin	Configuration
1	Power input 5 volts, 250mA
2	RxD
3	TxD
4	DTR
5	Ground
6	DSR
7	RTS
8	CTS
9	Connect with Pin1 internally

## COM2 Port

The COM2 is a 9-pin, female D-style subminiature connector. The pin assignments are shown as below:

Pin	Configuration
1	Power input 5 volts, 250mA
2	TxD
3	RxD
4	DSR
5	Ground

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6	DTR
7	CTS
8	RTS
9	Connect with Pin1 internally

## Safety Regulation

FCC Class A

CE Class A

## Check-List

Verify the contents of the container according to the list below, if any parts are missing, please contact your local representative.

- SMART KEYBOARD keyboard unit
- SMART KEYBOARD User's Manual
- 25 pin to 9 pin RS-232 converter
- 2 screws for SI thread
- Codepage stickers

## Options

- External power set
  - AC adapter  
Input: 110V AC or 220V AC  
Output: 5V DC
  - RS-232 cable with power adapter jack

## Keyboard Setup

Please turn off printer power prior connecting keyboard COM1 port to printer. COM2 port of keyboard is used for download files from PC or can be connected to other input devices such as bar code scanner.

## Keyboard Operation

### ● Power-on Utilities

#### ■ Auto Execution

SMART KEYBOARD will execute the program automatically when turning on power without pressing any key, if one of the downloaded programs is named "AUTO.BAS"

Please press **ALT-F1** first to disable the auto execution functions prior keyboard configuration setup, on-line editing, initialization and extend files manager utilities if the auto execution file is downloaded in keyboard.

#### ■ Keyboard Initialization

Press the **ALT-CLEAR** while turning on printer power will initialize the keyboard. All files stored in the SRAM will be deleted. Code page and country codes are set to defaults value of 437 and 001 respectively. Both of serial port communications parameters are set to 9600 bps, none parity check, 8 data bits and 1 stop bit.

Items	Default Parameters
COM1 Port	9600,N,8,1,Xon/Xoff
COM2 Port	9600,N,8,1,DSR/DTR
Country Code	001
Code Page	437
Key Sound	On
ID Number*	T.S.C.

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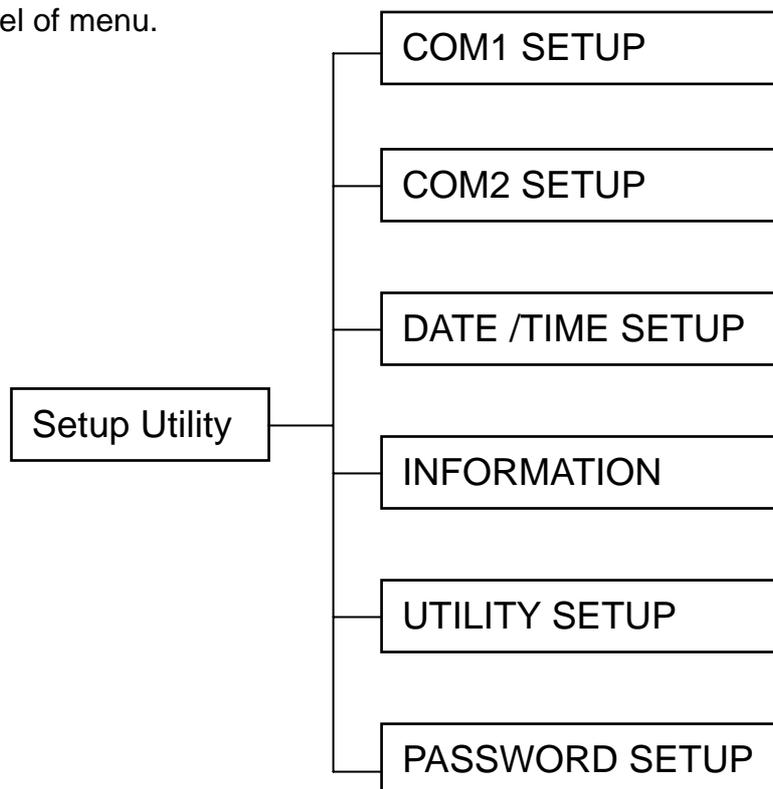
---

Password*	None
-----------	------

**Note: The items with asterisk (\*) can't be initialized.**

## Keyboard Configuration Setup

Keyboard configurations can be changed by pressing **ALT-F1** keys. The left and right arrow keys are used to select different parameters. Press **ENTER** key to enable the selected parameter. Press **EXIT** to return to upper level of menu.



- **COM1, COM2 SETUP:**  
With COM1, COM2 SETUP, users can select different communication parameter as well as handshaking to download or upload data.
- **DATE / TIME SETUP:**  
The built-in Real Time Clock is compatible with year 2000. The leap year timing is automatic. The available setting of year is from 1950 to 2049.
- **INFORMATION:**  
The information lists the available memory (SRAM) in system and the extended Flash memory status. If the extended memory is installed, it

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shows 8M else “None” is shown on the display.

## ■ UTILITY SETUP:

The code page, country code and key sound on/off is set in UTILITY SETUP.

The available code pages and country code are listed as below:

- Code pages
  - 437: United States
  - 850: Multilingual
  - 852: Slavic
  - 860: Portuguese
  - 863: Canadian/French
  - 865: Nordic
- Country codes
  - 001: USA
  - 002: Canadian French
  - 003: Spanish (Latin America)
  - 031: Dutch
  - 032: Belgian
  - 033: French (France)
  - 034: Spanish (Spain)
  - 036: Hungarian
  - 038: Yugoslavian
  - 039: Italian
  - 041: Switzerland
  - 042: Slovak
  - 044: United Kingdom
  - 045: Danish
  - 046: Swedish
  - 047: Norwegian
  - 048: Polish
  - 049: Germany
  - 055: Brazil
  - 061: English (International)
  - 351: Portuguese
  - 358: Finnish

There is a beep sound after each key strokes. It can be disabled by set the key sound off.

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## ■ PASSWORD SETUP:

SMART KEYBOARD supports password security. With password locked on, the download, uploads programs, on-line editing, deleting files, firmware upgrade and extend files manager will be disabled. The maximum characters of password are up to 14 characters, which are not case sensitive.

***Note: If the password is lost, please contact the Customer Service Department of your distributor or reseller.***

SMART KEYBOARD provides another password namely ID Number, which can be verified in the program. The allowable maximum number of characters of ID number is 49. The ID number is not case sensitive. The default ID number is T.S.C.

## Keyboard BIOS Update

Press **ALT-SHIFT** keys is used to enter the update BIOS utility.

Users can upgrade the BIOS by copying the firmware through specified serial port to keyboard in DOS environment.

If the check sum of BIOS is not correct after upgraded, the "UPDATE FAIL" will show on LCD screen. Please turn off power and enter upgrade mode again.

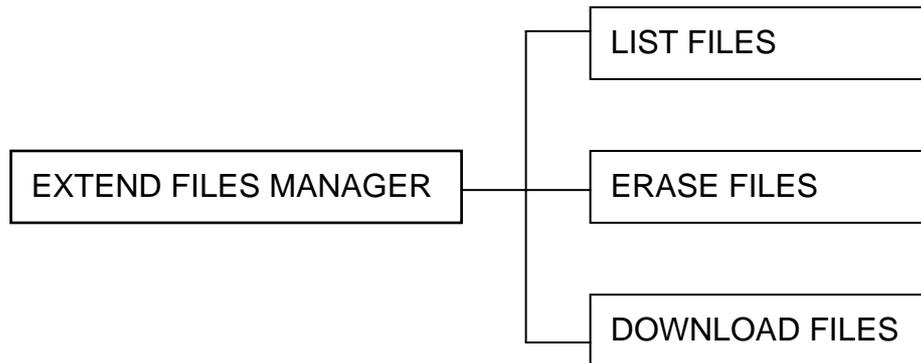
If the upgrade process is successful, SMART KEYBOARD will boot automatically.

