

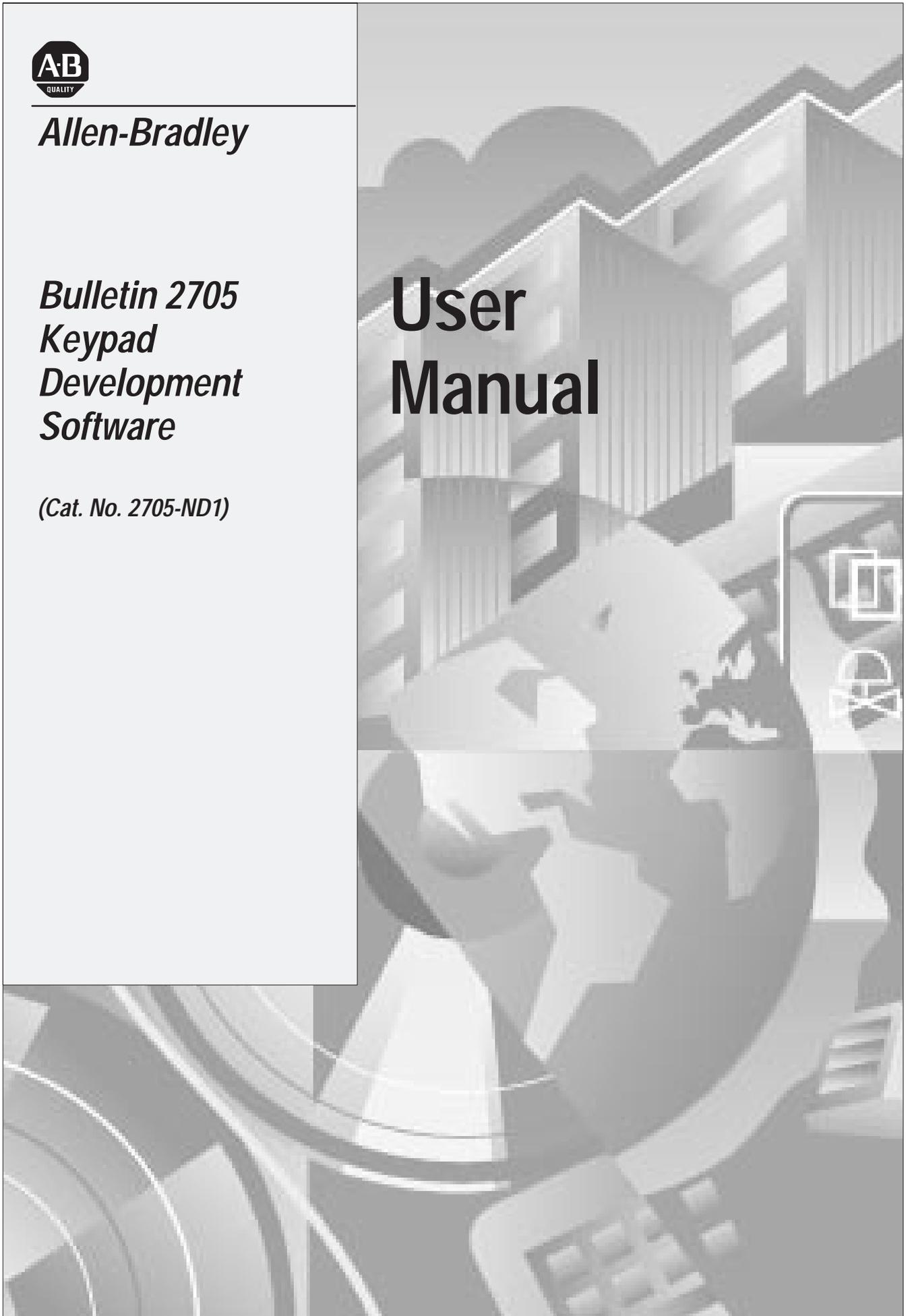


Allen-Bradley

*Bulletin 2705
Keypad
Development
Software*

(Cat. No. 2705-ND1)

User Manual



Important User Information

Solid state equipment has operational characteristics differing from those of electromechanical equipment. “Application Considerations for Solid State Controls” (Publication SGI-1.1) describes some important differences between solid state equipment and hard-wired electromechanical devices. Because of this difference, and also because of the wide variety of uses for solid state equipment, all persons responsible for applying this equipment must satisfy themselves that each intended application of this equipment is acceptable.

In no event will the Allen-Bradley Company be responsible or liable for indirect or consequential damages resulting from the use or application of this equipment.

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Using this Manual

Chapter Objectives

This chapter gives an overview of the manual, including:

- What the software package includes
- Contents of the manual
- What you need to know
- Conventions used
- Warnings and cautions

What the Package Includes

The Catalog No. 2705-ND1 Keypad Development Software package includes:

- One 5 1/4" and one 3 1/2" installation disk
- One cable/converter for downloading messages to the Bulletin 2705 Keypad Module
- One 25-pin to 9-pin gender adapter
- User's Manual for the Keypad Development Software

Organization of Manual

This manual describes how to install and use the Keypad Development Software (Catalog No. 2705-ND1) to generate and download messages to the Bulletin 2705 Keypad Module. The contents of each chapter are:

Chapter	Title	Purpose
1	Using this Manual	Provides an overview of the manual.
2	Overview of Software	Describes the main features and operating capabilities of the software.
3	Installing the Software	Shows how to install the software on your computer.
4	Getting Started	Provides general information on how to use the software.
5	Setup Functions	Shows how to set the color your computer monitor displays and the computer clock.
6	Creating/Selecting a Message File	Shows how to create and select a message file for message operations.
7	Message Operations	Shows how to create and edit messages in a message file. Also shows how to copy, delete, or renumber messages and search for text strings.
8	Downloading Messages	Describes how to download all or specific messages in a file to the Keypad Module.
9	Printing Messages	Provides details on how to print all or specific messages in a file.
10	Managing Message Files	Shows how to copy, rename, or delete message files.

What You Need to Know

No special knowledge is required to use the Keypad Development Software. However, since the software is used to create messages for the Bulletin 2705 Keypad Module, you should be familiar with the operation of the Keypad Module.

You should also be familiar with basic DOS commands, but do not have to be an experienced PC user.

Conventions Used

The following conventions are used in this manual:

- A symbol or word in brackets represents a single key you press on the computer keyboard. For example: [F10], [Esc], [Enter], [Backspace].
- The installation procedure contains examples of characters you enter at the keyboard and characters the computer monitor displays.

Characters you enter at the keyboard appear **bold**. Characters the computer outputs on the monitor appear lighter. For example:

```
C:> copy a:**
```

C:> is what the computer displays and **copy a:*** is what you enter.

- In the following chapters, we refer to the Keypad Development Software as the software.

Related Publications

Other publications you may want to refer to include:

- User's Manual for the Bulletin 2705 RediPANEL™ Keypad Modules
- DOS Manual for your computer

Caution Symbol

The following caution symbol is used:



CAUTION:

A caution symbol means data may be lost or corrupted if procedures are not followed.

Overview of the Software

Chapter Objectives

This chapter gives a general overview of the features and capabilities of the Keypad Development Software and defines what you need to use the software.

General Description

The Keypad Development Software is an offline programming package that allows you to generate messages for the Bulletin 2705 Keypad Module. The messages are generated on a personal computer and then downloaded to a Keypad Module immediately or at a later time.

All messages are stored in a file, which can hold up to 120 messages. This is the maximum number of messages that the Keypad Module can store. When downloading, you can download an entire message file or specific messages in a file.

The software also simplifies the programming of multiple modules. You can create messages on a computer and then download them to one or more modules when necessary. This eliminates the need to manually enter messages into each Keypad Module.

Storing messages on a computer also provides a backup facility in the event that messages are erased from memory in the Keypad Module.

Software Functions

The Keypad Development Software is an easy-to-use menu driven package which allows you to perform the following functions:

Develop Message Files

The *Develop* function allows you to:

- create a new file for storing messages
- select an existing file to perform message operations

After creating or selecting a file, you can:

- create new messages
- edit existing messages
- copy, delete, or renumber messages
- search messages for a text string

Transfer Operations

The *Transfer* function allows you to:

- select a port for downloading
- download all or specific messages in a file
- enter terminal/keyboard mode to verify messages after they are downloaded to the Keypad Module.

Report Operations

The *Report* function allows you to:

- select and configure a port for printing
- print all or specific messages in a file

File Operations

The *File* function allows you to perform the following housekeeping operations:

- delete message files
- copy message files
- rename message files or move files into another directory

Setup Operations

The *Setup* function allows you to:

- set your computer monitor to use color or monochrome (black/white)
- set the computer clock (time/date)

What You Need

To use the Keypad Development Software, you need

- Personal Computer (one of the following)
 - IBM PC or PC compatible
 - Allen-Bradley Industrial Support Terminal
 - Allen-Bradley Industrial Terminal System
- At least 640K of memory with 400K free
- DOS 3.0 or later version
- One 5 1/4" disk drive or one 3 1/2" micro disk drive
- One serial port (COM1/COM2) for downloading to Keypad Module
- One printer port to print messages
- Standard ASCII serial or parallel printer

Installing the Software

Chapter Objectives

This chapter shows how to install the Keypad Development Software on your computer.

What You Need

To install the Keypad Development Software, you need:

- Personal Computer (one of the following)
 - IBM PC or PC compatible
 - Allen-Bradley Industrial Support Terminal
 - Allen-Bradley Industrial Terminal System
- At least 640K of memory with at least 400K free
- DOS 3.0 or later version
- One 5 1/4" disk drive or one 3 1/2" micro disk drive

Things to consider

Here are a few things to consider before installing the software:

- Check the amount of available RAM on your computer using the CHKDSK command.
- Check the amount of free space available on your computer's hard disk.
- The installation procedure creates the program directory \KEYPAD into which all program files are installed. The procedure allows you to specify a different directory path. If you do decide to specify a different directory, make sure the path leading to the directory is defined.

Installing the Software

This section shows how to install the Keypad Development Software on a computer system with:

- 1 hard drive and 1 floppy or micro drive
- 2 floppy or micro drives
- 1 single floppy or micro drive

System with 1 Hard Drive and 1 Floppy or Micro Disk Drive

To install the software on a computer with 1 hard drive and 1 floppy or micro disk drive, follow the instructions below. Prompts and responses for your computer will be similar, if not the same.

1. Make sure DOS is ready and C:> is displayed.

Note: Your DOS prompt could be different.

2. Insert the 5 1/4" or 3 1/2" installation disk into the floppy drive. Normally, this is the A drive.
3. Change to the A drive. Type **a:** and press **[Enter]**.

```
C:> a: [Enter]
A:>
```

The A> prompt indicates that you have switched to the A drive.

4. Start the installation procedure by typing **install** and pressing **[Enter]**.

```
A:> install [Enter]
```

The installation procedure displays on your screen as it executes. Follow the instructions until the installation is complete.

The procedure creates a subdirectory into which all of the program files are installed. This is the directory from which you will execute and run the software.

5. When the installation is complete, you return to the A:> prompt.
6. Change back to the C drive. Type **c:** and press **[Enter]**.

```
A:> c: [Enter]
C:>
```

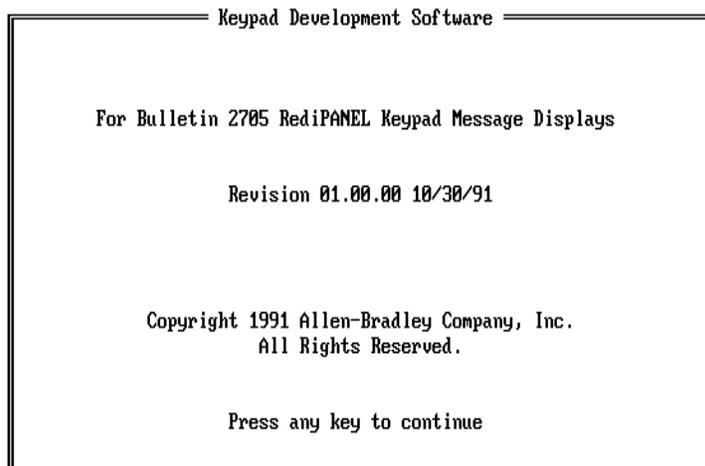
7. Use the CD command to move to the \KEYPAD subdirectory (or the alternate directory specified during installation).

```
C:> cd keypad [Enter]
C:\KEYPAD>
```

8. To run the software, type **keypad** and press **[Enter]**.

```
C:\KEYPAD> keypad [Enter]
```

The copyright screen displays. Press any key to access the main menu.



System with 2 Floppy or Micro Disk Drives

To install the software on a computer system with 2 floppy or micro disk drives, follow the instructions below. Prompts and responses for your computer will be similar, if not the same.

Create a separate disk for storing Keypad message files. Storing files on the Keypad Development Software program disk restricts the number of files you can create.



CAUTION:

Before you begin this procedure, **write protect** your DOS disk by using a write protect tab. See your computer's user manual.

1. Insert your computer's *write protected* DOS disk into drive A and turn on the computer. Complete your computer's bootup drive process, entering the date and time.
2. Transfer the DOS disk to drive B and insert a blank disk into drive A.
3. Create a system disk (which will boot your computer and store your messages) in drive A by using the FORMAT/S command. Type:

```
A:> b: [Enter]
B:> format a:/s [Enter]
```

4. When returning to the B:> prompt, create an AUTOEXEC.BAT file on the system disk in drive A using the CON (CONSOLE command) and the path instruction B:\. Type:

```
B:> copy con a:autoexec.bat [Enter]
path b:\ [Enter]
prompt $p$g [Enter]
^z ([CTRL] [Z] or [F6]) [Enter]
```

5. When returning to the B:> prompt, remove your DOS disk from drive B and insert the 5 1/4" or 3 1/2" Keypad Software installation disk.
6. Start the installation procedure by typing **install** and pressing **[Enter]**.

```
B:> install [Enter]
```

The installation procedure displays on your screen as it executes. Follow the instructions until the installation is complete.

Important: The installation procedure prompts you to *Press the letter of the disk drive you want the software installed on.* **You must enter A.**

The procedure creates the subdirectory A:\KEYPAD into which all of the program files are installed. This is the directory from which you will execute and run the software.

7. Remove the installation disk and insert a formatted disk into drive B. This disk will hold your Keypad message files.

Note: You must insert the disks into the drives as follows to run the Keypad Development Software:

Drive A: Keypad Development Software disk
Drive B: Keypad Message Files disk

8. The installation is now complete. Type **a:** and press [Enter] to change back to the A drive.

```
B:> a: [Enter]
A:>
```

9. Use the CD command to move to the \KEYPAD subdirectory (or the alternate directory specified during installation).

```
A:> cd keypad [Enter]
A:\KEYPAD>
```

10. To run the software, type:

```
A:\KEYPAD> keypad [Enter]
```

The copyright screen displays. Press any key to access the main menu.

```
----- Keypad Development Software -----

For Bulletin 2705 RediPANEL Keypad Message Displays

Revision 01.00.00 10/30/91

Copyright 1991 Allen-Bradley Company, Inc.
All Rights Reserved.

Press any key to continue
```

Important: The first time you actually use the software you must change the drive letter of the default directory path from A:\KEYPAD to B:\. See page 6-2 in *Chapter 6, Creating/Selecting a Message File* for details on how to change the directory path.

System with 1 Floppy or Micro Disk Drive

To install the software on a computer system with 1 floppy or micro disk drive, follow the instructions below. Prompts and responses for your computer will be similar, if not the same.

Create a separate disk for storing Keypad message files. Storing files on the Keypad program disk restricts the number of files you can create.



CAUTION:

Before you begin this procedure, **write protect** your DOS disk by using a write protect tab. See your computer's user manual.

1. Insert your computer's *write protected* DOS disk into drive A and turn on the computer. Complete your computer's bootup drive process, entering the date and time.
2. Make a copy of the Keypad Development Software installation disk using the DISKCOPY command.

```
A:> diskcopy a: b: [Enter]
A:> format a:/s [Enter]
A:>
```

Use the Keypad Development Software installation disk as the source disk and a formatted disk as the destination disk. Label the destination disk A.

3. At the A:> prompt, reinsert your DOS disk and copy COMMAND.COM onto disk A.

```
A:> copy command.com b:
```

4. Reinsert your DOS disk. Create a system disk using the FORMAT/S command. Label this disk temporarily as disk B. This disk will both boot your computer and run the Keypad Development Software.

```
A:> format/s [Enter]
```

Answer any required confirmation prompts.

5. When you return to the A:> prompt, insert disk A.

6. Start the installation procedure by typing **install** and pressing **[Enter]**.

```
A:> install [Enter]
```

The installation procedure displays on your screen as it executes. Follow the instructions until the installation is complete.

Important: The installation procedure prompts you to *Press the letter of the disk drive you want the software installed on.* **You must enter B.**

When the installation procedure displays:

Insert diskette for drive B: and strike any key

remove the installation disk from the drive and replace it with the system disk. Strike any key.

Continue inserting the installation disk when the procedure prompts you to *Insert diskette for drive A* and inserting the system disk when the procedure prompts you to *Insert diskette for drive B*.

The procedure creates the subdirectory A:\KEYPAD into which all of the program files are installed. This is the directory from which you will execute and run the software.

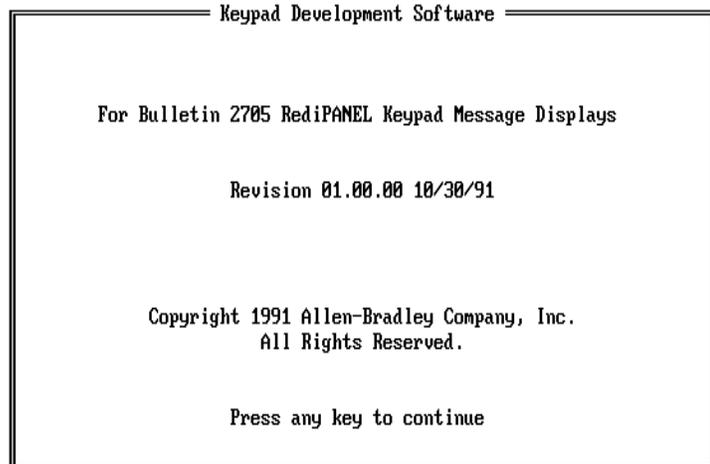
7. The installation is complete when you return to the A> prompt.
8. Verify that the Keypad Development Software disk is drive A:, then use the CD command to move to the \KEYPAD subdirectory (or the alternate directory specified during installation).

```
A:> cd \keypad [Enter]
A:\KEYPAD>
```

9. To run the software, type:

```
A:\KEYPAD> keypad [Enter]
```

The copyright screen displays. Press any key to access the main menu.



Important: The first time you actually use the software you must change the drive letter of the default directory path from A:\KEYPAD to B:\. See page 6-2 in *Chapter 6, Creating/Selecting a Message File* for details on how to change the directory path.