## On-Line Editing Utility

On-line editing utility can be accessed by press **ALT-F2** keys. This feature is useful for modifying programs in the field. The available maximum editing characters are 79 characters x 250 lines. The upward and downward arrow keys are used to scroll the files displayed on LCD screen. **Enter** key is used to select program for editing. **ALT-CLEAR** keys are used to delete the files stored in keyboard memory. **F1** key is used to upload the files through the specified serial port of keyboard to the connected device if the cursor is stopped at selected file. Select "New File" and press **Enter** to editing a new file. The available filename is up to 8 characters and 3 characters for extension. Press **F2** to save the file when completed editing.

## Extend Files Manager

Extend Files Manager can be accessed by press **ALT-D** keys. Files stored in flash memory are read only and file list, deleting, and download utility must be operated through Extended Files Manager. The download and delete files process will be different than files stored in standard memory. The operations of Extended Files Manager is described as below:



■ **LIST FILES:**

All the files stored in Flash memory will be listed. The BASIC files stored in Flash memory will also be listed in BASIC program file list by press **Form** key.

■ **ERASE FILES:**

This utility delete all the files stored in Flash memory. The “KILL” command can’t delete files stored in Flash memory.

■ **DOWNLOAD FILES:**

Enter this utility before download files to Flash memory. Download files either by DOS command or by SMART KEYBOARD Windows software. Press **EXIT** key to exit download utility.

**Note:**

- 1. All files will be deleted when invoked DOWNLOAD FILES utility. Copy all the files again although only one file is appended.**
- 2. With password locked on, the utilities above will be disabled.**

## Execute Downloaded BASIC Program

Press **FORM** key to list all the BASIC files stored in smart keyboard. The upper and downward arrow keys are used to scroll files displayed in LCD screen. SMART KEYBOARD also supports hot key feature to find the program. For example: If the program is named DEMO.BAS, press **FORM** and then press **D**. It scrolls the files to the first one that begins with D automatically. Execute the selected program by press **ENTER** key.

## Using SMART KEYBOARD

By the end of this section, you will be able to

1. Edit a TSKL program file on PC.
2. Download the program file to keyboard.
3. Execute the program.

## Edit A Program

To edit a program file, you need a plain text editor, for example: DOS Editor, or Windows Notepad.

The following example is editing by general text editor.

1. Open a new text file.
2. Add the header at the first line of the file as listed below:

DOWNLOAD "MYPROG.BAS"

*Where "MYPROG.BAS" is the file name to be stored in keyboard memory.*

3. Edit the program contents.
4. Insert a line of command at the end of program as below:  
EOP
5. Save this file.

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## Download A Program

Users can download the program by DOS command.  
Connect PC and smart keyboard by board COM2 port.  
Connect smart keyboard COM1 RS-232 cable to printer.

### ■ Download the program by DOS command:

Enter the commands as below:

```
C:\> MODE COM2 96,N,8,1
```

```
C:\> COPY MYPROG.BAS /B COM2
```

Where MYPROG.BAS is the name of program file, COM2 is the serial port of PC.

A sharp and short beep sound means the file has been downloaded to keyboard memory.

## Execute A Program

Reset smart keyboard by pressing **ALT-EXIT**.

Press **FORM** to list program files.

Press **↑** and **↓** to select a program to execute.

If you want to interrupt the program, press **ALT-EXIT**.

## Variables, Constants, Functions, Operators, and Expressions

The information in this chapter will help you to learn about variables, constants, functions, operators, and expressions in TSKL. Variables and constants are manipulated by operators to form expressions.

### Variables

Variables are placeholders used to store values; they have names and data types. The data type of a variable determines how the bits representing those values are stored in the computer's memory. When you declare a variable, you can also supply a data type for it. All variables have a data type that determines what kind of data they can store.

The variable name in TSKL can vary from one to ten characters. The first character must be a letter or an underscore with subsequent characters being letters, numbers, or underscore. There are two categories of variables in TSKL: numeric data type and string data type.

TSKL supplies several numeric data types: long integer, float and double float.

Then maximum numbers of variable available in one program is listed as following:

- 200 long integer and float data type variables
- 100 double float data type variables
- 50 string data type variables

The range of data types in the system are listed as below:

Data Type	Identifier	Byte	Range	Significant digits
Long integer	%	4	-2147483648 to 2147483647	10
Float	N/A	4	-9999999 to 9999999	7
Double float	#	8	-9999999999999999 to 9999999999999999	15
String	\$	256	254 characters	N/A

### Long Integer Data Type Variables

The “%” identifier is used to declare a long integer variable by placing the “%” at the end of variable name. For example, A% and SUM% are integer variables.

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## Float Data Type Variables

The default data type in TSKL is float data type. If no identifier is placed at the end of variable name. The variable will be treated as float data type in the system. For example, A and B are float variables. The precision of float data type is to 6 digits.

## Double Float Data Type Variables

The “#” identifier is used to declare a double float variable by placing the “#” at the end of variable name. For example, A# and SUM# are floating point variables. The precision of double float data type is to 15 digits.

## String Variables

The “\$” identifier is used to declare a string variable by placing the “\$” at the end of variable name. For example, A\$ and TITLE\$ are string variables. Each string variable can store 254 byte of data.

## System Variables

System variables are the data maintained by smart keyboard. For example, Real Time Clock.

All the system variables are listed below:

YEAR

MONTH

DATE

HOUR

MINUTE

SECOND

IDNUMBER\$

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## Functions

Functions are built-in procedures or subroutines used to evaluate, make calculations on, or transform data.

Functions used in TSKL can be grouped into numeric functions, string functions. For more information, please refer to **TSKL Functions**.

### Numeric Functions

Numeric functions include integral functions and floating point functions. For example, INT(), ASC()).

### String Functions

String functions include string conversion, string manipulation. For example, RIGHT\$(), STR\$()).

## Operators

The operators used in TSKL can be grouped into numeric operators, string operators and relational operators.

### Arithmetic Operators

Arithmetic operators: '+', '-', '\*', '/'.

### String Operators

String operators: '+'.

### Relational Operators

Relational operators: '>', '=', '<', '<>', '>=', '<='

## Expressions

Operators, constants, and variables are the constituents of expressions. An expression in TSKL is any valid combination of these pieces. There are three kinds of expressions in TSKL.

### Arithmetic Expressions

Arithmetic expressions can be integral expression or floating point expression, depends on the calculation value. In integral expression, floating point operands will be converted to integer, and vice versa.

### String Expressions

There is only one operator in string expression, '+', that is, add a string to another string.

### Relational Expressions

The relational expressions are used to determine the relationship of one quantity to another. The result is true if the value is non-zero, otherwise, it is false.

## Commands and Statements

Commands instruct smart keyboard to work accordingly. Sometimes, commands followed by one or several parameters, For example, INPUT A\$. For more information refer to the command in this programming manual.. A statement is composed of one command or several commands, For example, IF...THEN...ELSE.

## TSKL Commands

### <ESC>!R

#### Description

This command is used to reset the keyboard. Keyboard will search for AUTO.BAS auto execution program first after reset.

#### Syntax

<ESC>!R

#### Remarks

<ESC> is ASCII 27 escape character.

#### Example

N/A

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## <ESC>!W

### Description

This command is used to upgrade the firmware. Keyboard will enter BIOS upgrade mode after receive this command and disable to execution of AUTO.BAS program.

### Syntax

<ESC>!W

### Remarks

N/A

### Example

N/A

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## SOUND

### Description

Turn the speaker on at the specified frequency of interval.

### Syntax

SOUND frequency, interval

where

Frequency: 0~15

Interval: 0~65535

### Remarks

N/A

### Example

```
DOWNLOAD "SOUND.BAS"  
  FOR F=0 TO 15  
    FOR I=0 TO 65535  
      SOUND F,I  
        FOR J=1 TO 10  
          NEXT J  
        NEXT I  
      NEXT I  
    NEXT F  
  EOP
```

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## CLS

### Description

Clears the LCD display.

### Syntax

CLS

### Remarks

CLS clears the LCD and places the cursor in the upper left corner. (at position 0,0)

### Example

```
DOWNLOAD "CLS.BAS"  
PRINT "THIS WILL BE CLEARED"  
  FOR I = 1 TO 5000  
  NEXT I  
CLS  
  FOR I = 1 TO 2000  
  NEXT I  
PRINT "PLEASE PRESS ANY KEY "  
K= INKEY()  
EOP
```

## **CLEAR**

### **Description**

Remove all the declared variables, arrays, and opened files in the program from memory.

### **Syntax**

CLEAR

### **Remarks**

N/A

### **Example**

CLEAR

## CURSOR

### Description

Select cursor appearance.

### Syntax

CURSOR mode

### Remarks

The available modes of cursor are listed below:

0: Hides the cursor.

1: Block with blinked cursor.

2: Fixed Underline cursor.

3: Block blinked and underline fixed cursor. (default)

### Example

CURSOR 1

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## LOCATE

### Description

Position cursor in LCD display.

### Syntax

LOCATE x, y

### Remarks

LOCATE moves the cursor to the given position in LCD display. If the coordinates are invalid, the command will be ignored.

The available value of x parameter is between 0 to 79.

The available value of y parameter is 0 and 1. Where 0 and 1 is the first line and the second line of LCD display respectively.

### Example

```
DOWNLOAD "LOCATE.BAS"  
PRINT "ENTER POSITION: (0<NUM<79)"  
INPUT "",A$  
B=VAL(A$)  
LOCATE B,1  
Cur_pos = POS()  
PRINT "CURSOR POSITION "+STR$(Cur_pos)  
END  
EOP
```

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## PRINT...[USING]

### Description

PRINT command is used to output the numeric and strings to LCD display. TSKL also supports formatted output to LCD display by PRINT USING command.

The available maximum numbers of specified format for PRINT USING command is 15.

### Syntax

PRINT list of expression[;]

Specify the numeric data output format:

PRINT USING "###.##",A

Specify the string data output format:

PRINT USING "\ \",A\$

### Remarks

A blank line is displayed on LCD if there is no expressions after the PRINT command. The PRINT USING command sends 0D 0A ( carriage return and line feed) at the end of the expression if no ";" (semicolon) is at the end of the expression. The "," (comma) is used to separate the values by 8 spaces. There are no spaces between the two values if the ";" (semicolon) is used between the two expressions. If ";" (semicolon) is the last character of PRINT statement, the cursor will stop in this line.

The "#" (pound sign) and "\" (back slash) is used to specify the output format of numeric data and string data respectively. If the actual value is greater than the specified format, a "%" (percent) sign will be placed at the end of value.

### Example

```
DOWNLOAD "P_USING.BAS"  
  B=123.45  
  PRINT 12+3;ASC("A")  
  K=INKEY()  
  PRINT USING "####.##",B  
  END  
EOP
```

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## INPUT

### Description

Input numeric or string from keyboard keypad or COM2 port and assign them to variables.

### Syntax

INPUT prompt; variables

### Remarks

Prompt must be a string constant. Variable list contains the variable names to be assigned.

The input value will pass to the variable if **ENTER** key is pressed. The other input devices such bar code scanner can be connected to the COM2 port of keyboard to get data instead of key in data by keyboard.

### Example

```
DOWNLOAD "INPUT.BAS"  
  PRINT "ENTER YOUR NAME:"  
  INPUT "",ITEM$  
  PRINT "YOUR NAME IS  "+ITEM$  
  K=INKEY()  
EOP
```

## OUT

### Description

Output data stream from keyboard serial port.

### Syntax

OUT port; list of expressions[;]

### Remarks

Port specifies the serial port to send data. It can be 0 (keyboard COM1) or 1 (keyboard COM2). List of expressions consists of string or numeric expression separated by semicolons. The OUT command sends 0D0A (carriage return and line feed) at the end of the expression except that the semicolon is used. ("," (comma) also sends 0D0A to serial port)

### Example

```
DOWNLOAD "OUT.BAS"  
C$=CHR$(34)  
PRINT "ENTER YOUR NAME:"  
INPUT "",A$  
OUT 1;"YOUR NAME IS ";A$  
OUT 0;"TEXT10,10,"+ C$+"4"+ C$+",0,1,1,"+ C$+"YOUR NAME IS  
"+A$+ C$  
OUT 0;"PRINT 1,1"  
PRINT "PRESS ANYKEY TO LEAVE"  
K=INKEY()  
EOP
```

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## FOUT

### Description

Output specified file from keyboard serial port.

### Syntax

FOUT Port, FileHandle, FileSize

### Remarks

Port specifies the serial port to send data. It can be 0 (keyboard COM1) or 1 (keyboard COM2). The number of FileHandle is between 0~14. FileSize is expressed in bytes.

### Example

```
DOWNLOAD "DATA1.DAT",137,  
    SIZE 4,2.5  
    GAP 0,0  
    SPEED 3  
    DENSITY 10  
    CLS  
    TEXT 10,10,"4",0,1,1,"FOUT TEST"  
    BARCODE 10,50,"39",100,1,0,2,5,"123456"  
    PRINT 1,1
```

```
DOWNLOAD "FOUT.BAS"  
    OPEN "DATA1.DAT" FOR INPUT AS #1  
    FOUT 1,1,137  
SEEK #1,0  
    FOUT 0,1,137  
CLOSE #1  
EOP
```

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## OUT USING

### Description

Output formatted data stream from keyboard serial port.

### Syntax

OUT port USING "format",list of expressions[;]

### Remarks

Port specifies keyboard serial port to send data. It can be 0 (keyboard COM1) or (keyboard COM2) port.

List of expressions consists of string or numeric expression separated by semicolons. The OUT USING command sends 0D0A (carriage return and line feed) at the end of the expression except that the semicolon (";") is used. Comma (",") also sends 0Dh 0Ah to serial port

### Example

```
DOWNLOAD "O_USING.BAS"  
A=123.45  
B$="TSC-PRINTER"  
OUT 1 USING "#####.## ",A  
OUT 1 USING "\      \",B$  
EOP
```

# Smart Keyboard Programming Manual

---

## DOWNLOAD

### Description

The “DOWNLOAD” keyword is the identifier to save files into keyboard memory. There are two types of file that can be downloaded into keyboard memory: program file and data file.

### Syntax

#### Program file:

```
DOWNLOAD “FILENAME.BAS”
```

```
File contents...
```

```
EOP
```

#### Data file:

```
DOWNLOAD “FILENAME”, FILESIZE,<DATA FILE>
```

### Remarks

The maximum character of filename is up to 8 characters and extension is up to 3 characters.

The extension of program file must be BAS.