Installation Files

The files are copied into the program directory (\KEYPAD) during installation. Do not access or modify these files. They must remain in the program directory as installed.

File Name	Description
KEYPAD.EXE	Executable file which actually runs the Keypad Development Software.
KPD.STP	Setup file that is created when you run the software. This file stores the name of the default program directory and other setup parameters.
KPD.HLP	Help file for the Keypad Development Software. This file contains help information that displays when you press [F1] to display help.

Getting Started

Chapter Objectives

This chapter provides some helpful hints on how to use the software, including:

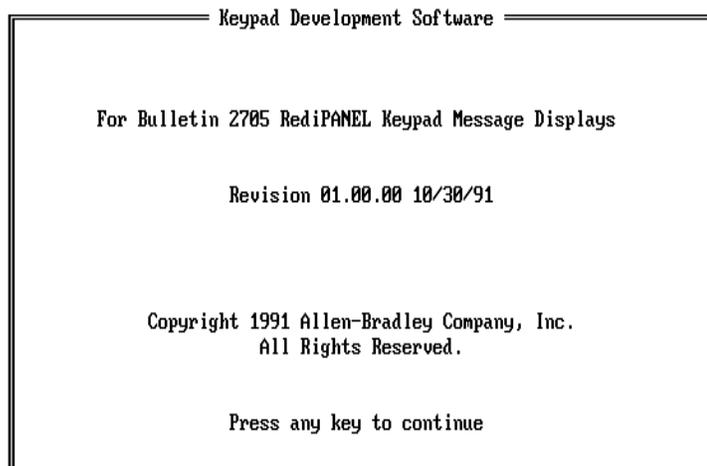
- Running the software
- Pop-up menus, windows, and highlight
- Selecting menu options
- Getting help
- Warning, error and program status messages
- Exiting the software
- Menu tree structure

Running the Software

To access the software, make sure that you are located in the default program directory (created during installation). All examples in this manual assume that you installed the software on a hard disk and show C:\KEYPAD> as the program directory. Your DOS prompt may be different.

Run the software by typing KEYPAD and pressing [Enter]. The copyright screen then displays.

```
C:\KEYPAD> keypad [Enter]
```



Press any key to access the main menu.

Selecting Menu Options

You can select a menu option in one of two ways:

1. Highlight an option using the arrow keys and press [Enter].
2. Type the first letter of a menu option.

For example, to select *Develop* press the [D] key. The menu opens immediately (without pressing [Enter]).

Note: If a menu lists several options starting with the same letter, typing the first letter always selects the first menu option (not the second).

Menu Control Keys

Table 4.A lists keys that are used to select menu options and window items.

Table 4.A
Menu / Window Control Keys

Key	Function
[↑] [↓] [→] [←]	Use arrow keys to move through menu options and window items.
[SpaceBar]	Moves through menu options and window items.
[Enter] or [↵]	Selects highlighted menu option or window item.
[Esc]	Exits menu or window and returns to previous menu.
[Home]	Moves highlight to first menu or window item.
[End]	Moves highlight to last menu or window item.
[PgUp] [PgDn]	Moves one page up or down in window displays.

Data Entry Keys

Table 4.B lists keys that are used for data entry functions.

Table 4.B
Data Entry Keys

Key	Function
[→] [←]	Moves cursor to right or left.
[Enter] or [↵]	Accepts entry.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[Ins]	Toggles editing between insert and overstrike mode.
[Esc]	Aborts data entry window or field without saving changes.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[F10]	Saves data and returns to previous menu.

Getting Help

Online help is available to assist you with using the software. You can get help while any option or function is highlighted by pressing [F1]. The help window opens at the bottom of the screen.

The following screen shows help that displays for the *Develop* option.

```
MAIN MENU:  Develop  Transfer  Reports  Files  Setup  Exit

Develop

The Develop menu allows you to access the following data file functions:

Select File      Selects existing message file to perform
Use cursor pad keys to scroll through help text
Keypad Programmer      Press F1 for Help      Wed Jul 31 1991 8:46:47
```

You can scroll through the help at the bottom of the screen or you can expand the help window to fill the screen. To expand the help window, press the [Alt] [F1] keys simultaneously. Pressing these two keys again returns the help window to its contracted state.

The expanded help window looks like this:

```
Develop

The Develop menu allows you to access the following data file functions:

Select File      Selects existing message file to perform
                  message operations.

Create New File  Creates file for storing messages.

Directory       Defines default directory for storing
                  and accessing message files.

Quit            Exits to main menu.

Press [F1] now to view Key Control Menu.

Press the ENTER or ESC key to exit help. Press ALT-F1 to expand help screen.
Keypad Programmer      Press F1 for Help      Wed Jul 31 1991 8:47:26
```

Table 4.C lists keys for scrolling through help text. To exit help, press [Enter] or [Esc].

Table 4.C
Help Window Keys

Key	Function
[↑] [↓] [→] [←]	Use arrow keys to move through help text.
[Home]	Moves to beginning of help window.
[End]	Moves to end of help window.
[PgUp] [PgDn]	Moves one page up or down in help window.
[Enter] or [Esc]	Exits help utility.
[Alt] & [F1]	Toggles between contracted and expanded help window.

Program Messages

The software displays messages to inform you of particular situations during program operations. Some messages display the status of an operation; others indicate an error; and some warn you of the potential loss of data.

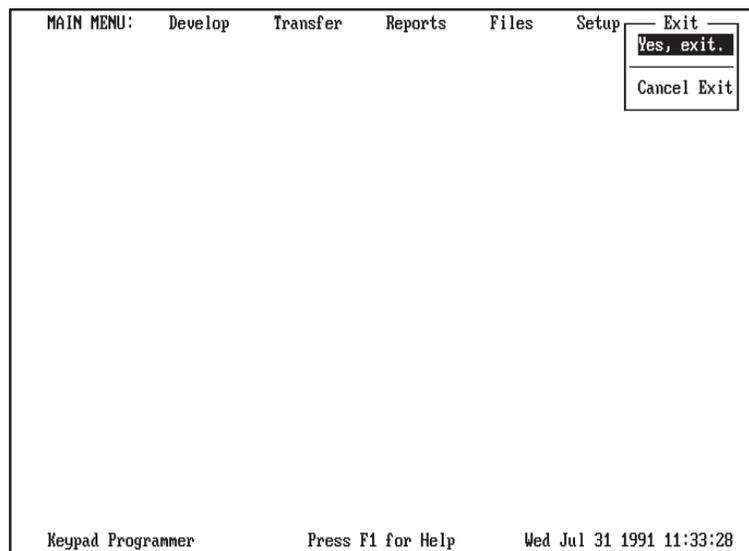
Audible Beep

The software generates a beep when:

- you press [F1] and help is not available
- you enter an invalid character
- a program error or warning message displays

Exiting the Software

To exit the software and return to DOS, select *Exit* from the main menu. Highlight *Exit* and press [Enter] or just press [E].

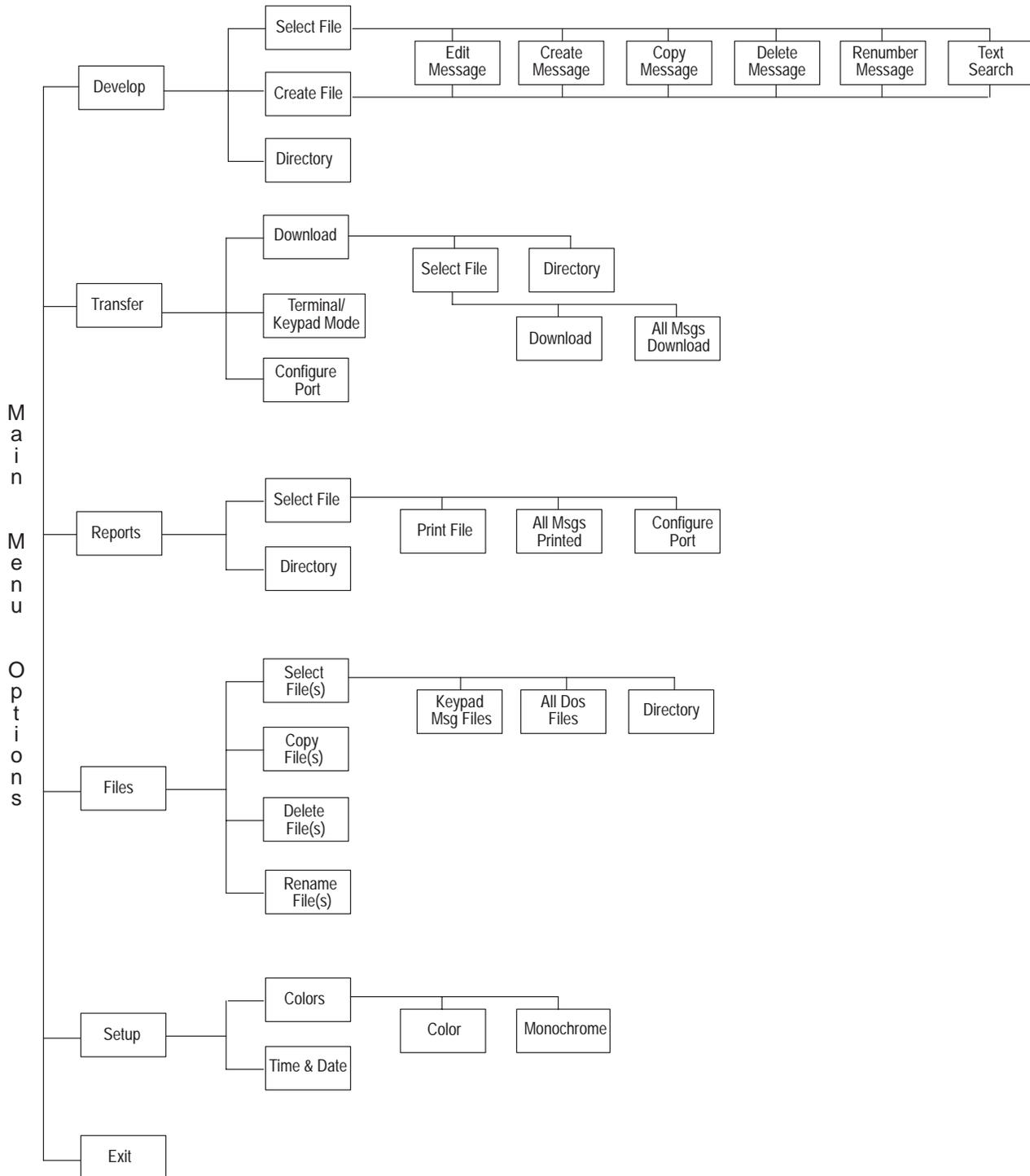


A window opens and prompts you to confirm the exit. Select *Yes, exit* to return to DOS. Select *Cancel Exit* to remain in the main menu.

Menu System

Figure 4.2 provides a layout of the menu system.

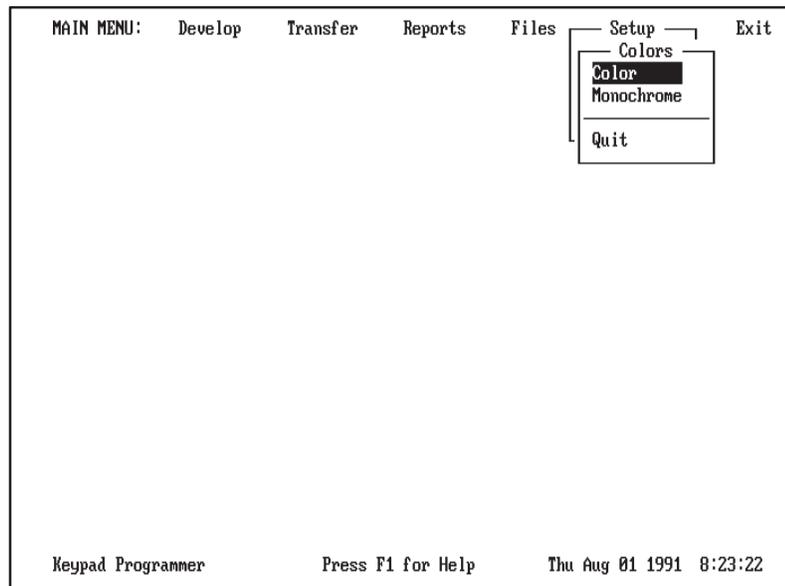
Figure 4.2
Menu System



Setting the Display Color



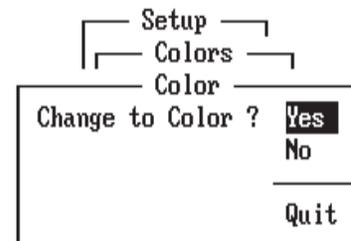
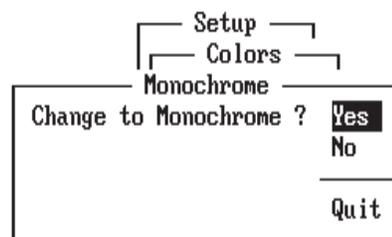
To set the color for your display, select *Colors* from the Setup menu. Highlight *Colors* and press [Enter] or press [C]. The Colors menu then displays with *Color* highlighted.



The *Colors* functions include:

- Color** Opens a window which allows you to set your display to use color.
- Monochrome** Opens a window which allows you to set your display to use monochrome (black/white).
- Quit** Returns to the *Setup* menu.

Select the option appropriate to the color of your monitor display. One of the following windows will display with *Yes* highlighted.



The monochrome and color windows display the same options. Select *Yes* to change to the displayed color selection. Select *N* or *Quit* to return to the Colors menu.

Note: You cannot select the color option if you have a monochrome display adapter. Laptops are an exception in that they emulate VGA monitors with gray scale.

If you select *Yes*, the following messages display indicating that the color setting is saved to the setup file KPD.STP in the program directory.

```
PROGRAM STATUS
-----
Saving setup information file to:
C:\KEYPAD\KPD.STP...
-----
```

```
PROGRAM STATUS
-----
Save successful.
-----
```

The software checks the setup file when you enter the program to verify that the display is set to the appropriate color.

Setting the Computer Clock

```
Setup
-----
Colors
Time & Date
-----
Quit
```

To set the clock (time/date) of your computer, select *Time & Date* from the Setup menu. Highlight *Time & Date* and press [Enter] or press [T]. The Time & Date window then opens with *Time* highlighted.

```
MAIN MENU:  Develop  Transfer  Reports  Files  Setup  Exit
-----
Time & Date
Time 08:27:53
Date 08/01/1991
Quit

Keypad Programmer          Press F1 for Help          Thu Aug 01 1991  8:27:54
```

The *Time & Date* functions are:

- Time** Allows you to enter a new clock time.
- Date** Allows you to enter a new clock date.
- Quit** Returns to the *Setup* menu.

Entering the Time

The time is displayed and entered in 24 hour format (hh:mm:ss). To enter a new time, select *Time* and press [Enter] or press [T].

When you select *Time*, the field to the right opens allowing you to enter a new time. The cursor is positioned at the beginning of the field.

```

  Setup
  Time & Date
  Time 08:27:53
  Date 08/01/1991
  Quit
  
```

Valid entries for the time field are

hh Enter an hour value from 0–24
mm Enter a minute value from 0–59
ss Enter a second value from 0–59

Enter a new time and press [Enter]. The highlight then moves to *Date*.

If you enter an invalid time, the following message displays:

```

          PROGRAM ERROR
  -----
  Invalid time or incorrect format - must be
  hh:mm:ss
  Press any key to continue...
  -----
  
```

Use any of the keys below while entering data in the *Time* or *Date* field.

Data Entry Keys	Function
[0] – [9]	Enters digit into date or time field.
[→] [←]	Moves cursor to right or left.
[Enter] or [↵]	Accepts entry and moves to next menu option.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[Ins]	Toggles editing between insert and overstrike mode.
[Esc]	Aborts data entry window or field without saving changes.
[F3]	Cancel any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.

Entering the Date

The date is displayed and entered in the format dd/mm/yyyy. To enter a new date, select *Date* and press [Enter] or press [D].

When you select *Date*, the field to the right opens allowing you to enter a new date. The cursor is positioned at the beginning of the field.

```
Setup
Time & Date
Time 08:27:53
Date 08/01/1991
Quit
```

Valid entries for the date field are

dd	Enter a day value from 1–31
mm	Enter a month value from 1–12
yyyy	Enter the current year in the form 1991

Enter a new date and press [Enter]. The highlight then moves to *Quit*.

If you enter an invalid date, the following message displays:

```
PROGRAM ERROR
Invalid date or incorrect format - must be
mm/dd/yyyy
Press any key to continue...
```

Creating/Selecting a Message File

Chapter Objectives

This chapter shows how to use the *Develop* function to:

- Create a new message file
- Select an existing message file
- Change the default program directory

Message Files

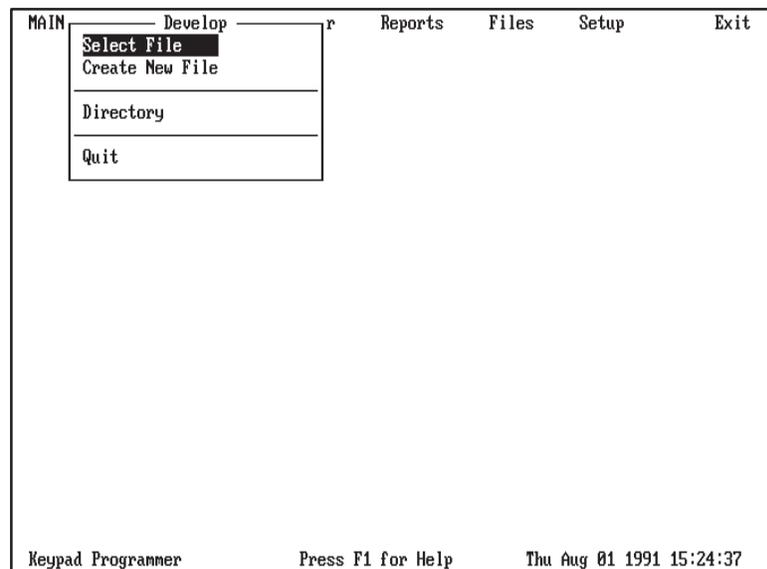
All messages are stored in a file, which can hold up to 120 messages. You must first create a file before you can begin to create and store messages in the file. Likewise, you must first select a file before you can access messages in the file.

You can create as many message files as you want. The only limitation is the amount of space on the disk where the files are stored.

Message files are initially created and stored in the program directory C:/KEYPAD> (that is created during installation). The software also searches this directory to locate files you select. You can store and access files in other directories as well.

The functions that allow you to create or select a file and change the program directory path are located in the *Develop* menu. Select *Develop* from the main menu. The following menu displays.

Figure 6.1
Develop Menu



The *Develop* functions are:

- Select File** Selects an existing message file for message operations.
- Create New File** Allows you to create a new message file.
- Directory** Allows you to display/ change the default directory.