Data file can be any format of file. 0D 0A is used as separator of each data for text data file.

The FILESIZE parameter is calculated by bytes.

### Example

#### Program file:

```
DOWNLOAD “DEMO.BAS”
```

```
CLS
```

```
PRINT “This is a test”
```

```
EOP
```

#### Data file:

```
DOWNLOAD “DEMO.DAT”,10,0123456789
```

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---

## EOP

### Description

End of program. The keyword must be placed at the end of program file is the DOWNLOAD keyword is used in the program.

### Syntax

EOP

### Remarks

N/A

### Example

```
DOWNLOAD "EOP.BAS"  
CLS  
PRINT "This is a test"  
EOP
```

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---

## OPEN

### Description

To establish file handles for file access. 15 files can be access in one program.

### Syntax

OPEN "filename" FOR mode AS #FileHandle.

### Remarks

Filename is the name of the file.

Mode parameter specified the file operation mode. It can be :

INPUT : Position to the beginning of the file and this file is "read only". If the file does not exist, The "File not found" error is displayed on LCD display.

OUTPUT : Position to the beginning of the file, and this file is "write only". If the file does not exist, a new file is created.

APPEND: Append characters to the end of file.

FileHandle is a constant number or expression result, between 0 and 14.

Remember to close the file handle when the file is no longer used.

### Example

```
DOWNLOAD "DATA1.DAT",135,  
  SIZE 4,2.5  
  GAP 0,0  
  SPEED 3  
  DENSITY 10  
  CLS  
  TEXT 10,10,"4",0,1,1,"OPEN TEST"  
  BARCODE 10,50,"39",100,1,0,2,5,"123456"  
  PRINT 1,1
```

```
DOWNLOAD "OPEN.BAS"  
  OPEN "DATA1.DAT" FOR INPUT AS #1  
  FOUT 1,1,135  
  SEEK #1,0  
  FOUT 0,1,135  
  CLOSE #1  
EOP
```

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---

## CLOSE

### Description

To clear file handles.

### Syntax

CLOSE #FileHandle

### Remarks

FileHandle must be constant number which the file is opened.

### Example

```
DOWNLOAD "DATA1.DAT",136,  
  SIZE 4,2.5  
  GAP 0,0  
  SPEED 3  
  DENSITY 10  
  CLS  
  TEXT 10,10,"4",0,1,1,"CLOSE TEST"  
  BARCODE 10,50,"39",100,1,0,2,5,"123456"  
  PRINT 1,1  
  
DOWNLOAD "CLOSE.BAS"  
  OPEN "DATA1.DAT" FOR INPUT AS #1  
  FOUT 1,1,136  
  SEEK #1,0  
  FOUT 0,1,136  
  CLOSE #1  
EOP
```

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---

## KILL

### Description

To delete file(s) in keyboard memory.

### Syntax

KILL "filename"

KILL "\*.\*"

KILL "\*\*"

### Remarks

Filename can be any file in the memory.

Wild card (\*) supports all files only.

The file must be closed before deleting.

### Example

KILL "DEMO.BAS"

KILL "\*.\*"

KILL "\*\*"

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---

## SEEK

### Description

Reposition a file pointer in specified file buffer.

### Syntax

SEEK #FileHandle, offset.

### Remarks

Offset is the number from the beginning of file to the new position.

### Example

```
DOWNLOAD "DATA1.DAT",135,  
  SIZE 4,2.5  
  GAP 0,0  
  SPEED 3  
  DENSITY 10  
  CLS  
  TEXT 10,10,"4",0,1,1,"SEEK TEST"  
  BARCODE 10,50,"39",100,1,0,2,5,"123456"  
  PRINT 1,1
```

```
DOWNLOAD "SEEK.BAS"  
  OPEN "DATA1.DAT" FOR INPUT AS #1  
  SEEK #1,14  
  FOUT 0,1,135  
  FOUT 1,1,135  
  CLOSE #1  
EOP
```

*(Notice)*

- 1. Printer or PC will receive the below commands, because it begins from 15th byte to the end of file.*
- 2. The 14 bytes of SEEK means SIZE 4,2.5 10 bytes and ODh OAh x2*

```
GAP 0,0  
SPEED 3  
DENSITY 10  
CLS  
TEXT 10,10,"4",0,1,1,"SEEK TEST"  
BARCODE 10,50,"39",100,1,0,2,5,"123456"  
PRINT 1,1
```

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---

## READ

### Description

Read data from data file and assign them to variables.

### Syntax

READ #FileHandle; list of variables.

### Remarks

FileHandle specifies the file to read data from.

The variables store the data read from the FileHandle.

### Example

```
DOWNLOAD "READ.BAS"  
OPEN "DATA" FOR INPUT AS #1  
READ #1;A$;A  
CLOSE #1  
PRINT A$  
K=INKEY()  
PRINT A  
END  
EOP
```

## WRITE

### Description

Write data to an opened file.

### Syntax

WRITE #FileHandle; list of expressions.

### Remarks

FileFandle specifies the file to write data to.

The variables are used to write data to opened data file.

### Example

```
DOWNLOAD "WRITE.BAS"  
OPEN "DATA" FOR OUTPUT AS #1  
WRITE #1;"THIS IS (WRITE) TEST"  
WRITE #1;"12345678"  
CLOSE #1  
PRINT "WRITE OK!"  
END  
EOP
```

## GOSUB...RETURN

### Description

To branch to, return from a subroutine.

### Syntax

```
GOSUB label
    Statement block1
Label:
    Statement block2
RETURN
```

### Remarks

Label is a tag to mark a specified position in the program. The available maximum label name is 20 characters. A return statement will cause the program return to the statement following the GOSUB statement.

The total numbers of GOSUB...RETURN statement can't exceed than 40 in one program.

### Example

```
DOWNLOAD "GOSUB.BAS"
PRINT "MAIN ROUTINE (START)"
    K=INKEY()
    GOSUB SUB1
PRINT "MAIN ROUTINE (END)"
END
SUB1:
    PRINT "SUBROUTINE"
    K=INKEY()
    RETURN
EOP
```

The execution result should look like as following.

```
OK
MAIN ROUTINE
SUBROUTINE
MAIN ROUTINE
```

## Loop Statements

Loop statements allow program to execute one or more lines of code repetitively. The loop statements that TSKL supports include:

- **DO...LOOP**
- **FOR...NEXT**
- **WHILE...WEND**

## DO...[EXITDO]...LOOP

### Description

Use a **DO** loop to execute a block of statements by an indefinite number of times. There are several variations of **DO...LOOP** statement, but each evaluates a numeric condition to determine whether to continue execution.

### Syntax

```
DO {WHILE | LOOP}
    Statements
    {EXITDO}
LOOP
```

Or

```
DO
    Statements
    {EXITDO}
LOOP {WHILE | LOOP}
```

Or

```
DO
    Statements
    {EXITDO}
LOOP
```

### Remarks

The total numbers of nested **DO...LOOP** statement in one program can not exceed than 40 levels.

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---

The maximum numbers of nested IF...THEN...ELSE, FOR...NEXT, WHILE...WEND, and DO...LOOP statements in one program is up to 40 levels.

## Example

```
DOWNLOAD "DOLOOP.BAS"  
A=0  
  DO WHILE A<10  
    A=A+1  
    PRINT A  
    K=INKEY()  
  LOOP  
  PRINT "EXIT"  
END  
EOP
```

## For...[EXITFOR]...NEXT

### Description

To execute a series of instructions by a specified number of times in a loop.

### Syntax

```
FOR variable= I TO J [STEP K]
    statements
NEXT variable
```

### Remarks

I, J, K are numeric expressions

I: The initial value of the counter

J: The final value of the counter

K: The increment of the counter. If K parameter is ignored, the default increment is 1.

The maximum numbers of IF...THEN...ELSE, FOR...NEXT, WHILE...WEND, and DO...LOOP statements available in one program is up to 40.

### Example

The following sample program prints out the sum of numbers between 1 and 10 :

```
DOWNLOAD "FOR.BAS"
SUM=0
FOR I=1 TO 10
    SUM=SUM+I
    PRINT SUM
    K=INKEY()
NEXT I
END
EOP
```

## WHILE...WEND

### Description

To execute a series of statements in a loop until the given condition is false.

### Syntax

```
WHILE expression
    statements
WEND
```

### Remarks

If expression is true the program will be executed until the WEND statement is encountered, then return to the WHILE statement to check again, as encountering a false condition, program will branch to the statement following the WEND.

The total numbers of nested WHILE...WEND statement in one program can not exceed than 40 levels.

The maximum numbers of nested IF...THEN...ELSE, FOR...NEXT, WHILE...WEND, and DO...LOOP in one program is up to 40 levels.

### Example

```
DOWNLOAD "WHILE.BAS"
A=1
WHILE A<10
PRINT "A= "+STR$(A)
A=A+1
K=INKEY()
WEND
EOP
```

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---

## GOTO

### Description

Branches from program to a specified block of statements.

### Syntax

GOTO label

### Remarks

Label is a tag to mark a specified position in the program.

The maximum characters of the label name are limited to 20 characters.

The total numbers of GOTO statement in a program can not exceed than 200.

### Example

```
DOWNLOAD "IF.BAS"
BEGIN:
  PRINT "LOOK HERE"
  K=INKEY()
CLS
PRINT "REPEAT?(y/n)"
v_CHAR = INKEY()
IF v_CHAR=89 THEN
  CLS
  GOTO BEGIN
ELSE IF v_CHAR=121 THEN
  CLS
  GOTO BEGIN
ENDIF
PRINT "Press key to quit!"
SOUND 5,10000
END
EOP
```

## Program-Control Statements

The program-control statements are the essence of any computer language because they govern the flow of program execution. program-control statements may be separated into two categories:

- **IF...THEN**
- **IF...THEN...ELSE**

## IF...THEN...ELSE

### Description

Use an **IF...THEN** block to execute one or more statements conditionally. You can use either a single-line syntax or multiple-line “block” syntax:

### Syntax

IF condition THEN statement

***Notice that the single-line form of IF...THEN does not use an ENDIF statement.***

Or

```
IF condition THEN
    Statements
ENDIF
```

Or

```
IF condition THEN
    Statements
ELSE
    Statements
ENDIF
```

Or

```
IF condition1 THEN
    Statement block 1
ELSEIF condition2 THEN
```

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---

```
Statement block 2
ELSE
Statement block n
ENDIF
```

## Remarks

If the result of the expression is nonzero, the statement following THEN will be executed. If the result of the expression is zero, and the statement following the ELSE present, it will be executed. Otherwise the next line of statement is executed.

If there are block of statements in IF...THEN ...ELSE, ENDIF must be used at the end of the IF...THEN...ELSE statement.

Limitations:

The total numbers of nested IF...THEN...ELSE statement in a program can not exceed than 40 levels.

The total numbers of IF...THEN...ELSE, FOR...NEXT, WHILE...WEND, and DO...LOOP in a program can not exceed than 40 levels.

## Example

```
DOWNLOAD "IF.BAS"
BEGIN:
PRINT "LOOK HERE"
K=INKEY()
CLS
PRINT "REPEAT?(y/n)"
v_CHAR = INKEY()
IF v_CHAR=89 THEN
CLS
GOTO BEGIN
ELSE IF v_CHAR=121 THEN
CLS
GOTO BEGIN
ENDIF
PRINT "Press key to quit!"
SOUND 5,10000
END
EOP
```

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---

## END

### Description

Terminates the program execution.

### Syntax

END

### Remarks

END statement may be placed anywhere in a program to terminate the execution.

With END statement, all variables will be released from memory and closed file handles.

### Example

```
DOWNLOAD "IF.BAS"
BEGIN:
  PRINT "LOOK HERE"
  K=INKEY()
CLS
PRINT "REPEAT?(y/n)"
v_CHAR = INKEY()
IF v_CHAR=89 THEN
  CLS
  GOTO BEGIN
ELSE IF v_CHAR=121 THEN
  CLS
  GOTO BEGIN
ENDIF
  PRINT "Press key to quit!"
  SOUND 5,10000
END
EOP
```

## DIM

### Description

An array is a collection of variables of the same type that is referenced by a common name. DIM statement is used to declare the array variables of integer, float and double float data types. The lowest address corresponds to the first element, and the highest address to the last element. A specific element in an array is accessed by an index.

### Syntax

DIM variable (subscripts)[, variable (subscripts), ...]

### Remarks

The base of an array index always begins from 0. For example, DIM A(10), there are totally 11 elements of variable A (0 to 10).

Do not duplicate declare array in the program without executing the FREE statement.

The DIM statement sets all the elements of specified arrays to an initial value of numbers to zero and strings to null string.

The total numbers of array elements (no matter what kind of data type) cannot exceed than 200 elements.

The available maximum array variable name is 10 characters.

The maximum dimensions of an array variables is 3 dimension.

### Example

```
DOWNLOAD "DIM.BAS"  
DIM A(8),B(8)  
FOR I=0 TO 8  
  A(I)=I+1  
  FOR J=0 TO 8  
    B(J)=J+1  
    OUT 1; A(I);"*";B(J);"=";A(I)*B(J)  
  NEXT J  
NEXT I  
PRINT "PRESS ANY KEY!"  
END  
FREE A  
FREE B  
EOP
```

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---

## FREE

### Description

Eliminates array variables from memory.

### Syntax

FREE dimension variable

### Remarks

Arrays can be re-dimensioned after they are freed, or the memory space previously allocated to the array may be used for other purposes. If an attempt is made to re-dimension an array without first freeing it, an error occurs.

### Example

```
DOWNLOAD "DIM.BAS"  
DIM A(8),B(8)  
FOR I=0 TO 8  
  A(I)=I+1  
  FOR J=0 TO 8  
    B(J)=J+1  
    OUT 1; A(I);"*";B(J);"=";A(I)*B(J)  
  NEXT J  
NEXT I  
END  
FREE A  
FREE B  
EOP
```

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---

## REM

### Description

Inserts explanatory remarks in a program.

### Syntax

REM comments

### Remarks

REM statements are not executed.

### Example

```
REM *** this is an example ***  
DOWNLOAD "REMB.BAS"  
PRINT "YOU WILL NOT SEE REM"  
REM *** REM ***  
END  
EOP
```

## TSKL Functions

### POS()

#### Description

Gets the current position of the cursor on LCD display.

#### Syntax

POS()

#### Remarks

This function returns the value between 0~79.

#### Example

```
DOWNLOAD "POS.BAS"  
PRINT "ENTER POSITION: (0<NUM<79)"  
INPUT "",A$  
B=VAL(A$)  
LOCATE B,1  
Cur_pos = POS()  
PRINT "CURSOR POSITION "+STR$(Cur_pos)  
END  
EOP
```

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---

## INKEY()

### Description

To return the ASCII code of the character read from keyboard. The returned ASCII code will not shown on LCD display.

### Syntax

```
INKEY( )
```

### Remarks

All tasks are pending until a key is pressed.