Changing to Another Directory

Develop
Select File Create New File
Directory
Quit

The *Directory* function allows you to specify the default directory for accessing and storing message files you create. The software uses the program directory created during installation as the default. You can change the default directory at any time.

Note: Any change remains in effect until the next time you change the directory path.

To select this function, highlight *Directory* and press [Enter] or just press [D]. A window opens and displays the current directory path.

MAIN	Develop	r	Reports	Files	Setup	Exit			
<table border="1" style="margin-left: 20px;"> <tr> <td>Select File Create New File</td> </tr> <tr> <td style="background-color: black; color: white;">Directory</td> </tr> <tr> <td>Quit</td> </tr> </table>							Select File Create New File	Directory	Quit
Select File Create New File									
Directory									
Quit									
<table border="1" style="margin: 0 auto;"> <tr> <td>Program's Data Path: C:\KEYPAD\</td> </tr> </table>							Program's Data Path: C:\KEYPAD\		
Program's Data Path: C:\KEYPAD\									
Keypad Programmer Press F1 for Help Thu Aug 01 1991 15:26:12									

To change the directory path, enter a new path name using the following format, then press [Enter]. You must enter the name of an existing directory.

drive:\directory\subdirectory

The software defaults to the current drive if you omit the drive letter.

Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter] or [↵]	Accepts directory path name and returns to menu.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the path name, the following messages display indicating the new path has been saved to the program setup file.

```
PROGRAM STATUS
-----
Saving setup information file to:
C:\KEYPAD\KPD.STP...
-----
```

```
PROGRAM STATUS
-----
Save successful.
-----
```

Note: The new path remains as the current default directory until you use the *Directory* function again to specify a different directory.

If you enter an invalid path name or a directory that does not exist, one of the following error messages will display:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Path
not found (bad drive or directory name).
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.:
Directory entry not found.
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Invalid
disk drive.
Press any key to continue...
-----
```

Creating a New File

Develop
Select File
Create New File
Directory
Quit

The *Create New File* function allows you to create a new message file. Since all messages are stored in a file, you must first create a file before you can begin to create messages. Each file you create can hold up to 120 (sixteen character) messages.

To create a new file, select *Create New File* from the Develop menu. Highlight *Create New File* and press [Enter] or just press [C]. A window opens and prompts you to enter a file name.

MAIN	Develop	r	Reports	Files	Setup	Exit				
<table border="1"> <tr> <td>Select File</td> </tr> <tr> <td>Create New File</td> </tr> <tr> <td>Directory</td> </tr> <tr> <td>Quit</td> </tr> </table>							Select File	Create New File	Directory	Quit
Select File										
Create New File										
Directory										
Quit										
<table border="1"> <tr> <td>File Name:</td> </tr> <tr> <td> </td> </tr> </table>							File Name:			
File Name:										
Keypad Programmer Press F1 for Help Thu Aug 01 1991 15:25:08										

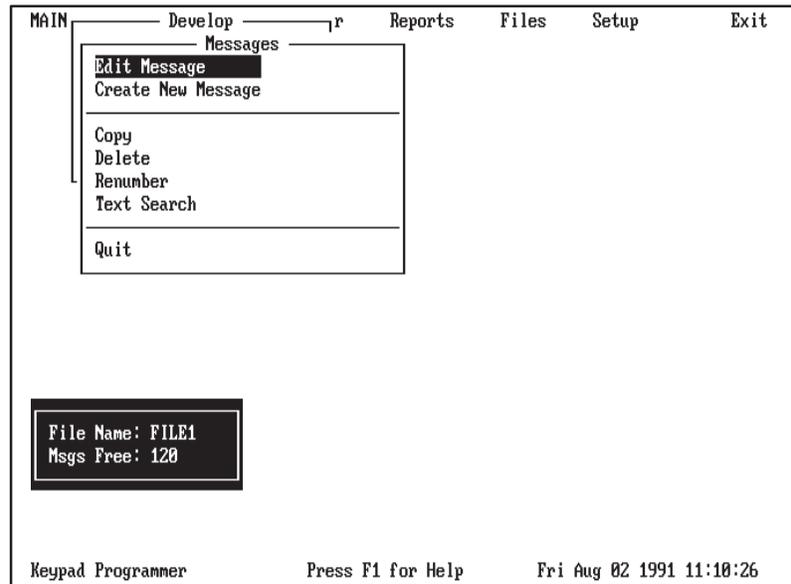
All message files are created with the extension .KPD to identify them from other DOS files. If you enter a file name without the extension (or an invalid extension), the software appends .KPD to the file name.

All files are created in the default program directory. To change the default storage area, enter a full path name or use the *Directory* function.

Use any of the keys below while entering the file name.

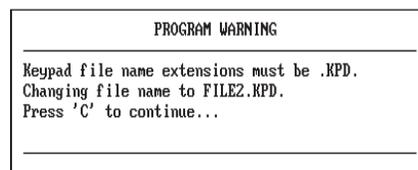
Data Entry Keys	Function
[→] [←]	Moves cursor to right or left.
[Enter] or [↵]	Accepts directory path name and moves to next menu option.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[Ins]	Toggles editing between insert and overstrike mode.
[Esc]	Exits window and returns to menu.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.

After entering the file name and pressing [Enter], the *Messages* menu opens. The screen displays a box with the name of the file and the number of free messages in the file. The number of free messages in new files is 120.

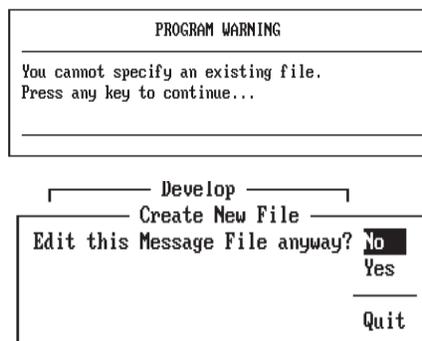


For details on how to use the functions on the Messages menu, see *Chapter 7 Message Operations*.

If you entered a file name with an extension other than .KPD, this message displays:



If you entered the name of an existing file, the following messages display:



Select *Yes* if you want to edit the file. The *Messages* menu then opens. Select *No* or *Quit* to abort the operation and return to the *Develop* menu.

Selecting a File

Develop
Select File
Create New File
Directory
Quit

The *Select File* function allows you to select an existing message file in the program directory. You must first select a file before you can access messages stored in the file. After selecting a file, the *Messages* menu opens which allows you to create, edit, and manipulate messages.

To select a file, highlight *Select File* on the Develop menu and press [Enter] or just press [S].

The following message displays indicating that the software is searching the program directory for message (.KPD) files.

```

PROGRAM STATUS
-----
Searching C:\KEYPAD\ for data files...
-----
  
```

If there are no message files in the directory, this message displays:

```

C:\KEYPAD\

      There are no message files in this
      directory. Use 'Create' to create a new file.

      Press ESC to continue.
  
```

If there are files in the directory, the *File Selections* window opens and displays a list of all message files in the program directory.

MAIN	Develop	r	Reports	Files	Setup	Exit																																																								
	Select File																																																													
	Create New File																																																													
	Directory																																																													
	Quit																																																													
C:\KEYPAD\																																																														
<table border="1"> <thead> <tr> <th colspan="7">File Selections</th> </tr> </thead> <tbody> <tr> <td>FILE1</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:19p</td> <td></td> <td></td> </tr> <tr> <td>FILE2</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:20p</td> <td></td> <td></td> </tr> <tr> <td>FILE3</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:20p</td> <td></td> <td></td> </tr> <tr> <td>FILE4</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:21p</td> <td></td> <td></td> </tr> <tr> <td>FILE5</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:21p</td> <td></td> <td></td> </tr> <tr> <td>FILE6</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:21p</td> <td></td> <td></td> </tr> <tr> <td>FILE7</td> <td>.KPD</td> <td>130</td> <td>08/02/91</td> <td>02:21p</td> <td></td> <td></td> </tr> </tbody> </table>							File Selections							FILE1	.KPD	130	08/02/91	02:19p			FILE2	.KPD	130	08/02/91	02:20p			FILE3	.KPD	130	08/02/91	02:20p			FILE4	.KPD	130	08/02/91	02:21p			FILE5	.KPD	130	08/02/91	02:21p			FILE6	.KPD	130	08/02/91	02:21p			FILE7	.KPD	130	08/02/91	02:21p		
File Selections																																																														
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FILE5	.KPD	130	08/02/91	02:21p																																																										
FILE6	.KPD	130	08/02/91	02:21p																																																										
FILE7	.KPD	130	08/02/91	02:21p																																																										
Keypad Programmer																																																														
Press F1 for Help																																																														
Fri Aug 02 1991 14:32:43																																																														

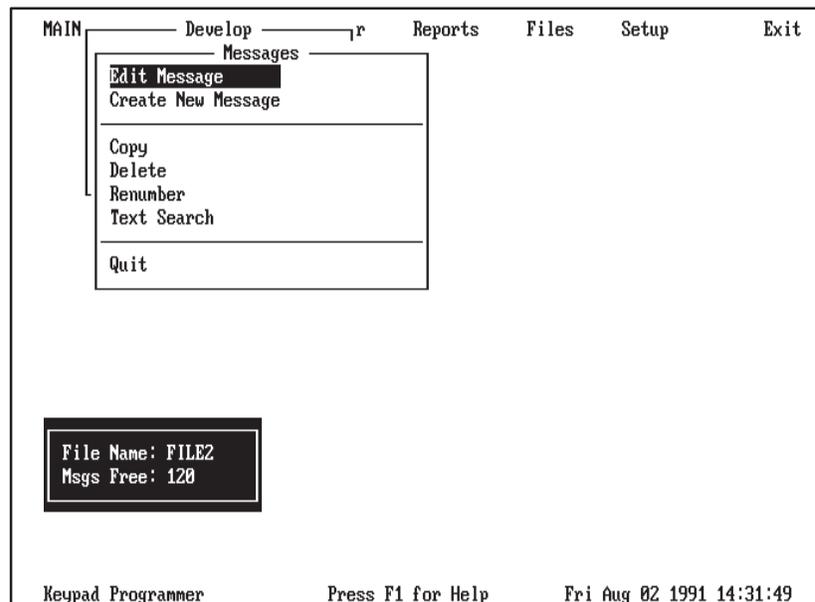
The directory in which the files are stored displays to the left. For each message file, the window shows:

- file name and extension (.KPD)
- size of the file (in bytes)
- date/time file was last created or modified

To select a file, highlight the file you want to edit and press [Enter]. You can use the following keys to select a file from the *File Selections* window.

Key	Function
[↑] [↓]	Use arrow keys to move up or down the list of file names.
[Enter] or [F10]	Selects highlighted file.
[Esc]	Exits window and returns to Develop menu.
[Home]	Moves highlight to first file name.
[End]	Moves highlight to last file name.
[PgUp] [PgDn]	Moves one page up or down in window.

For example purposes, let's say you selected FILE2. After the following messages display, the *Messages* menu opens.



For details on how to use functions on the *Messages* menu, see *Chapter 7 Message Operations*.

Message Operations

Chapter Objectives

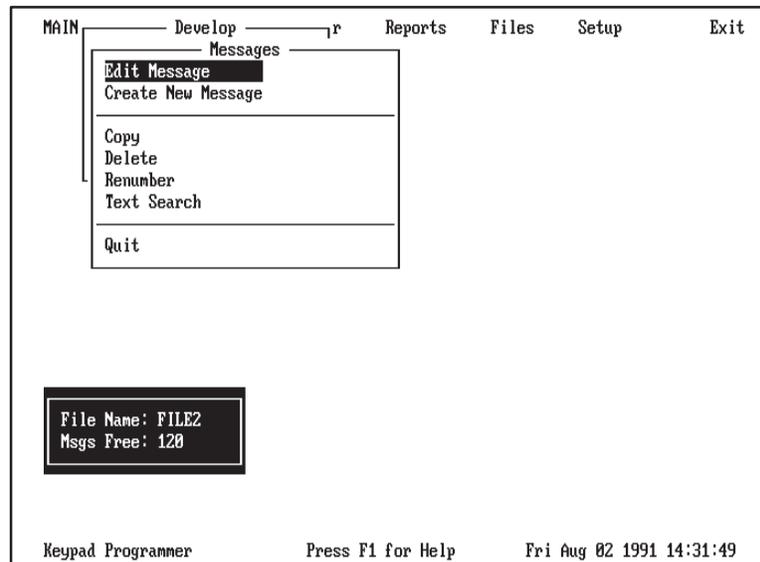
This chapter shows how to use functions on the *Messages* menu to:

- Create a new message
- Edit an existing message
- Delete messages
- Copy messages
- Renumber messages
- Search messages for a text string
- Exit and save a message file

Message Menu

After creating a new file or selecting an existing file (as described in Chapter 6), the *Messages* menu opens. The box below the menu shows the selected file and the number of available messages in the file.

Figure 7.1
Messages Menu



Message functions are:

Edit Message	Edits an existing message in the selected file.
Create New Message	Creates a new message in the selected file.
Copy	Copies messages to different locations in the file.
Delete	Deletes messages in the selected file.
Renumber	Renumbers messages in the selected file.
Text Search	Searches messages for a specified text string.
Quit	Opens a menu of file save operations.

Creating a New Message

```

Messages
-----
Edit Message
Create New Message
-----
Copy
Delete
Renumber
Text Search
-----
Quit
    
```

The *Create New Message* function allows you to create a new message in the selected file. You can store up to 120 (16 character) messages in a file. Each message in the file is assigned a unique number from 1 to 120.

To create a new message, select *Create New Message* from the Messages menu. Highlight *Create New Message* and press [Enter] or just press [C]. A three digit numeric field opens to the right.

```

MAIN      Develop      Reports  Files  Setup  Exit
-----
Messages
-----
Edit Message
Create New Message
-----
Copy
Delete
Renumber
Text Search
-----
Quit

File Name: FILE2
Msgs Free: 120

Keypad Programmer      Press F1 for Help      Sun Aug 04 1991 19:13:47
    
```

Enter message number here

Enter a number (from 1 to 120) that you want to assign to the message, then press [Enter]. Typically, you start at 1.

If you enter a number less than 1 or greater than 120, the following message displays. Pressing any key returns you to the *Messages* menu.

```

PROGRAM ERROR
-----
Message numbers must be from 1 to 120.
Press any key to continue...
    
```

If you enter a message number that already exists, this message displays:

```

PROGRAM WARNING
-----
Message number 1 is already in use.
Press any key to continue...
    
```

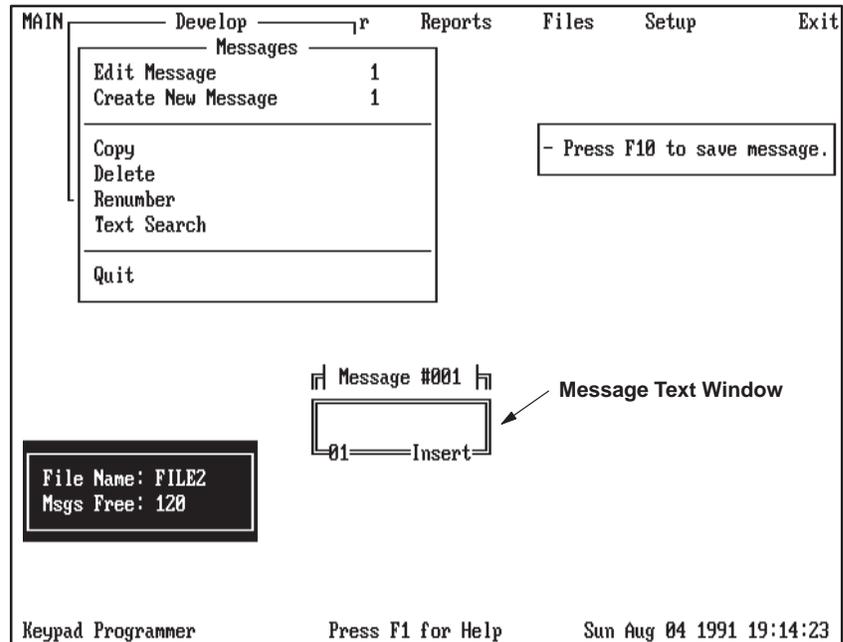
followed by:

```

Create New Messages
-----
Edit this message anyway? No
                          Yes
-----
Quit
    
```

Selecting *No* or *Quit* returns you to the Messages menu. Selecting *Yes* places you in edit mode. The *Message Text* window opens and displays the contents of the message.

If the message number you enter does not exist, the *Message Text* window opens. This is where you enter your message. The message number displays next to *Create New Message* and also next to *Edit Message*, indicating that you are in edit mode.



The message number displays above the Message Text window. The bottom of the window displays the cursor position (01) and the current editing mode (Insert or Overstrike).

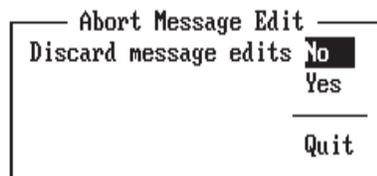
You can enter up to 16 characters in the window. After entering a message, press [F10] to save the message. You then return to the *Messages* menu.

Use any of the keys below while entering the message text.

Message Edit Keys	Function
character	Enters an alphanumeric character at the cursor position.
[→] [←]	Moves cursor to left or right without changing text.
[Home] or [End]	Moves cursor to left or right without changing text.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[Ins]	Toggles editing between insert and overstrike mode.
[Ctrl] [E]	Erases message text from window, leaving message number intact. A message displays prompting you to confirm the erase operation.
[Ctrl] [B]	Toggles blinking on or off for the message. To enable blinking, press [Ctrl] and [B] simultaneously. The message will display blinking during edit mode and when triggered during run mode. To disable blinking, press [Ctrl] [B] again.
[F10]	Saves message and returns to Messages menu.
[Esc]	Exits window without saving edits.

Note: The Keypad Module handles commas and periods differently than the Keypad Development Software. The *Message Text* window accepts commas and periods as separate characters. The module combines a comma or period with the previous character producing a single character. Therefore, messages created with commas and periods will display differently on the Module than in the *Message Text* window.

If you press [Esc] after entering text in the *Message Text* window, this message displays:



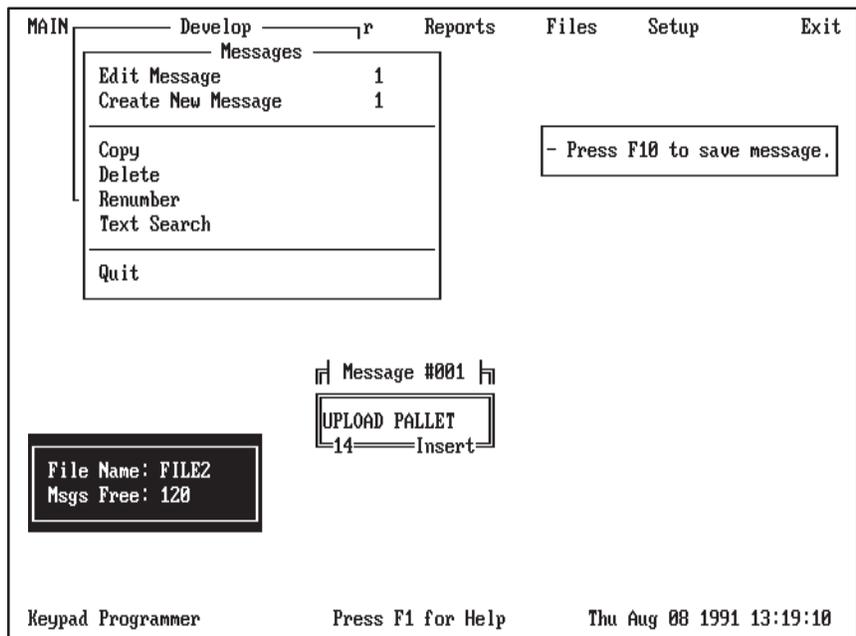
Selecting *No* returns you to the Message Text window. You can continue editing or press [F10] to save the message.

Selecting *Yes* or *Quit* aborts the edit operation and returns you to the *Messages* menu. Any changes you made to the message are lost.

Sample Create Messages

This section shows six sample messages entered with the *New Create Message* function.

Message 1: UPLOAD PALLET



Message 2: PUMP 1 ON

```
MAIN      Develop      Reports  Files  Setup  Exit
      Messages
Edit Message      2
Create New Message 2
-----
Copy
Delete
Renumber
Text Search
-----
Quit

- Press F10 to save message.