### Example

```
DOWNLOAD "IF.BAS"  
BEGIN:  
    PRINT "LOOK HERE"  
    K=INKEY()  
    CLS  
    PRINT "REPEAT?(y/n)"  
v_CHAR = INKEY()  
IF v_CHAR=89 THEN  
    CLS  
    GOTO BEGIN  
ELSE IF v_CHAR=121 THEN  
    CLS  
    GOTO BEGIN  
ENDIF  
PRINT "Press key to quit!"  
    SOUND 5,10000  
END  
EOP
```

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---

## INP\$()

### Description

To return one byte that received from serial port.

### Syntax

INP\$(expression)

### Remarks

The result of the expression must be numeric. (0 or 1)

0: COM1 (Serial port with cable on keyboard)

1: COM2 (Serial port mount on keyboard)

The returned value is a string

### Example

```
DOWNLOAD "INP.BAS"
REM *****Total Mileage*****
PRINT "*****Distance*****"
Milage1$=""
OUT 0;"~!@"
Milage2$=""
DO
    Milage2$=INP$(0)
    IF ASC(Milage2$)=13 THEN EXITDO
    Milage1$=Milage1$+Milage2$
LOOP
PRINT Milage1$
END
EOP
```

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---

## EOF()

### Description

To return nonzero when the end of a file has been reached, or to return 0 if the end of file (EOF) has not been found.

### Syntax

EOF(file number)

### Remarks

If file pointer points to the end of the file, EOF returns non-zero.

### Example

```
DOWNLOAD "DATA",10,1234567890
DOWNLOAD "EOF.BAS"
OPEN "DATA" FOR INPUT AS #1
C=0
Repeat:
IF EOF(1)>0 THEN GOTO End_of_file
READ #1;A
C=C+1
GOTO Repeat
End_of_file:
PRINT "PRESS ANY KEY!"
END
EOP
```

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---

## LOF()

### Description

To return the size of file.

### Syntax

LOF(FileHandle)

### Remarks

An integer is returned to indicate the size of file

### Example

```
DOWNLOAD "LOF.BAS"  
OPEN "DATA" FOR APPEND AS #1  
WRITE #1;"ABC"  
File_length = LOF(1)  
PRINT "File_length= "+STR$(File_length)  
CLOSE #1  
END  
EOP
```

*At the end of each write statement, a carriage feed (OA OD) consisting of two characters are added, thus adding the total to five.*

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---

## ABS()

### Description

To return the absolute value of the expression.

### Syntax

ABS(expression)

### Remarks

The result of the expression must be numeric.

### Example

```
DOWNLOAD "ABS.BAS"  
X=ABS(5-12)  
PRINT "Absolute value: "+X  
K=INKEY()  
X=5-12  
PRINT "Value: "+X  
END  
EOP
```

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---

## ASC()

### Description

Returns the value of the ASCII code for the first character of the expression.

### Syntax

ASC(expression)

### Remarks

The result of the expression must be a string.

### Example

```
DOWNLOAD "ASC.BAS"  
PRINT "*** INPUT A CHARACTER ***"  
  INPUT "Only one please: ",A$  
  X=ASC(A$)  
  PRINT "ASCII code value "+STR$(X)+" = "+A$  
END  
EOP
```

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## LEN()

### Description

To return the length of the string.

### Syntax

LEN(string expression)

### Remarks

The maximum returned string length is 255.

### Example

```
DOWNLOAD "LEN.BAS"
BEGIN:
    PRINT "HOW MANY DIGITS?"
    INPUT "ABC-DEF ",A$
    X=LEN("ABC-DEF")
    IF A$=STR$(X) THEN
        PRINT "CORRECT! ANSWER IS "+X
    ELSE
        PRINT "WRONG! ANSWER IS "+STR$(X)
    ENDIF
END
EOP
```

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## **FRE()**

### **Description**

Return the size of free memory.

### **Syntax**

FRE()

### **Remarks**

It calculates and returns an integer to indicate free memory size of keyboard in K Bytes.

### **Example**

```
DOWNLOAD "FRE.BAS"  
  A=FRE()  
  PRINT "REMAIN SPACE: "+STR$(A)+" K bytes"  
END  
EOP
```

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---

## INT()

### Description

To truncate an expression to an integral number.

### Syntax

INT(expression)

### Remarks

The result of the expression must be numeric.

### Example

```
DOWNLOAD "INT.BAS"  
PRINT "INTEGER OF 5/2 = ?"  
K=INKEY()  
A=INT(5/2)  
PRINT "ANSWER IS: "+STR$(A)  
END  
EOP
```

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## VAL()

### Description

To return the numerical value of the string expression.

### Syntax

VAL(expression)

### Remarks

The result of the expression must be a string.

### Example

```
DOWNLOAD "VAL.BAS"  
PRINT "A=123, B=321, A+B=?"  
K=INKEY()  
A=VAL("123")  
B=VAL("321")  
C=A+B  
PRINT "A+B= "+STR$(C)  
END  
EOP
```

## RND()

### Description

RND returns a number between 0 and 1

### Syntax

```
A=RND()
```

### Remarks

N/A

### Example

```
DOWNLOAD "RND.BAS"  
A=RND()  
PRINT STR$(A)  
K=INKEY()  
EOP
```

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---

## CHR\$()

### Description

To return the ASCII character of the numerical expression.

### Syntax

CHR\$(expression)

### Remarks

The result of the expression must be numeric.

### Example

```
DOWNLOAD "CHR.BAS"  
PRINT "*** INPUT YOUR VALUE ***"  
  INPUT " ",A  
  X$=CHR$(A)  
  PRINT "ASCII character "+X$+" = "+STR$(A)  
END  
EOP
```

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---

## **FREAD\$()**

### **Description**

To read a number of bytes from specified file.

### **Syntax**

FREAD\$ (FileHandle, count)

### **Remarks**

Count is the number of data bytes. Maximum count size is 255.

### **Example**

```
DOWNLOAD "DATA",10,1234567890
DOWNLOAD "FREAD.BAS"
OPEN "DATA" FOR INPUT AS #1
SEEK #1,5
A$=FREAD$(1,5)
CLOSE #1
PRINT A$
END
EOP
```

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---

## LEFT\$()

### Description

To return a number of the leftmost characters of the string expression

### Syntax

LEFT\$(expression, count)

### Remarks

The result of the expression must be a string.

Count is the number of the leftmost characters.

### Example

```
DOWNLOAD "LEFT.BAS"  
A$=CHR$(34)  
PRINT "LEFT("+A$+"123456"+A$+",3) =?"  
B$=LEFT$("123456",3)  
K=INKEY()  
PRINT B$  
K=INKEY()  
EOP
```

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---

## RIGHT\$()

### Description

To return a number of the rightmost characters of the string expression

### Syntax

RIGHT\$(expression, count)

### Remarks

The result of the expression must be a string.

Count is the number of the rightmost characters.

### Example

```
DOWNLOAD "RIGHT.BAS"  
A$=CHR$(34)  
PRINT "RIGHT$("+A$+"123456"+A$+",3) =?"  
B$=RIGHT$("123456",3)  
K=INKEY()  
PRINT B$  
K=INKEY()  
EOP
```

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---

## MID\$()

### Description

To return a number of characters begin from the starting parameter to the specified length.

### Syntax

MID\$(String, Starting, Length)

### Remarks

String: Can be a string or expression

Start: Character position in string at which the part to be taken begins. If start is greater than the number of characters in string, Mid returns a zero-length string ("").

Length: The numbers of characters to be returned.