File Name: FILE2
Msgs Free: 119

Message #002
PUMP 1 ON
10 Insert

Keypad Programmer      Press F1 for Help      Mon Sep 16 1991  8:56:27
```

Message 3: SUMP OVERFLOW

```
MAIN      Develop      Reports  Files  Setup  Exit
      Messages
Edit Message      3
Create New Message 3
-----
Copy
Delete
Renumber
Text Search
-----
Quit

- Press F10 to save message.

File Name: FILE2
Msgs Free: 118

Message #003
SUMP OVERFLOW
14 Insert

Keypad Programmer      Press F1 for Help      Thu Aug 08 1991 13:21:11
```

Message 4: CYCLE COMPLETE

MAIN Develop r Reports Files Setup Exit

Messages

Edit Message	4
Create New Message	4

Copy
Delete
Renumber
Text Search

Quit

- Press F10 to save message.

Message #004

CYCLE COMPLETE
15 Insert

File Name: FILE2
Msgs Free: 117

Keypad Programmer Press F1 for Help Thu Aug 08 1991 13:22:01

Message 5: HIGH TEMP ALARM

MAIN Develop r Reports Files Setup Exit

Messages

Edit Message	5
Create New Message	5

Copy
Delete
Renumber
Text Search

Quit

- Press F10 to save message.

Message #005

HIGH TEMP ALARM
16 Insert

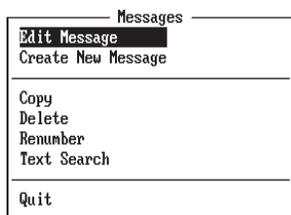
File Name: FILE2
Msgs Free: 116

Keypad Programmer Press F1 for Help Thu Aug 08 1991 13:22:43

Message 6: LOW OIL PRESSURE

MAIN	Develop	r	Reports	Files	Setup	Exit
Messages						
Edit Message		6				
Create New Message		6				
Copy						
Delete						
Renumber						
Text Search						
Quit						
- Press F10 to save message.						
Message #006						
LOW OIL PRESSURE						
16 Insert						
File Name: FILE2						
Msgs Free: 115						
Keypad Programmer			Press F1 for Help		Thu Aug 29 1991 12:11:23	

Editing a Message



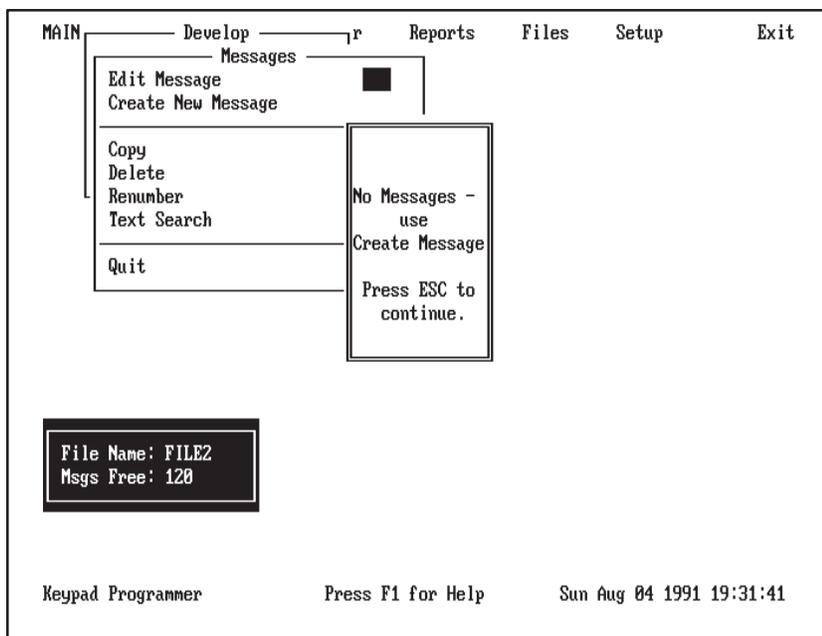
The *Edit Message* function lets you edit an existing message in the selected file.

To edit a message, select *Edit Message* from the Messages menu. Highlight *Edit Message*, then press [Enter] or just press [E].

The following message displays, indicating that the software is creating a list of all messages in the file.

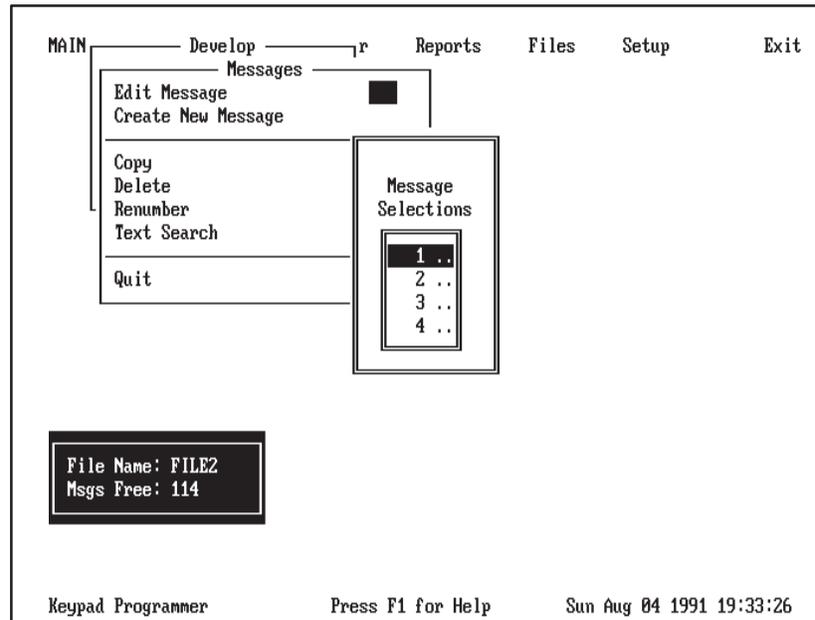


If the selected file doesn't contain any messages, this message displays:



Press [Esc] to return to the *Messages* menu.

If the selected file does contain messages, the *Message Selections* window opens with the highlight on the last message created or edited. The window lists (in numeric order) the numbers of all messages in the file.

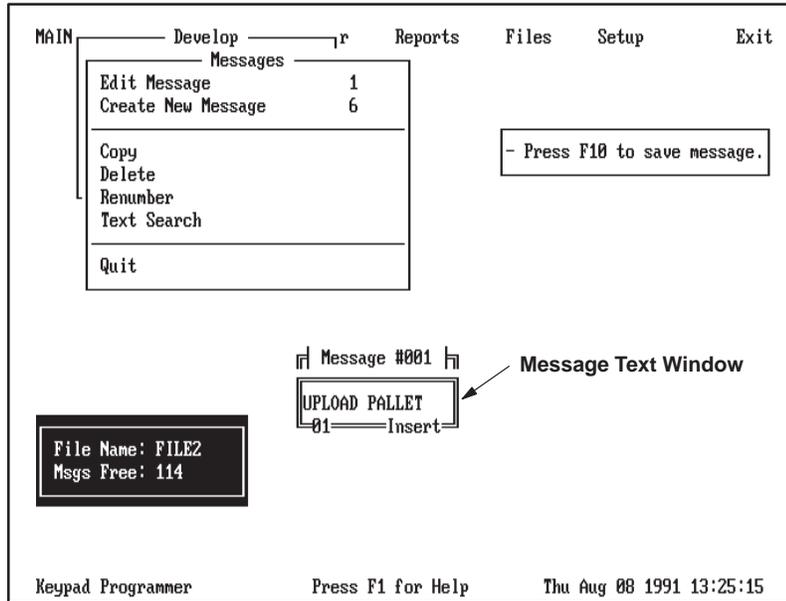


To select a message, highlight the number of the message you want to edit and press [Enter]. You can use the following keys to select a message from the *Message Selections* window.

Message Selection Keys	Function
[↑] [↓]	Use arrow keys to move up or down the list of message numbers.
[Enter]	Selects highlighted message number.
[Esc]	Exits window and returns to Messages menu.
[Home]	Moves highlight to first message number.
[End]	Moves highlight to last message number.
[PgUp] [PgDn]	Moves one page up or down in window.

After selecting a message, the *Message Text* window opens and displays the contents of the selected message. If the message was created with blinking enabled, it will display blinking.

The following screen shows the contents of message 1.



The number of the message you are editing displays next to *Edit Message* and at the top of the *Message Text* window. The bottom of the window displays the cursor position (starting at 01) and the current editing mode (Insert or Overstrike).

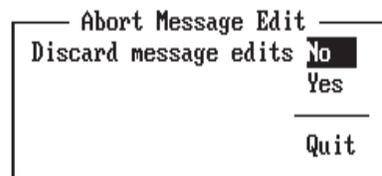
Edit the text of the message, then press [F10] to save the message and return to the *Messages* menu.

Use the keys below while editing or entering the text of a message.

Message Edit Keys	Function
character	Enters an alphanumeric character at the cursor position.
[→] [←]	Moves cursor to left or right without changing text.
[Home] or [End]	Moves cursor to left or right without changing text.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[Ins]	Toggles editing between insert and overstrike mode.
[Ctrl] [E]	Erases message text from window, leaving message number intact. A message displays prompting you to confirm the erase operation.
[Ctrl] [B]	Toggles blinking on or off for the message. To enable blinking, press [Ctrl] and [B] simultaneously anywhere in the window. The message will display blinking during edit mode and when triggered during run mode. To disable blinking, press [Ctrl] [B] again.
[F10]	Saves message and returns to Messages menu.
[Esc]	Exits window without saving edits.

Note: The Keypad Module handles commas and periods differently than the Keypad Development Software. The *Message Text* window accepts commas and periods as separate characters. The module combines a comma or period with the previous character producing a single character. Therefore, messages created with commas and periods will display differently on the Module than in the *Message Text* window.

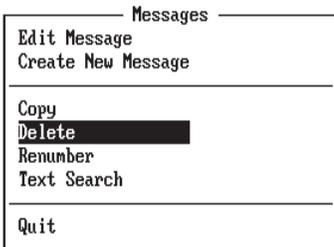
If you press [Esc] after editing text in the *Message Text* window, this message displays:



Selecting *No* returns you to the *Message Text* window. You can continue editing or press [F10] to save the message.

Selecting *Yes* or *Quit* aborts the edit operation and returns you to the *Messages* menu.

Deleting Messages



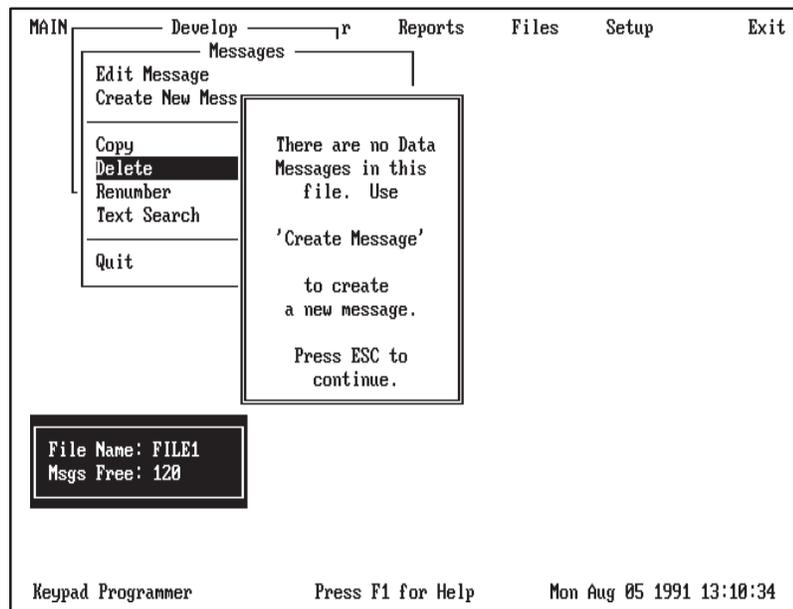
The *Delete* function allows you to delete one or more messages from the selected message file.

To delete a message, select *Delete* from the Messages menu. Highlight *Delete*, then press [Enter] or just press [D].

The following message displays, indicating that the software is creating a list of all messages in the file. You then pick messages from the list to delete.

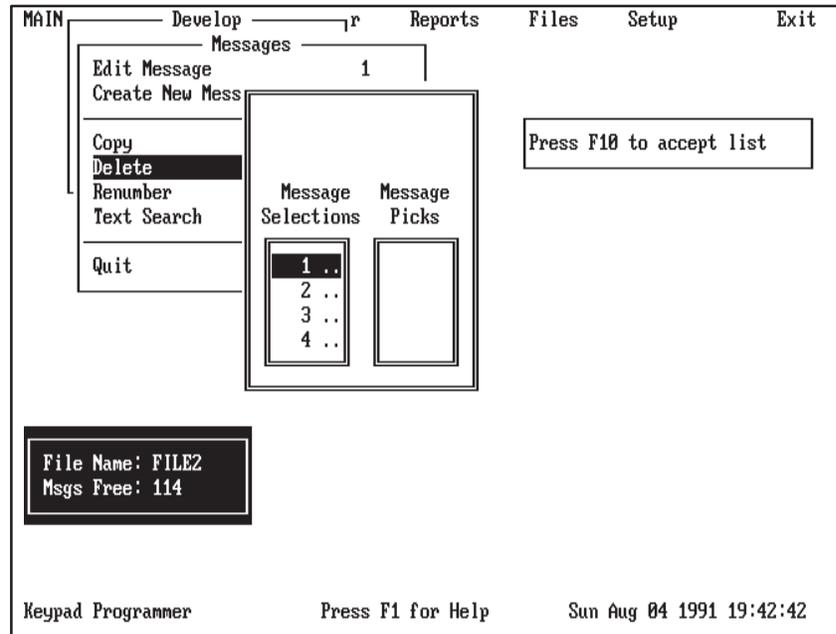


If the selected file doesn't contain any messages, this message displays:



Press [Esc] to return to the *Messages* menu.

If the selected file does contain messages, the *Message Selections/Message Picks* window opens with the first message number or the last edited message number highlighted. The *Message Selections* window lists the numbers (in ascending order) of all messages in the file.

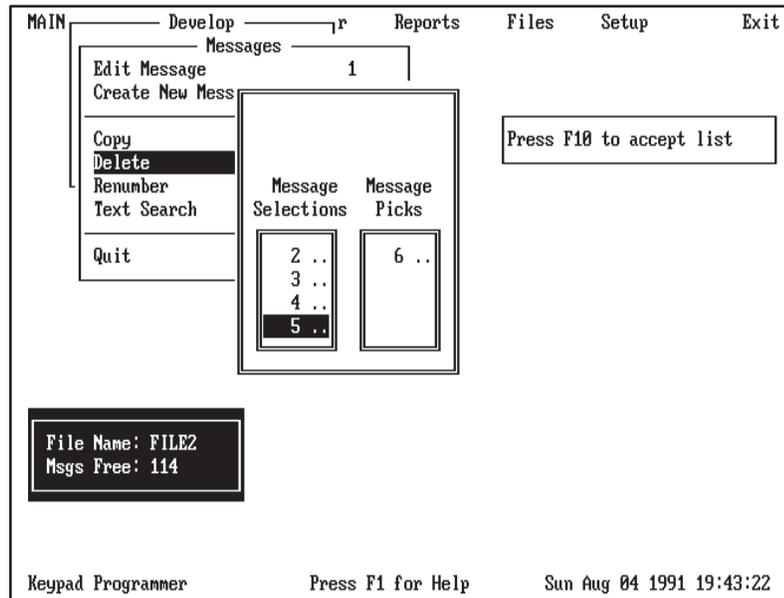


Select messages for deletion by moving numbers from the *Message Selections* list to the *Message Picks* list. You can move a single message or a block of messages. To move a single message, highlight the message number and press [Enter]. To move a block of messages, refer to the table below.

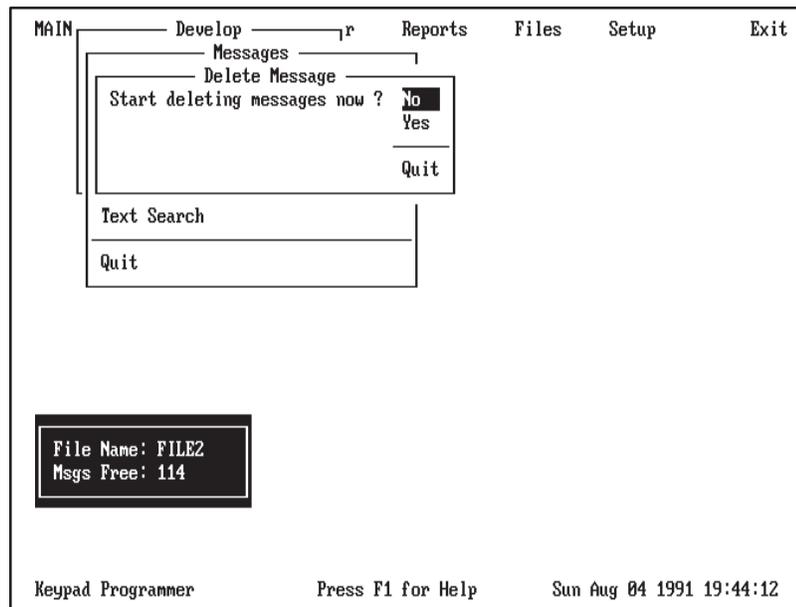
Use the keys below to select messages for deletion.

Message Selection Keys	Function
[→] [←]	Moves highlight between Message Selections list and Message Picks list.
[↑] [↓]	Moves highlight up or down the list of numbers.
[Home] or [End]	Moves highlight to first or last number in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of messages. Press [B] on highlighted number, then use arrow keys to include other numbers in the block. Press [Enter] to move the block of messages to the Message Picks list. To disable the block selection, press [B] again.
[Enter]	Moves highlighted number or block of numbers to the Message Picks list (or back to Message Selections list).
[F10]	Accepts Message Pick list and opens a window which verifies the start of the delete operation.
[Esc]	Exits Delete function and returns to Messages menu.

The screen below shows message 6 moved to the *Message Picks* list. To accept the pick list, press [F10].



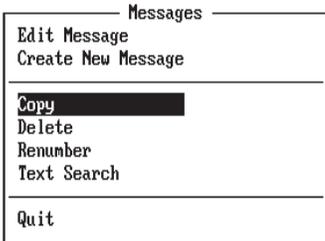
After pressing [F10], the *Delete Message* window opens, prompting you to start the delete operation.



Select *No* or *Quit* to abort the operation and return to the *Messages* menu. Select *Yes* to start the delete operation. This message then displays:



Copying Messages



The *Copy* function allows you to copy one or more messages to different numbered locations in the same file.

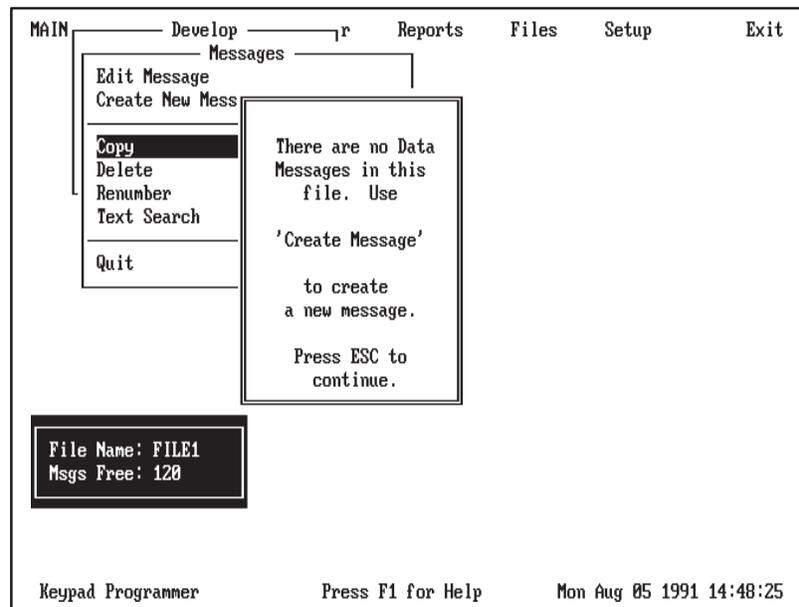
Note: This function only copies messages to new locations. The original messages remain intact.

To make a copy of a message, select *Copy* from the Messages menu. Highlight *Copy*, then press [Enter].

The following message displays, indicating that the software is creating a list of all messages in the file. You then pick messages from this list to copy.

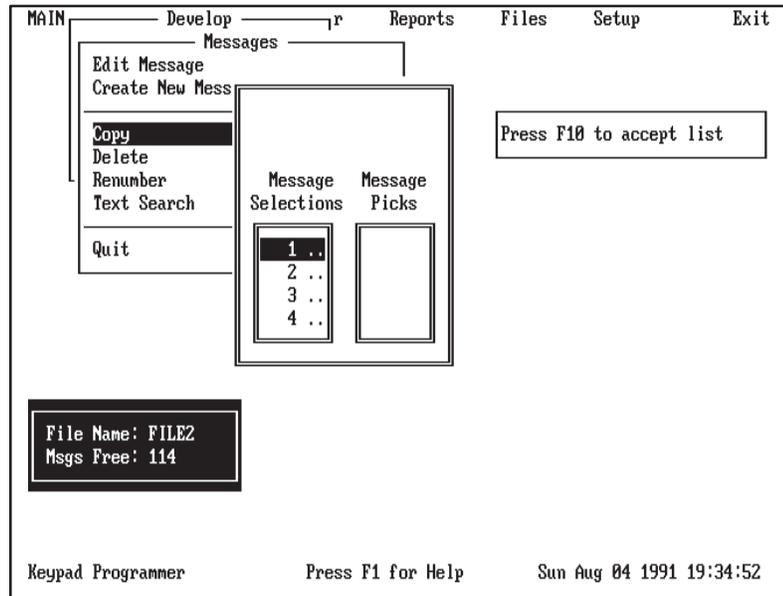


If the selected file doesn't contain any messages, this message displays:



Press [Esc] to return to the *Messages* menu.

If the selected file does contain messages, the *Message Selections/Message Picks* window opens with the first message number or the last edited message number highlighted. The *Message Selections* window lists the numbers (in ascending order) of all messages in the file.



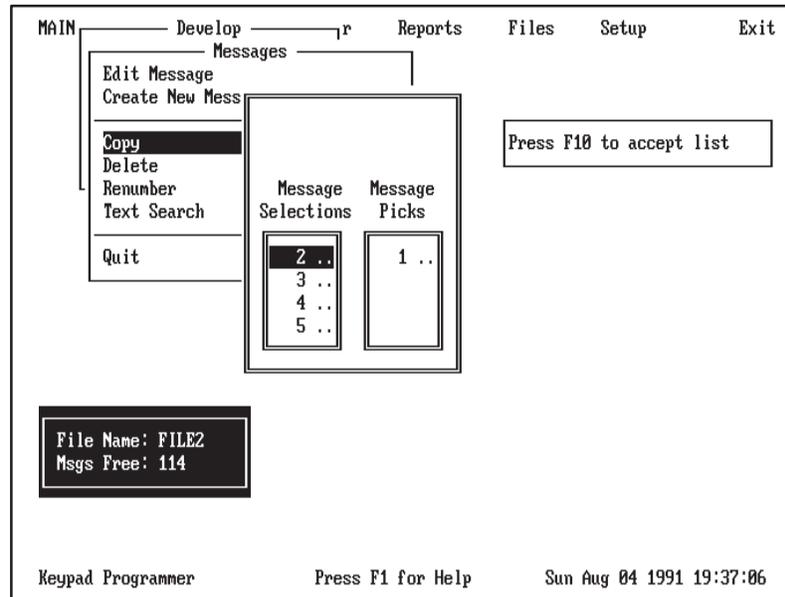
Select messages you want to copy by moving numbers from the *Message Selections* list to the *Message Picks* list. You can move a single message or a block of messages. To move a single message, highlight the message number and press [Enter]. To move a block of messages, refer to the table below.

Note: You do not have to move messages in numeric order.

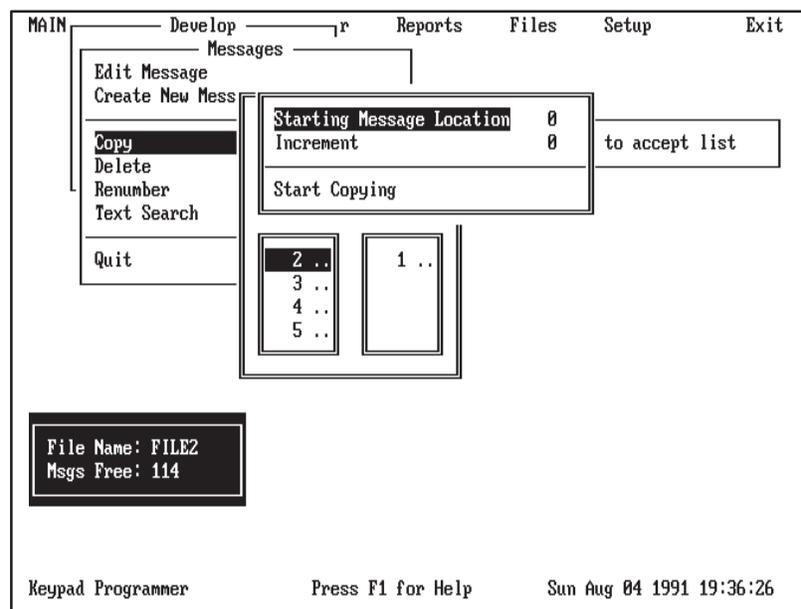
Use the keys below to select messages for copying.

Message Selection Keys	Function
[→] [←]	Moves highlight between Message Selections list and Message Picks list.
[↑] [↓]	Moves highlight up or down the list of numbers.
[Home] or [End]	Moves highlight to first or last number in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of messages. Press [B] on highlighted number, then use the arrow keys to include other numbers in the block. Press [Enter] to move the block of messages to the Message Picks list. Press [B] again to disable the block selection.
[Enter]	Moves highlighted number or block of numbers to the Message Picks list (or back to Message Selections list).
[F10]	Accepts Message Pick list and opens a window which specifies the destination for the copy operation.
[Esc]	Exits Copy function and returns to Messages menu.

The screen below shows message 1 moved to the *Message Picks* list.



To accept the *Message Pick* list, press [F10]. A window opens prompting you to specify start and increment values for the copy operation.



Starting Message Location

Specifies the message number (1 to 120) at which to start the copy operation.

Increment

Specifies the spacing (number of messages) between messages that are copied. The default increment value of 0 retains the original spacing.

Start Copying

Opens a window to start the copy operation.

Entering the Start Value

To enter a start value for the copy operation, select *Starting Message Location*. Highlight *Starting Message Location*, then press [Enter]. A three digit numeric field opens to the right.

Starting Message Location	0
Increment	0
Start Copying	

Enter a start value between 1 and 120, then press [Enter]. The highlight moves to *Increment*.

For example, enter 10 to copy message 1 to message number 10. If copying multiple messages, the copy operations starts at 10. The first message is copied to 10; subsequent messages are copied based on the increment value.

If you do not change the value from 0 or enter a value greater than 120, this message displays:

PROGRAM ERROR
Number must be from 1 to 120. Press any key to continue...

Use the keys below to enter start and increment values for a copy operation:

Start and Increment Keys	Function
0-9	Enters a numeric value in the range of 0 to 9.
[BackSpace]	Deletes character to left of cursor.
[↓]	Moves highlight down one menu function. If cursor is in numeric field, [↓] accepts start or increment value.
[↑]	Moves highlight up one menu function. If cursor is in numeric field, [↑] accepts start or increment value.
[Del]	Deletes character at cursor.
[Enter]	Selects highlighted menu function or if in numeric field accepts start or increment value
[Esc]	If menu option is highlighted, exits to Copy Message menu. If numeric field is highlighted, [Esc] exits field (resetting to initial value) and moves to next menu option.

Entering the Increment Value

The increment value specifies the spacing (number of messages) between messages that are copied.

To enter an increment value for the copy operation, highlight *Increment*, then press [Enter]. A numeric field opens to the right.

Starting Message Location	10
Increment	0
Start Copying	

Enter an increment value, then press [Enter]. The default value of 0 retains the original spacing.

Note: The *Increment* value has no affect on a single message copy. If copying a single message, you can move directly to *Start Copying*.

For example, to copy messages 1, 2, and 3 using a *Starting Message Location* of 10 and an *Increment* of 0 (to retain original spacing):

Message 1 is copied to Message 10
Message 2 is copied to Message 11
Message 3 is copied to Message 12

If copying messages 1, 3, 7 using a *Starting Message Location* of 10 and an *Increment* of 0 (to retain original spacing):

Message 1 is copied to Message 10
Message 3 is copied to Message 12
Message 7 is copied to Message 16

If copying messages 1, 2, and 3 using a *Starting Message Location* of 10 and an *Increment* of 2:

Message 1 is copied to Message 10
Message 2 is copied to Message 12
Message 3 is copied to Message 14

After entering an increment value and pressing [Enter], the highlight moves to *Start Copying*.

Start Copying

To start the copy operation, select *Start Copying*. Highlight *Start Copying*, then press [Enter].

Starting Message Location	10
Increment	0
Start Copying	

The *Copy Message* window opens, prompting you to start the copy operation.

MAIN	Develop	Reports	Files	Setup	Exit
	Messages				
	Copy Message				
	Start copying messages now ?	Yes			
		No			
		Quit			
	Text Search				
	Quit				
File Name: FILE2					
Msgs Free: 114					
Keypad Programmer		Press F1 for Help		Sun Aug 04 1991 19:39:16	

Select *No* or *Quit* to abort the operation and return to the *Messages* menu. Select *Yes* to start the copy operation.

If the copy operation is successful, this message displays and then you return to the *Messages* menu.

PROGRAM STATUS
Copying message data...

If you try to copy a message onto itself (target and source numbers are the same), the following message displays.