### Example

```
DOWNLOAD "MID.BAS"  
A$=CHR$(34)  
PRINT "MID$("+A$+"123456"+A$+",3,3) =?"  
B$=MID$("123456",3,3)  
K=INKEY()  
PRINT B$  
K=INKEY()  
EOP
```

## STR\$()

### Description

Returns a string representation of a number.

### Syntax

STR\$(expression)

### Remarks

The result of the expression must be a numeric.

**Note:** *STR\$()* function can not be included in other functions.

**Example:** *VAL(STR\$("123"))*

### Example

```
DOWNLOAD "STRING.BAS"  
PRINT "1+2+3+4+5=?"  
K=INKEY()  
SUM=1+2+3+4+5  
SUM$=STR$(SUM)  
PRINT "SUM= "+SUM$  
K=INKEY()  
EOP
```

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---

## SPC\$()

### Description

To insert a number of spaces in a string

### Syntax

SPC\$(expression)

### Remarks

The result of the expression must be numeric.

### Example

```
DOWNLOAD "SPACE.BAS"  
PRINT "PRICE";SPC$(5);"123.5"  
K=INKEY()  
EOP
```

## System Variables

### YEAR

#### Description

Set and returns the year of Real Time Clock. The available numbers to set YEAR variable begins from 00 to 99. The returned data is a 4 digits number. Ex: 1998,2001.

#### Syntax

YEAR=nn

Where

nn=00~99

A=YEAR

#### Remarks

The Real Time Clock is Year 2000 compatible.

#### Example

```
DOWNLOAD "YEAR.BAS"  
YEAR$=STR$(YEAR)  
PRINT "YEAR "+YEAR$  
K=INKEY()  
YEAR$=MID$(YEAR$,3,2)  
PRINT "YEAR "+YEAR$  
K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

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## MONTH

### Description

Set and returns the month of Real Time Clock. The available numbers begins from 01 to 12.

### Syntax

MONTH=nn

Where

nn=01~12

A=MONTH

### Remarks

N/A

### Example

```
DOWNLOAD "MONTH.BAS"  
  MONTH$=STR$(MONTH)  
  PRINT "MONTH "+ MONTH$  
  K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

---

## DATE

### Description

Set and returns the date of Real Time Clock. The available numbers begins from 00 to 99.

### Syntax

DATE=nn

Where

nn=01~31

A=DATE

### Remarks

The leap year timing is automatic

### Example

```
DOWNLOAD "DATE.BAS"  
  DATE$=STR$(DATE)  
  PRINT "DATE "+ DATE$  
  K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

---

## HOUR

### Description

Set and returns the hour of Real Time Clock. The available numbers begins from 00 to 23.

### Syntax

HOUR=nn

Where

nn=00~23

A=HOUR

### Remarks

N/A

### Example

```
DOWNLOAD "HOUR.BAS"  
  HOUR$=STR$(HOUR)  
  PRINT "HOUR "+ HOUR$  
  K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

---

## MINUTE

### Description

Set and returns the minute of Real Time Clock. The available numbers begins from 00 to 59.

### Syntax

MINUTE=nn

Where

nn=00~59

A=MINUTE

### Remarks

N/A

### Example

```
DOWNLOAD "MINUTE.BAS"  
  MINUTE$=STR$(MINUTE)  
  PRINT "MINUTE "+ MINUTE$  
  K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

---

## SECOND

### Description

Set and returns the second of Real Time Clock. The available numbers begins from 00 to 59.

### Syntax

SECOND=nn

Where

nn=00~59

A=SECOND

### Remarks

N/A

### Example

```
DOWNLOAD " SECOND.BAS"  
SECOND $=STR$( SECOND)  
PRINT " SECOND "+ SECOND$  
K=INKEY()  
EOP
```

# Smart Keyboard Programming Manual

---

## IDNUMBER\$

### Description

IDNUMBER\$ is read only at run time. The ID number can be set in the Setup Utility. With password locked on, users can't change the ID number.

### Syntax

A\$=IDNUMBER\$

### Remarks

N/A

### Example

```
DOWNLOAD "ID.BAS"
BEGIN:
  PRINT "ENTER THE ID NUMBER:"
  INPUT "",A$

  IF A$=IDNUMBER$ THEN
    PRINT "HELLO ~ WELCOME!"
    K=INKEY()
    END
  ELSE
    PRINT "WRONG ID -- TO NEXT!"
    K=INKEY()
    GOTO AGAIN
  ENDIF