```
PROGRAM ERROR
-----
Cannot copy message #1 onto itself. No copying
will be done.
Press 'C' to continue...
```

Press [C] to abort the copy operation and return to the *Messages* menu.

If you enter start and increment values that result in a target message number greater than 120, this message displays:

```
PROGRAM ERROR
-----
Copying #110 to #130 will create a message
number that will be out of the allowable range
of 1 to 120.
Press 'C' to continue...
```

Press [C] to abort the copy operation and return to the *Messages* menu.

If you try to copy a message onto an existing message, this message displays.

```
WARNING: Duplicate message number specified.
SOURCE MESSAGE: 1 ..
DESTINATION MESSAGE: 3 ..
ACTIONS: ESC key to abort copy process,
          F10 to over-write destination,
          'S' to (S)kip this message,
          'A' to copy (A)ll duplicate messages.
```

The message indicates that you have the following options:

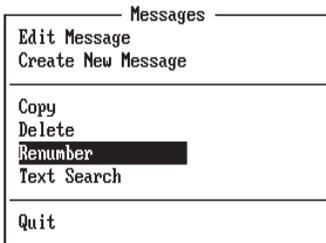
- Press [Esc] to abort the copy operation and return to the *Messages* menu.
- Press [F10] to write over the destination message.
- Press [S] to skip the current message (not copying it) and copy the next.
- Press [A] to overwrite all destination numbers with existing messages.



CAUTION:

Any existing messages will be lost.

Renumbering Messages



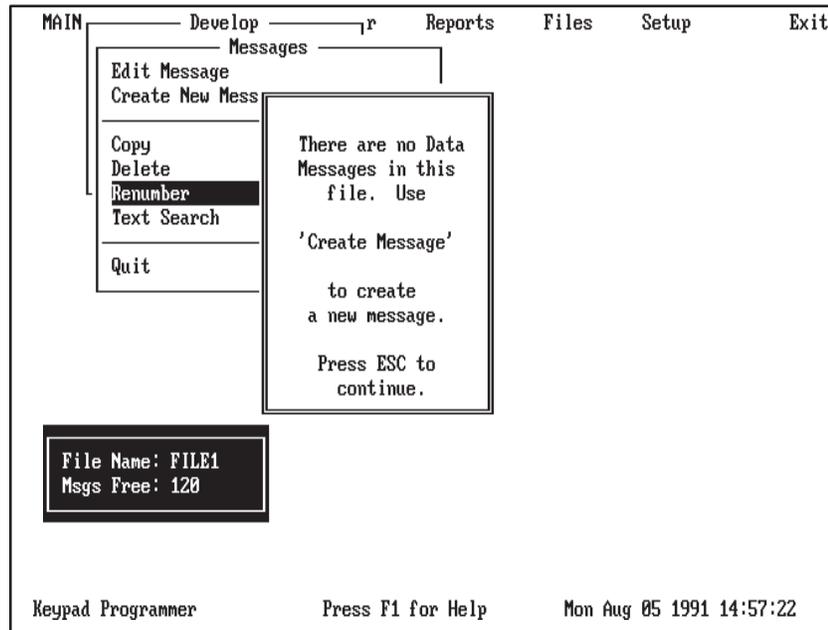
The *Renumber* function lets you renumber messages in the selected file. After renumbering messages, you can reuse the original numbers of the messages.

To renumber one or more messages, select *Renumber* from the Messages menu. Highlight *Renumber*, then press [Enter] or just press [R].

The following message displays, indicating that the software is creating a list of all messages in the file. You then pick messages from this list to renumber.

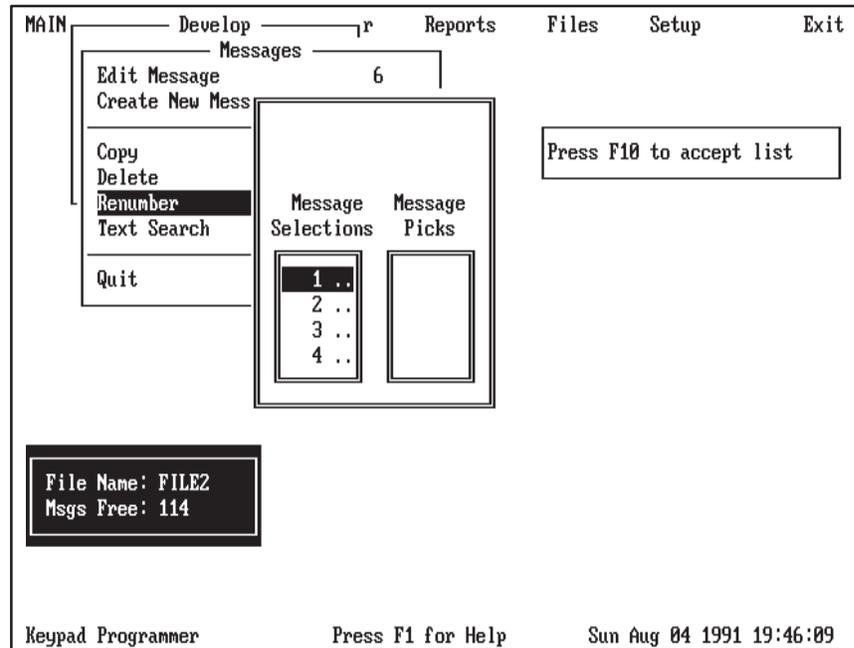


If the selected file doesn't contain any messages, this message displays:



Press [Esc] to return to the *Messages* menu.

If the selected file does contain messages, the *Message Selections/Message Picks* window opens with the first message number or the last edited message number highlighted. The *Message Selections* window lists the numbers (in ascending order) of all messages in the file.

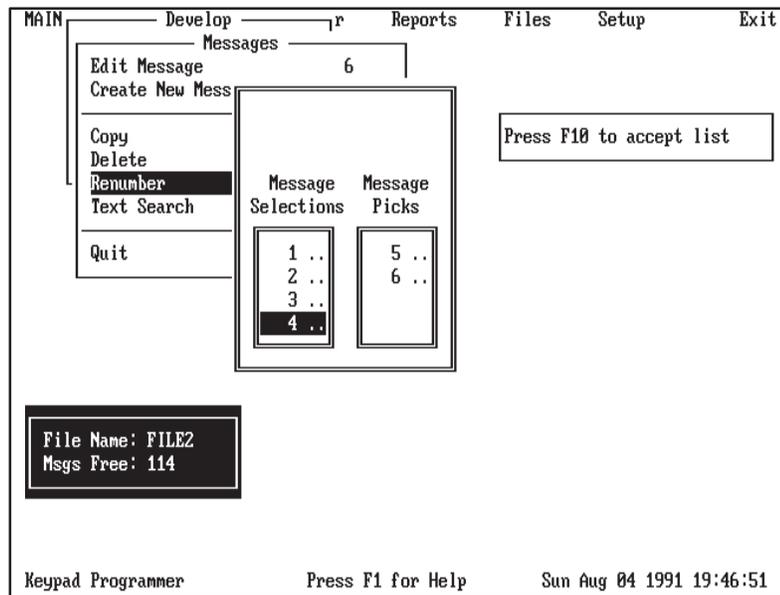


Select messages for renumbering by moving numbers from the *Message Selections* list to the *Message Picks* list. You can move a single message or a block of messages. To move a single message, highlight the message number and press [Enter].

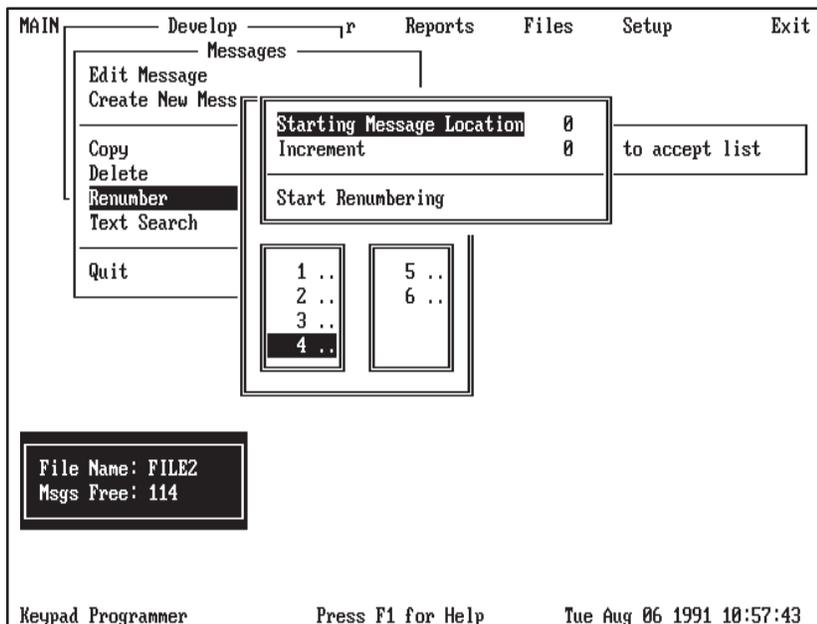
Use the keys below to select messages you want to renumber:

Message Selection Keys	Function
[→] [←]	Moves highlight between Message Selections list and Message Picks list.
[↑] [↓]	Moves highlight up or down the list of numbers.
[Home] or [End]	Moves highlight to first or last number in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of messages. Press [B] on highlighted number, then use the arrow keys to include other numbers in the block. Press [Enter] to move the block of messages to the Message Picks list. Press [B] a second time to cancel block operation.
[Enter]	Moves highlighted number or block of numbers to the Message Picks list (or back to Message Selections list).
[F10]	Accepts Message Pick list and opens a window which specifies the destination for the renumber operation.
[Esc]	Exits Renumber function and returns to Messages menu.

The screen below shows message 5 and 6 moved to the *Message Picks* list.



Press [F10] to accept the pick list. A window then opens prompting you to enter the start and increment values for the renumber operation.



Starting Message Location

Specifies the message number (1 to 120) at which to start the renumber operation.

Increment

Specifies the spacing (number of messages) between messages that are renumbered. The default increment value of 0 retains the original spacing.

Start Renumbering

Opens a window to start the renumber operation.

Entering the Start Value

To enter a start value for the renumber operation, highlight *Starting Message Location* and press [Enter]. A three digit numeric field opens to the right.

Starting Message Location	0
Increment	0
Start Renumbering	

Enter a start value between 1 and 120, then press [Enter]. The highlight moves to Increment.

For example, enter 20 to renumber message 1 to 20. If renumbering multiple messages, the renumber operations starts at 20.

If you do not change the value from 0 or enter a value greater than 120, this message displays:

PROGRAM ERROR
Number must be from 1 to 120. Press any key to continue...

Use the keys below to enter start and increment values for a renumber operation:

Start and Increment Keys	Function
0-9	Enters a numeric value in the range of 0 to 9.
[BackSpace]	Deletes character to left of cursor.
[↓]	Moves highlight down one menu function. If cursor is in numeric field, [↓] accepts start or increment value.
[↑]	Moves highlight up one menu function. If cursor is in numeric field, [↑] accepts start or increment value.
[Del]	Deletes character at cursor.
[Enter]	Selects highlighted menu function or if in numeric field accepts start or increment value
[Esc]	If menu option is highlighted, exits to Renumber Message menu. If numeric field is highlighted, [Esc] exits field (resetting to initial value) and moves to next menu option.

Entering the Increment Value

The increment value specifies the spacing (number of messages) between messages that are renumbered.

To enter an increment value for the renumber operation, highlight *Increment*, then press [Enter]. A numeric field opens to the right.

Starting Message Location	20
Increment	0
Start Renumbering	

Enter an increment value, then press [Enter]. The default value of 0 retains the original spacing.

Note: The *Increment* value has no affect on a single message operation. You can move directly to *Start Renumbering*.

For example, to renumber messages 5 and 6 using a *Starting Message Location* of 20 and an *Increment* of 0 (to retain original spacing):

Message 5 is renumbered to Message 20
Message 6 is renumbered to Message 21

Note: You can reuse messages 5 and 6.

If renumbering messages 1, 3, 7 using a *Starting Message Location* of 20 and an *Increment* of 0 (to retain original spacing):

Message 1 is renumbered to Message 20
Message 3 is renumbered to Message 22
Message 7 is renumbered to Message 26

Note: You can reuse messages 1, 3, and 7.

If renumbering messages 1, 2, and 3 using a *Starting Message Location* of 10 and an *Increment* of 2:

Message 1 is renumbered to Message 10
Message 2 is renumbered to Message 12
Message 3 is renumbered to Message 14

Note: You can reuse messages 1, 2, and 3.

After entering an increment value and pressing [Enter], the highlight moves to *Start Renumbering*.

If you try to renumber a message onto itself (target and source numbers are the same), the following message displays:

```
PROGRAM ERROR
-----
Cannot renumber message #1 onto itself. No
renumbering will be done.
Press 'C' to continue...
```

Press [C] to exit and return to the *Messages* menu.

If you try to renumber a message to an existing message, the following message displays.

```
PROGRAM ERROR
-----
Cannot renumber #1 to #2 because destination
already exists. No renumbering will be done.
Press 'C' to continue...
```

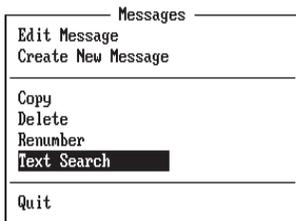
Press [C] to exit and return to the *Messages* menu.

If you enter start and increment values that result in a target message number greater than 120, this message displays:

```
PROGRAM ERROR
-----
Cannot renumber #3 to #121. Destination number
will not be in allowable range of 1 to 120. No
renumbering will be done.
Press 'C' to continue...
```

Press [C] to exit and return to the *Messages* menu.

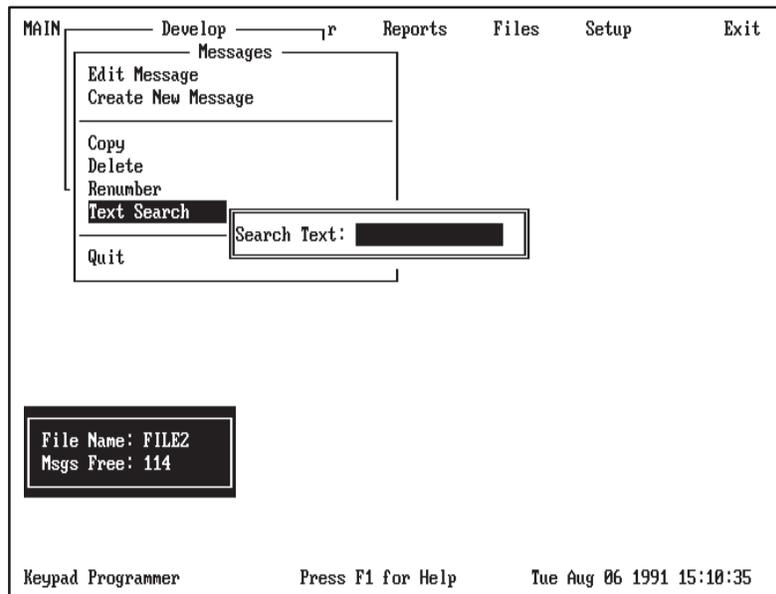
Searching Messages for Text Strings



The *Text Search* function allows you to search messages (in a file) for a string of characters to facilitate editing.

Select *Text Search* from the Messages menu. Highlight *Text Search* and press [Enter] or just press [T].

A message will display if the file doesn't contain any messages. Otherwise, a window opens and prompts you to enter a text search string.



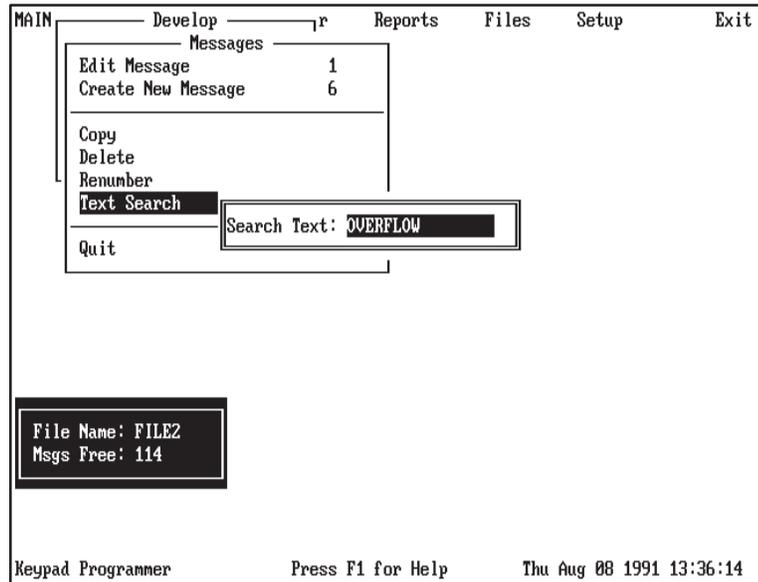
The search string can contain up to 16 characters including letters, numbers, spaces, and other display characters supported by the Keypad Module.

Enter a text string, then press [Enter].

Use any of the keys below to enter the text search string.

Data Entry Keys	Function
character	Enter character at cursor position.
[Enter]	Accepts text string and begins text search.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[Home] [End]	Moves cursor to beginning or end of field.
[BackSpace]	Deletes character to left of cursor.
[F1]	Displays help information.
[F3]	Cancel any changes and resets field to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

The text string OVERFLOW is entered in the screen below.



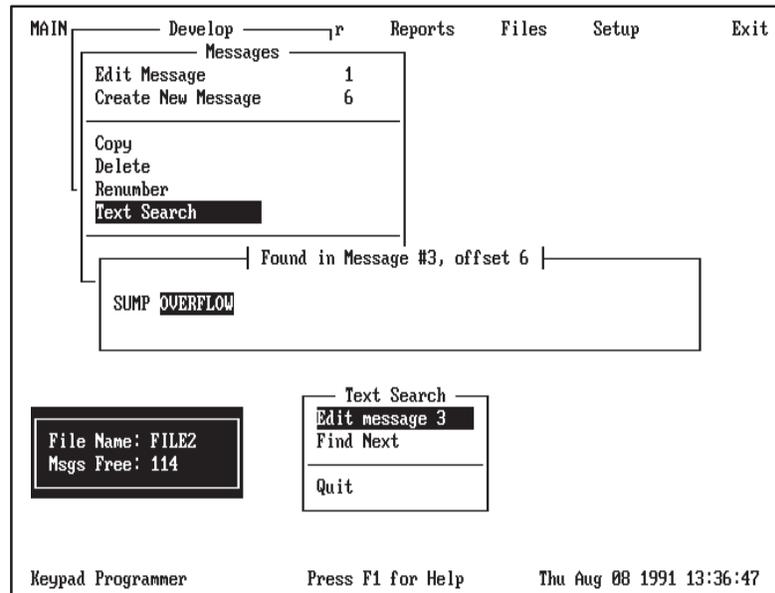
After pressing [Enter], the software searches all messages (starting with the first message in the file) to find the string. If the string is not found, this message displays:



Press any key to return to the *Messages* menu.

If the string is found, the following screen displays, showing the number of the message in which the string was found and the character position of the string in the message. The search string is highlighted.

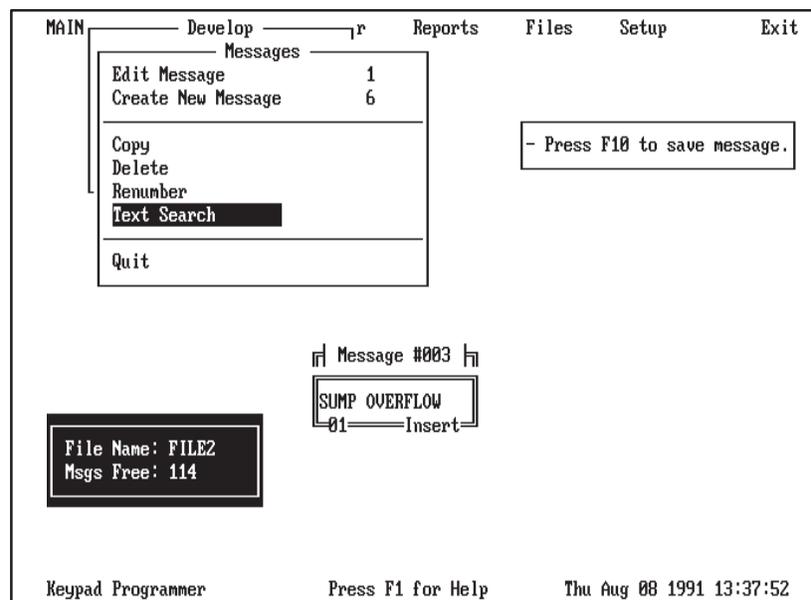
For example, the following screen shows that the search string OVERFLOW was found in message 3 at character position 6.



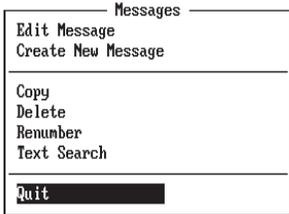
The *Text Search* menu indicates that you have three options:

- Edit Message** Edit the message containing the string.
- Find Next** Search for next occurrence of string. If there are no other occurrences you return to the *Messages* menu.
- Quit** Exit and return to the *Messages* menu.

To edit the message in which the search string was found, select **Edit message** from the **Text Search** menu. You then enter edit mode.

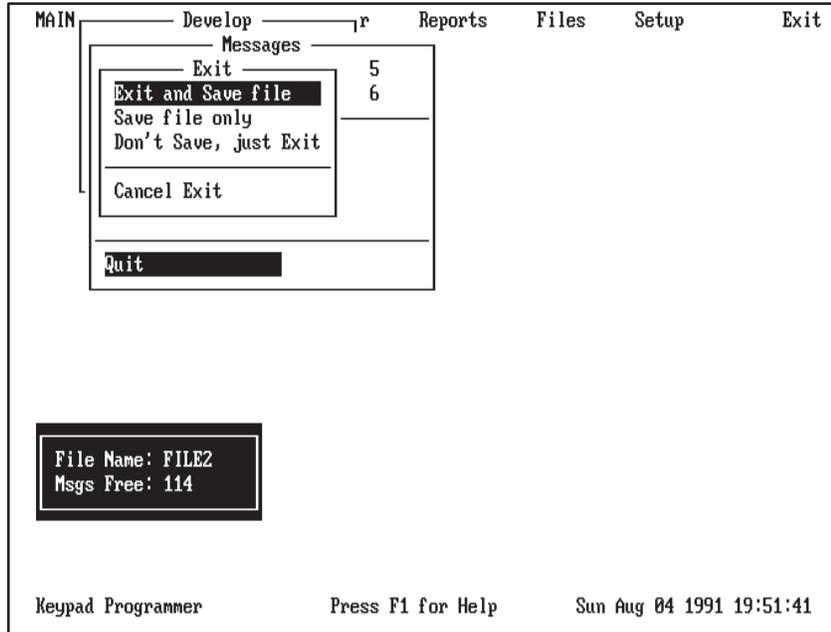


Saving Files



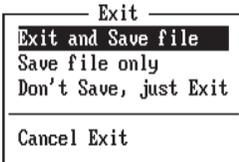
The *Quit* function on the Messages menu accesses a menu of file save operations.

Select *Quit* from the Messages menu. Highlight *Quit*, then press [Enter] or press [Q]. The *Exit* menu opens, displaying all of the file save operations.



The *Exit* functions are:

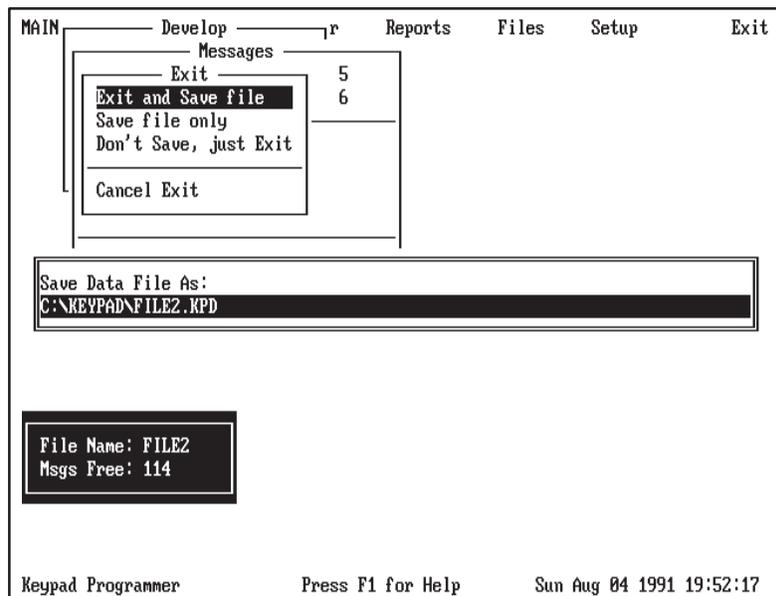
- Exit and Save File** Saves the selected file and returns to the *Develop* menu.
- Save file only** Saves the selected file and remains in the *Exit* menu.
- Don't Save, just Exit** Exits without saving the file and returns to the *Develop* menu.
- Cancel Exit** Cancels the exit and returns to the *Messages* menu.



Exit and Save File

The *Exit and Save File* function allows you to save the selected file and return to the *Develop* menu.

Select *Exit and Save File* from the Messages menu. Highlight *Exit and Save File*, then press [Enter] or just press [E]. A window opens and displays the current path name of the file.



You can save the file as shown by pressing [Enter] or you can save the file under a different name or path.

To save the file under a different name, use the following format:

drive:\directory\subdirectory\filename

If you specify only a file name, the file is stored using the default path (as shown) with the .KPD extension. If you enter a file name with an invalid extension, the extension is changed to .KPD during the save.

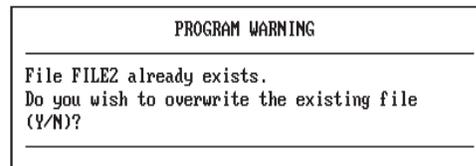
Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts directory path name.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancel any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to save the file, the following messages display. You then return to the *Develop* menu.



If the file was previously saved, this message displays:



Enter *Y* to overwrite the existing file; the above status messages then display.

Enter *N* to save the file under a different name. The *Save Data File As:* window opens allowing you to enter a new name. After supplying a name and pressing [Enter], the above status messages display.

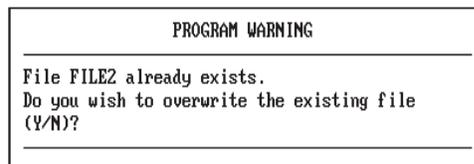
Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts directory path name and returns to Exit menu.
[Esc]	Exits the window and returns to the Messages menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancel any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to save the file, the following messages display. You remain in the *Exit* menu.



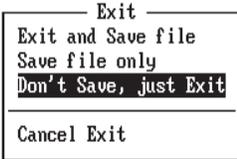
If the file was previously saved, this message displays:



Enter *Y* to overwrite the existing file. The above status messages then display.

Enter *N* to save the file under a different name. The *Save Data File As:* window opens allowing you to enter a new name. After supplying a name and pressing [Enter], the above status messages display.

To return to the *Messages* menu and continue editing operations, select the *Cancel Exit* function.



Exit without Saving

The *Don't Save, just Exit* function allows you to return to the *Develop* menu without saving the selected file.

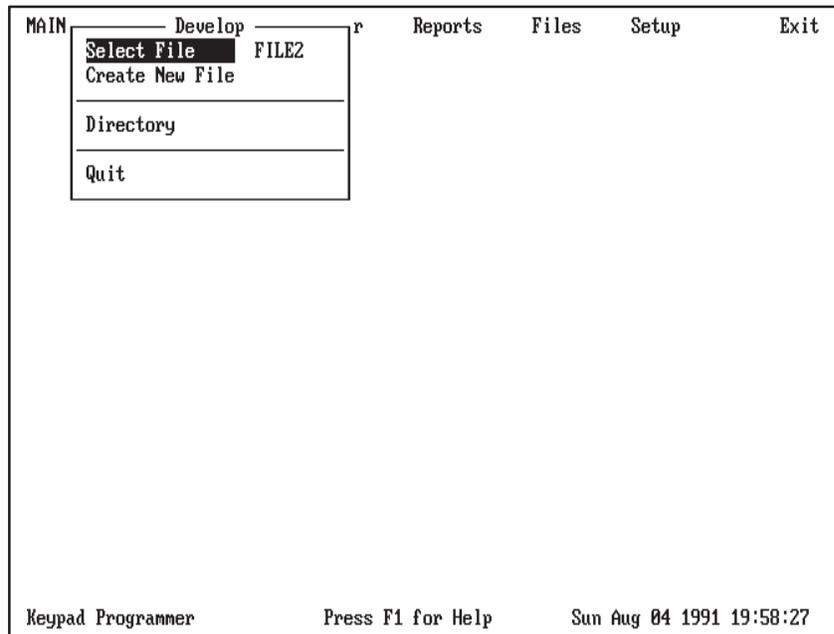


CAUTION:

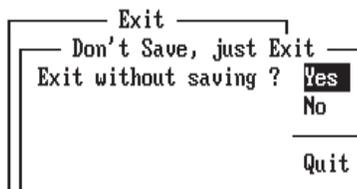
All changes made to the file since the last save operation will be lost.

Select *Don't Save, just Exit* from the Exit menu. Highlight *Don't Save, just Exit*, then press [Enter] or just press [D].

If you did not modify the selected file, you immediately return to the *Develop* menu with the selected file displayed.



If you did modify the file, the following window opens prompting you to confirm the exit.



Select *Yes* to return to the *Develop* menu without saving changes in the file. Select *No* or *Quit* to return to the *Exit* menu.

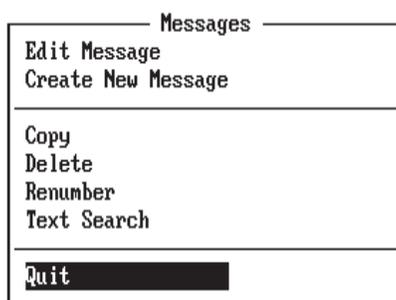


Cancel Exit

The *Cancel Exit* function simply returns you to the *Messages* menu.

Select *Cancel Exit* from the Exit menu. Highlight *Cancel Exit*, then press [Enter] or just press [C].

You automatically return to the *Messages* menu.



Downloading Messages

Chapter Objectives

This chapter shows how to use the *Transfer* function to:

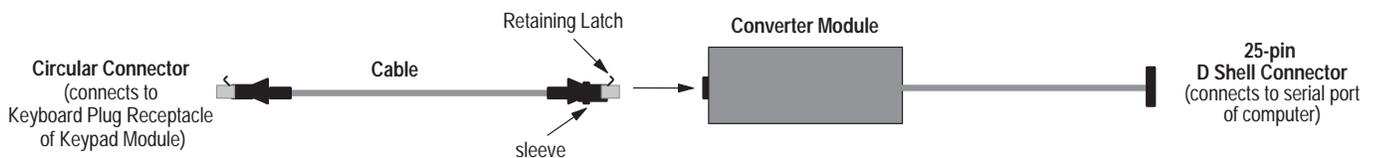
- Connect cable converter between computer and Keypad Module
- Set DIP Switch on Keypad Module
- Select a communication port for the download
- Select a message file to download
- Select messages in the file to download
- Download messages to the Keypad Module
- Use terminal mode to verify the message download

Connecting Cable/Converter

Before you can download messages to the Keypad Module, you must connect your computer to the Keypad Module, using the cable/converter supplied with the Keypad Development Software.

The cable/converter is shipped as two separate components; a cable and the converter module. Figure 8.1 shows how the cable connects to the converter module.

Figure 8.1
Cable/Converter



The cable has a circular connector at each end. The end with the sleeve plugs into the circular receptacle of the converter module.

To connect the cable to the converter module:

1. Align retaining latch on cable connector with notch on receptacle.
2. Rotate sleeve to a position that will allow clearance for the two plastic screw heads on the mating connector.
3. Press down on retaining latch as you slide connector into receptacle until latch clicks into place.

To remove the cable from the converter module:

1. Pull sleeve back and rotate until the cutout allows access to the latch spring.
2. Press down on latch spring with pen (or other appropriate item) as you slide connector out of receptacle.

Connecting Computer to Keypad Module

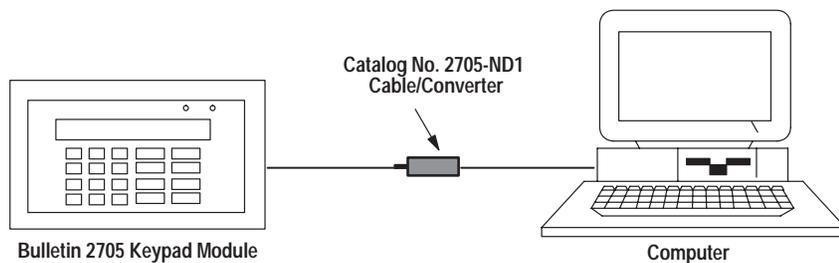
After connecting the cable/converter, you can connect your computer to the Keypad Module.

To connect cable/converter between computer and Keypad Module:

1. Attach the 25-pin connector to the COM1 or COM2 serial port of your computer. The software uses COM1 as the default communication port.

Important: Attach the gender adapter (supplied with package) to the 25-pin connector if the serial communication port on your computer has 9 pins.

2. Press down on retaining latch of circular connector and plug connector into the Keyboard Plug Receptacle on the back of the Keypad Module.

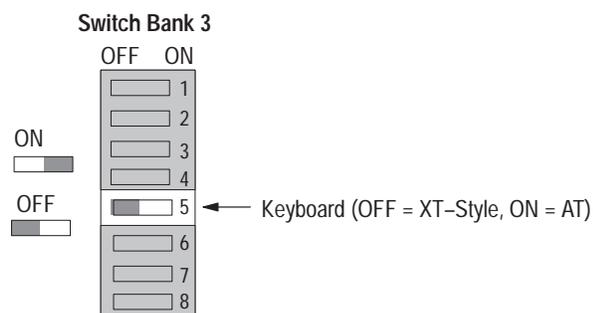


To remove cable from computer and Keypad Module:

1. Detach the 25-pin connector from the COM1 or COM2 serial port of your computer.
2. Press down on retaining latch of circular connector and pull connector out of the Keyboard Plug Receptacle on the back of the Keypad Module.

Setting DIP Switch on Keypad Module

To enable communications between your computer and the Keypad Module, you must set the Keyboard Style DIP switch in Switch Bank #3 on the Keypad Module to the XT (Off Position). The figure below shows the location of the switch on the Switch Bank #3.



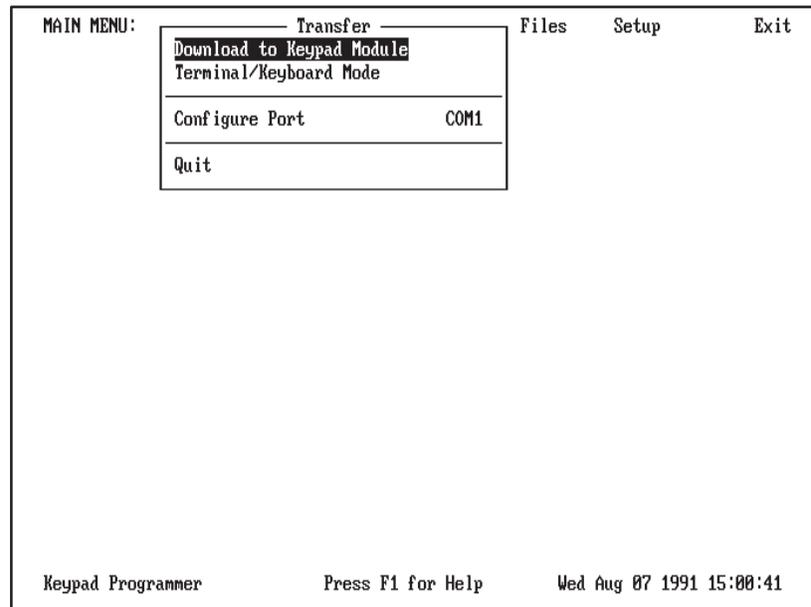
For more information on Keypad Module DIP switches, see the User Manual for the RediPANEL Keypad Module (Catalog No. 2705-ND002).

Transfer Menu

To access functions which allow you to download messages from your computer to the Keypad Module, select *Transfer* from the main menu.

Highlight *Transfer*, then press [Enter] or just press [T]. The Transfer menu displays with *Download to Keypad Module* highlighted.

Figure 8.2
Transfer Menu



The *Transfer* functions are:

Download to Keypad Module

Accesses a menu which allows you to select a file for downloading. Another menu then opens which allows you to download messages.

Terminal/Keyboard Mode

Enters keyboard emulation mode, allowing you to operate your computer keyboard with the Keypad Module.

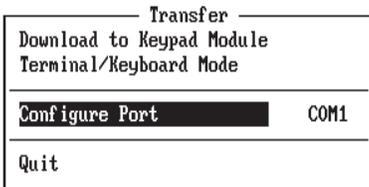
Configure Port

Selects a communication port on your computer for the download operation. COM1 is the default.

Quit

Exits and returns to the main menu.

Selecting a Port

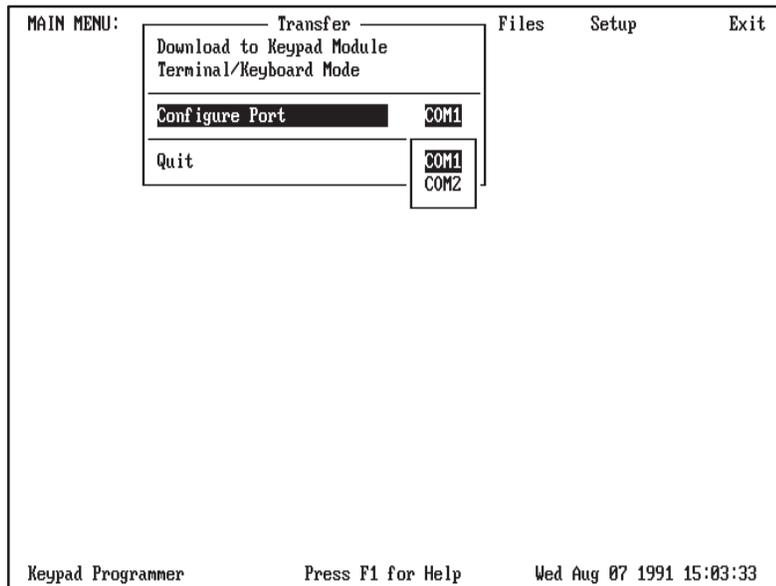


You can use the COM1 or COM2 serial communication port on your computer for the download operation. The software uses COM1 as the default communication port.

If you connected the cable/converter to the COM1 port, you can skip this section. If you connected the cable/converter to the COM2 port, then you must use the *Configure Port* option to select COM2.

Select *Configure Port* from the Transfer menu. Highlight *Configure Port*, then press [Enter] or just press [C].

A window opens displaying the communication port options; COM1 and COM2. The default selection is highlighted.



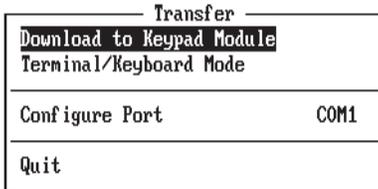
To select COM2, highlight the option and press [Enter].

The following messages display indicating that the selection is saved to the setup file KPD.STP in the program directory. The software checks the setup file to determine which communication port to use during a download.



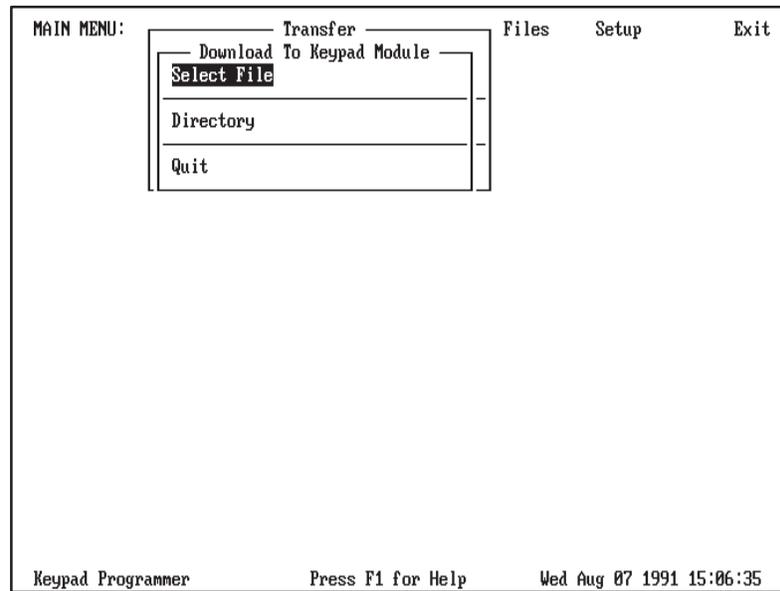
You return to the *Transfer* menu with COM2 displaying as the selected communication port.

Selecting a File



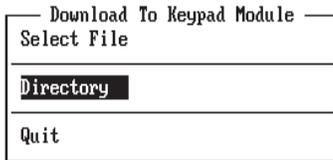
Before you can download messages to the Keypad Module, you must first select a file.

To access the menu which allows you to select a file, select *Download to Keypad Module* from the Transfer menu. Highlight *Download to Keypad Module*, then press [Enter] or just press [D]. The following menu displays:



The menu options are:

- Select File** Selects a file from the default directory.
- Directory** Specifies the directory the software uses to search for files.
- Quit** Exits and returns to the *Transfer* menu.

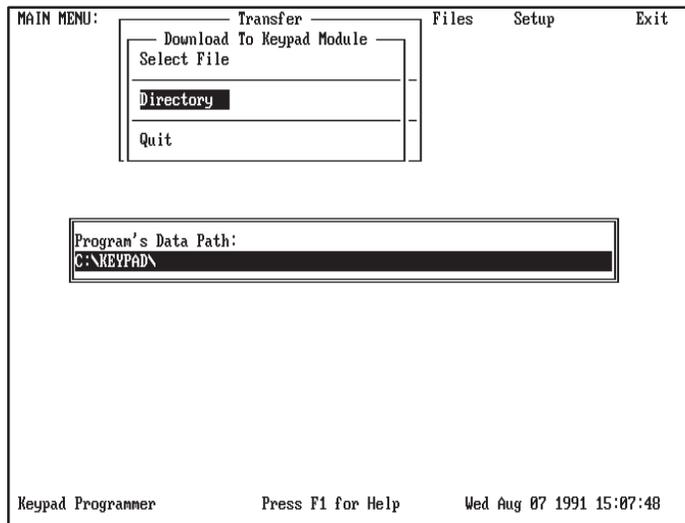


Changing to Another Directory

The software searches the current default directory to locate files. Initially, the default is the program directory (C:\KEYPAD) created during installation. The *Directory* function allows you to display and/or change the default directory that the software uses to search for files.

Note: Any change remains in effect until the next time you change the directory path.

To select this function, highlight *Directory*, then press [Enter] or just press [D]. A window opens and displays the current directory path.



To change the default directory, enter a new path name using the following format, then press [Enter]. You must enter the name of an existing directory.

drive:\directory\subdirectory

The software defaults to the current drive if you omit the drive letter.

Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts directory path name and returns to menu.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the path name, the following messages display indicating the new path has been saved to the program setup file.