AGAIN:
  PRINT "INPUT AGAIN? (Y/N)"
  v_CHAR = INKEY()
  IF v_CHAR=89 THEN
    CLS
    GOTO BEGIN
  ELSE IF v_CHAR=121 THEN
    CLS
    GOTO BEGIN
  ENDIF
  PRINT "Press key to quit!"
  SOUND 5,10000
END
ENDIF
EOP
```

## Appendix A Limitations of Keyboard Control Language

- The total numbers of nested IF...THEN...ELSE, FOR...NEXT, WHILE...WEND and DO...LOOP in a program can't exceed than 40 layers
- The maximum numbers of nested GOSUB...RETURN can't exceed than 40 layers.
- The number of labels can't exceed than 200.
- 200 long integer and float data type variables
- 100 double float data type variables
- 50 string data type variables
- The maximum number of characters for variable name is 10 characters.
- The maximum number of characters for label name is 20 characters.
- The available memory for download is 128 KB
- The numbers of downloaded file can't exceed than 50 files for SRAM, 150 files for flash memory (V1.08 and later versions).
- 15 files can be opened simultaneously in one program.
- Maximum numbers of dimensions for array variable is 3 dimensions.
- The total numbers of specified format of PRINT USING and OUT USING statement can't exceed that 15.

## Appendix B Error Messages

**(01) Syntax error**

The statement syntax is not correct.

**(02) IF without THEN**

If statement without THEN keyword.

**(03) IF without ENDIF**

If statement without ENDIF keyword.

**(04) ELSEIF without IF**

IF...THEN...ELSE...ELSEIF statement without ELSEIF keyword.

**(05) ELSE without IF**

IF...THEN...ELSE statement without IF keyword.

**(06) ENDIF without IF**

IF...THEN...ELSE statement without IF keyword.

**(07) FOR without NEXT**

FOR...NEXT statement without NEXT keyword.

**(08) NEXT without FOR**

FOR...NEXT statement without FOR keyword.

**(09) EXITFOR without FOR**

FOR...NEXT statement without FOR keyword.

**(10) WHILE without WEND**

WHILE...WEND statement without WEND keyword.

**(11) WEND without WHILE**

WHILE...WEND statement without WHILE keyword.

**(12) DO without LOOP**

DO...LOOP statement without LOOP keyword.

**(13) LOOP without DO**

DO...LOOP statement without DO keyword.

**(14) RETURN without GOSUB**

GOSUB...RETURN without GOSUB keyword

**(15) Mode error**

File operation access error.

**(16) File number error**

Illegal file handle number.

# Smart Keyboard Programming Manual

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**(17) File not found**

The access file name does not exist in memory.

**(18) Too many labels**

The total numbers of label in the program is exceeded than 200.

**(19) Duplicate label**

Declared twice of label name.

**(20) Label not found**

The specified label does not exist in program.

**(21) Illegal function call**

Function does not exist.

**(22) Illegal variable**

The variable name exists illegal letters.

**(23) Variable not defined**

The variable does not assigned value in the program.

**(24) Array not defined**

The accessed array does not exist.

**(25) Out of string space**

The string is longer than 254 bytes.

**(26) Too many variables**

The number of variables is larger than the definition.

**(27) Too many formats**

The numbers of specified format of PRINT USING command and OUT USING command is larger than 15.

**(28) Type mismatch**

The data types of the two variables or returned values are not the same.

**(29) Port error**

The port specified in OUT and FOUT command is other than 0 and 1.

**(30) Stack overflow**

The total numbers of GOSUB...RETURN, WHILE...WEND, DO...LOOP, FOR...NEXT, IF...THEN...ELSE statement is larger than the specified number.

**(31) Division by zero**

The dividend is zero.

# Smart Keyboard Programming Manual

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**(32) Unknown operator**

The operator is not defined in keyboard

**(33) Expression too complex**

Arithmetic expression is too complex.

**(35) Duplicate array**

Duplicate declare array variable.

**(36) Out of memory**

There is not enough memory for download program or data file.

**(37) Too many files**

The total number of files stored in memory exceeds that 50.

**(38) Unmatched brace**

One of the right or left parentheses is missing.

# Smart Keyboard Programming Manual

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## Appendix C RS-232 Pin Configurations

Host and Printer RS-232 PIN Definition:

A. RS-232 Serial Interface 9 Pin D Type connector define:

		Host		Device	Printer	
IBM PC		Keyboard	Keyboard	Keyboard	Axiohm	TSC
COM1		COM1 (Note 1)	COM1 (Note 2)	COM2	COM2	COM2
<b>Pin 1</b>	/CD ←	+ 5V ←	+ 5V ←	+ 5V ←	+ 5V →	+ 5V →
<b>Pin 2</b>	RXD ←	RXD ←	TXD →	TXD →	RXD ←	TXD →
<b>Pin 3</b>	TXD →	TXD →	RXD ←	RXD ←	TXD →	RXD ←
<b>Pin 4</b>	/DTR →	/DTR →	/DSR ←	/DSR ←	NC	/DSR ←
<b>Pin 5</b>	GND	GND	GND	GND	GND	GND
<b>Pin 6</b>	/DSR ←	/DSR ←	/DTR →	/DTR →	NC	RDY →
<b>Pin 7</b>	/RTS →	/RTS →	/CTS ←	/CTS ←	/RTS →	NC
<b>Pin 8</b>	/CTS ←	/CTS ←	/RTS →	/RTS →	/CTS ←	RDY →
<b>Pin 9</b>	RI ←	+ 5V ←	+ 5V ←	+ 5V ←	+ 5V →	+ 5V →

Note 1: Smart Keyboard Hardware SW1 & SW2 must ON .

Note 2: SMART KEYBOARD Hardware SW1 & SW2 must OFF .

Note 3: <-- symbol emblem INPUT , --> symbol emblem OUTPUT.

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## B. RS-232 Serial Interface 25 Pin D Type connector define:

	Host			
Printer				
RS-232C	IBM PC PC-8801 ProTool+			
Zebra				
	( Note 1 )			
1 Protective Ground	SHELL	GND	Frame GND	Frame GND
2 Transmitted Data	TXD →	TXD	RXD ←	TXD →
3 Received Data	RXD ←	RXD←	TXD →	RXD ←
4 Request to Send	/RTS →	RTS→	/CTS ←	/RTS →
5 Clear to Send	/CTS ←	/CTS ←	/RTS →	/CTS ←
6 Data Set Ready	/DSR ←	/DSR←	/DTR →	/DSR ←
7 Signal Ground	GND	GND	GND	GND
8 Received Line Signal Detector	/CD ←	DCD	NC	NC
9 (Reserved for Data Set Testing)	NC	NC	+ 5V 0.25A ←	5V 1A →
10 (Reserved for Data Set Testing)	NC	NC	+ 5V 0.25A ←	NC
11 Unassigned	NC	NC	NC	NC
12 Secondary Received Line Signal Detector	NC	NC	NC	NC
13 Secondary Clear to Send	NC	NC	NC	NC
14 Secondary Transmitted Data	NC	NC	+ 5V 0.25A ←	NC
15 Transmission Signal Element	NC	NC	NC	NC
	Timing			
16 Secondary Received Data	NC	NC	NC	NC
17 Receiver Signal Element Timing	NC	RXC←	NC	NC
18 Unassigned	NC	NC	NC	NC
19 Secondary Request to Send	NC	NC	NC	NC
20 Data Terminal Ready	/DTR →	/DTR→	/DSR ←	/DTR →
21 Signal Quality Detector	NC	NC	NC	NC
22 Ring Indicator	RI ←	NC	NC	NC
23 Data Signal Rate Selector	NC	NC	+ 5V 0.25A	←NC
24 Transmitter Signal Element	NC	TXC→	NC	NC
	Timing			
25 Unassigned	NC	NC	NC	NC

(Continued on next page)

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	DATAMAX	Ring	TEC	SATO
1 Protective Ground	CHASSIS	Frame GND	Frame GND	Frame GND
2 Transmitted Data	TXD →	TXD →	RXD ←	TXD →
3 Received Data	RXD ←	RXD ←	TXD →	RXD ←
4 Request to Send	/RTS →	/RTS →	/CTS ←	/RTS →
5 Clear to Send	/CTS ←	/CTS ←	/RTS →	/CTS ←
6 Data Set Ready	NC	/DSR ←	/DTR →	/DSR ←
7 Signal Ground	GND	GND	GND	GND
8 Received Line Signal Detector	NC	NC	NC	NC
9 (Reserved for Data Set Testing)	NC	NC	NC	NC
10 (Reserved for Data Set Testing)	NC	+ 5V	NC	NC
11 (Unassigned)	NC	NC	NC	NC
12 (secondary Received Line Signal Detector)	NC	NC	NC	NC
13 Secondary Clear to Send	NC	To Be Left Unused	NC	NC
14 Secondary Transmitted Data	+ 5V 0.1A →	To Be Left Unused	NC	NC
15 Transmission Signal Element Timing	NC	NC	NC	NC
16 Secondary Received Data	NC	NC	NC	NC
17 Receiver Signal Element Timing	NC	NC	NC	NC
18 Unassigned	NC	NC	NC	NC
19 Secondary Request to Send	NC	To Be Left Unused	NC	NC
20 Data Terminal Ready	BUSY →	/DTR →	/DSR ←	/DTR →
21 Signal Quality Detector	NC	NC	NC	NC
22 Ring Indicator	NC	NC	NC	NC
23 Data Signal Rate Selector	NC	+ 5V	NC	NC
24 Transmitter Signal Element Timing	NC	NC	NC	NC
25 Unassigned	NC	To Be Left Unused	NC	NC

# Smart Keyboard Programming Manual

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## Operation Guide

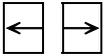
### Auto Execution Utility

Power on	Execute the "AUTO.BAS" program automatically
----------	--

### Power-on Utility

Power on with <b>ALT F1</b>	Disable the auto execution utility
Power on with <b>ALT SHIFT</b>	Upgrade keyboard BIOS
Power on with <b>ALT CLEAR</b>	Keyboard initialization
Power on with <b>ALT D</b> or <b>ALT E</b>	Extend Files Manager utility

### Keyboard Utilities

<b>FORM</b>	Select BASIC files to execute
<b>ENTER</b>	Execute the selected item
<b>EXIT</b>	Exit sub-menu
	Select parameters
	Scroll files or cursor
<b>ALT F1</b>	Keyboard configuration setup
<b>ALT F2</b>	On-line editing utility
<b>ALT F2 F1</b>	Upload files
<b>ALT F2 CLEAR</b>	Delete files
<b>ALT D</b>	Extend files manager
<b>ALT EXIT</b>	Reset keyboard