```
PROGRAM STATUS
-----
Saving setup information file to:
C:\KEYPAD\KPD.STP...
-----
```

```
PROGRAM STATUS
-----
Save successful.
-----
```

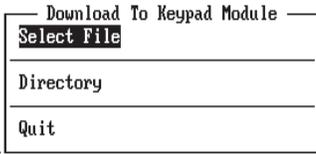
Note: The new path remains as the current default directory until you use the *Directory* function again to specify a different directory.

If you enter an invalid path name or a directory that does not exist, one of the following error messages will display:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Path
not found (bad drive or directory name).
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.:
Directory entry not found, No more files.
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Invalid
disk drive.
Press any key to continue...
-----
```



Selecting a File

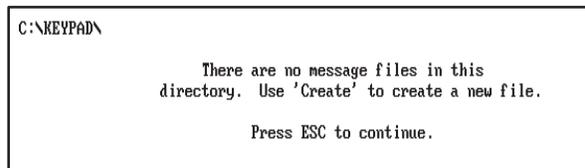
Before you can download messages, you must first select a file.

Highlight *Select File* on the *Download to Keypad Module* menu, then press [Enter] or just press [S].

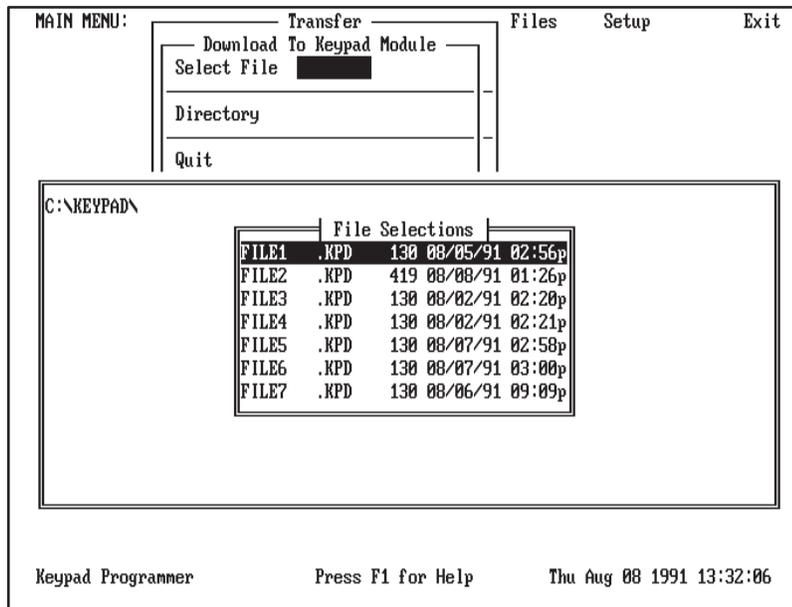
The software searches the default directory for message files.



If there are no .KPD message files in the directory, this message displays:

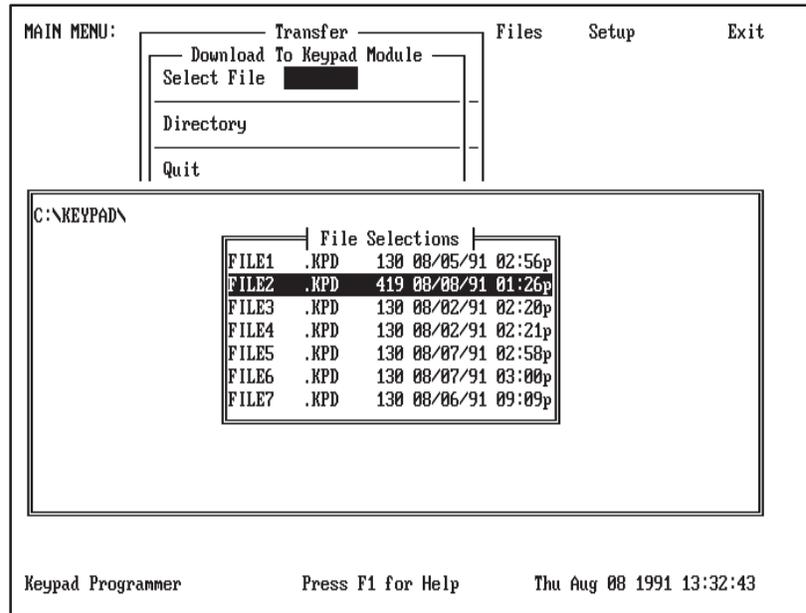


If the directory does contain .KPD files, the *File Selections/File Picks* window opens with the highlight on the first file or the last file selected. The *File Selections* window lists the files in alphabetical order as they appear in the directory.



Select a file to download. Highlight the file you want to download, then press [Enter].

For example, the following window shows file FILE2.KPD highlighted. To accept the file, press [Enter].



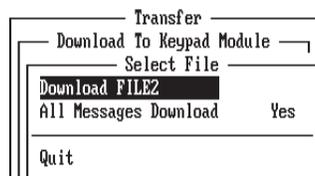
The following keys are valid when selecting a file.

File Selection Keys	Function
[↑] [↓]	Moves highlight up or down the list of file names.
[Home] or [End]	Moves highlight to first or last file name in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[Enter]	Accepts file and returns to Select File menu.
[Esc]	Closes File Selections window and returns you to Download to Keypad Module menu.

After selecting a file, the software reads the file



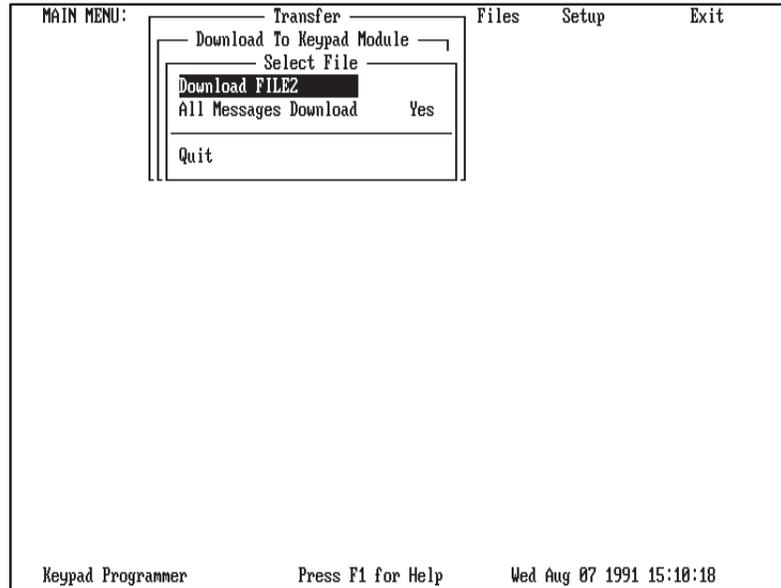
and opens the *Select File* menu. The selected file displays next to *Download*.



See the next section for details on downloading messages.

Download Operations

After selecting a file, you are automatically placed in the Select File menu. The name of the selected file displays next to *Download*.



The menu options are:

Download File Accesses a window which prompts you to start downloading the selected file.

All Messages Download Selects all or specific messages in the file for downloading. The default is to download all messages.

Quit Exits and returns to the *Download to Keypad Module* menu.

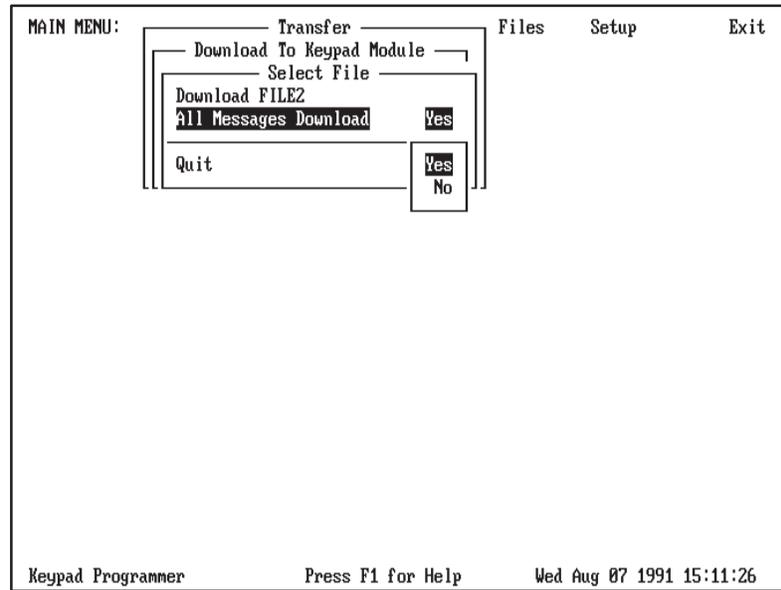


Selecting Messages to Download

You can download **all** or **specific** messages in the file. The default is to download all messages. If you want to download all messages, skip this section and go on to the next.

Select *All Messages Download* from the *Select File* menu. Highlight *All Messages Download*, then press [Enter] or just press [A].

A window opens displaying the options; Yes and No. *Yes* downloads all messages. *No* downloads specific messages. The default is highlighted.

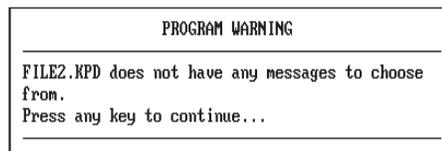


If you select *Yes* to download all messages, you return to the *Select File* menu and can begin to download the file. See the next section.

If you select *No* to download only specific messages, the software creates a list of all messages in the file.

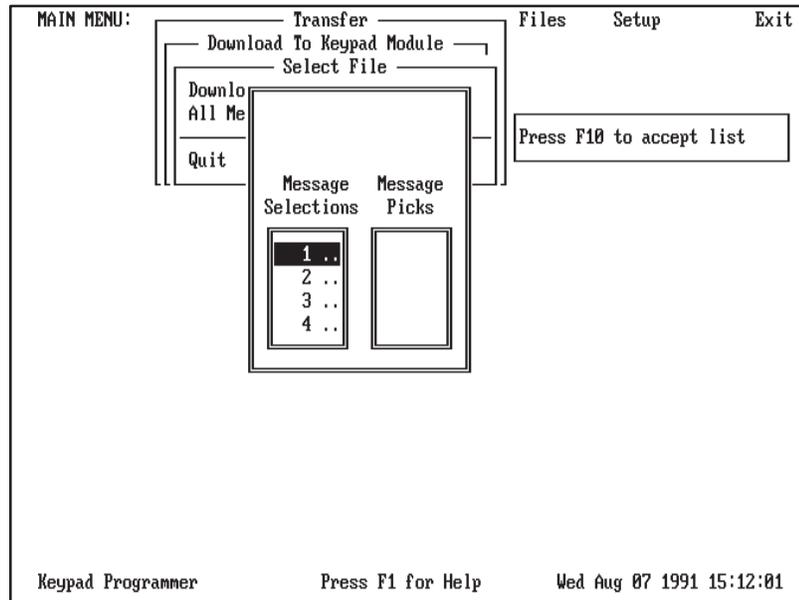


If the selected file doesn't contain any messages, this message displays:



Press any key to return to the *Select File* menu.

If the selected file does contain messages, the *Message Selections/Message Picks* window opens with the first message number highlighted. The *Message Selections* window lists the numbers (in ascending order) of all messages in the file.

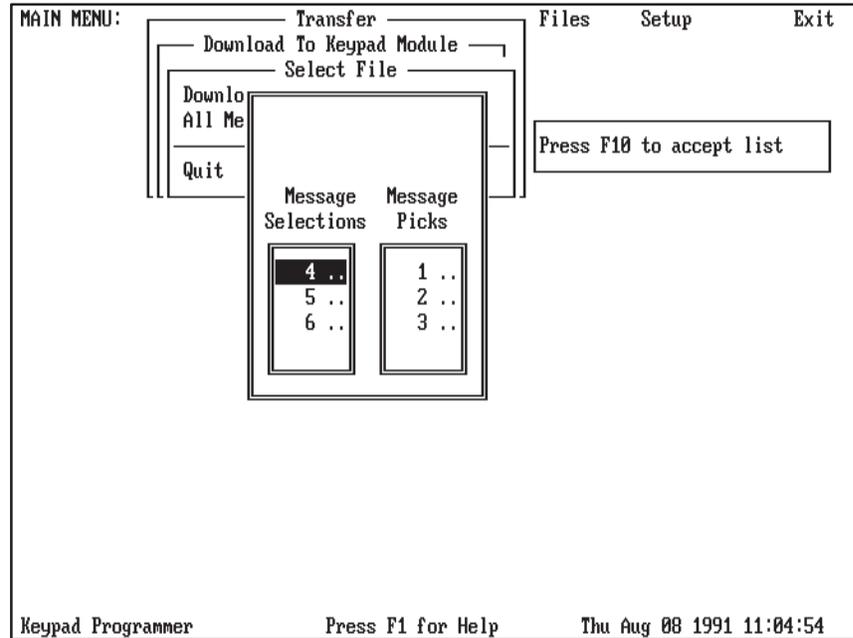


Select messages for downloading by moving numbers from the *Message Selections* list to the *Message Picks* list. You can move a single message or a block of messages. To move a single message, highlight the message number and press [Enter]. To move a block of messages, refer to the table below.

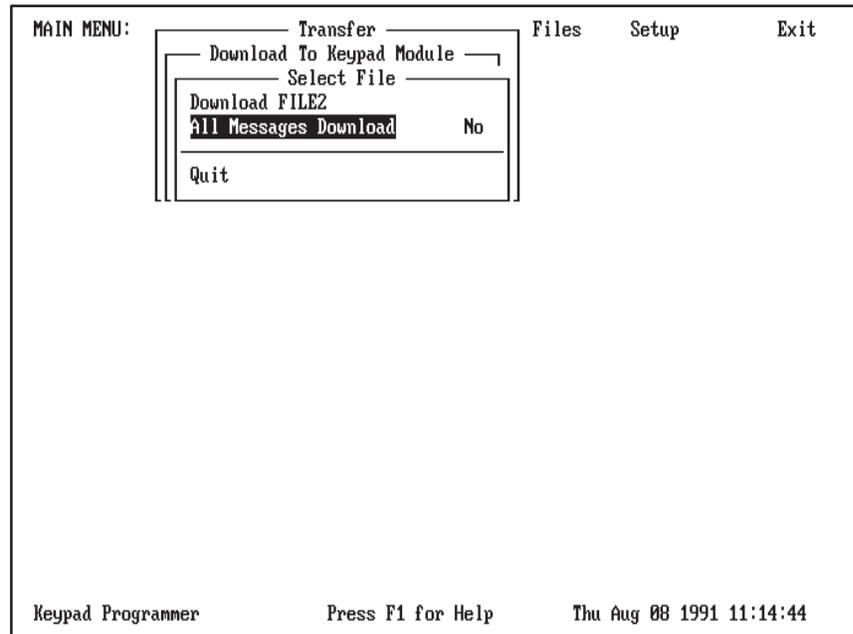
Use the keys below to select messages for deletion.

Message Selection Keys	Function
[→] [←]	Moves highlight between Message Selections list and Message Picks list.
[↑] [↓]	Moves highlight up or down the list of numbers.
[Home] or [End]	Moves highlight to first or last number in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of messages. Press [B] on highlighted number, then use arrow keys to include other numbers in the block. Press [Enter] to move the block of messages to the Message Picks list. To disable the block selection, press [B] again.
[Enter]	Moves highlighted number or block of numbers to the Message Picks list (or back to Message Selections list).
[F10]	Accepts Message Pick list and returns you to Select File menu.
[Esc]	Exits function and returns to Select File menu.

The screen below shows messages 1, 2, and 3 moved to the *Message Picks* list. To accept the pick list, press [F10].



After pressing [F10], you return to the *Select File* menu.



The next section explains how to start the download operation.



Starting Download

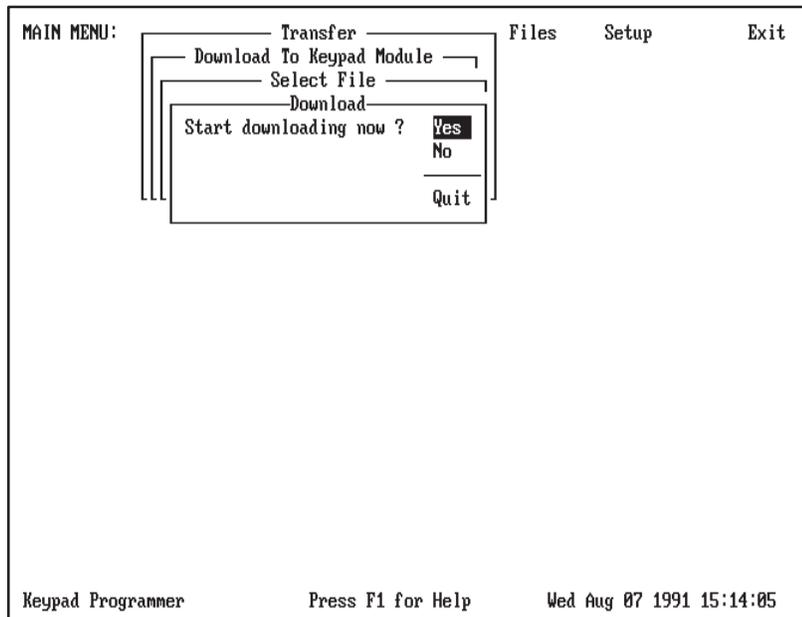
After selecting messages in the file to download, you are ready to start the download operation.

Important: Verify that your computer is connected to the Keypad Module via the cable/converter and that the Keypad Module is powered on.

You cannot download when the PLC is triggering messages and error messages are displaying on the Keypad Module. Before downloading messages, you should either disconnect the Keypad Module from the PLC or place the PLC in program mode.

Select *Download File* from the Select File menu. Highlight *Download File*, then press [Enter] or just press [D].

A window opens prompting you to confirm the start of the operation.



Select *No* or *Quit* to abort the operation and returns to the Select File menu.

Select *Yes* to start downloading the files. This message displays indicating that the selected file of messages is downloading to the Keypad Module.



The Keypad Module also displays the text of each message as it is downloaded.

Downloading a file with 120 (16 character) messages takes approximately 5 to 10 minutes. Messages with shifted characters (\$, *, ?) take longer to download than messages without shifted characters.



CAUTION:

The download operation overwrites any messages stored in the Keypad Module.

You can press [Esc] at any point to abort the transfer. If you do press [Esc], this message displays:

```
PROGRAM WARNING
-----
User Abort. Transfer between Programmer and
Keypad Module not completed.
Press any key to continue...
```

Press any key to return to the *Select File* menu.

If you selected to download only specific messages but did not actually select messages, this message displays when the download operation starts.

```
PROGRAM WARNING
-----
No message has been selected. Unable to perform
transfer.
Press any key to continue...
```

Press any key to return to the *Select File* menu.

When the download operation is complete, select *Terminal/Keypad Mode* to verify that the messages have been downloaded.

Using Terminal Mode

Transfer	
Download to Keypad Module	
Terminal/Keyboard Mode	
Configure Port	COM1
Quit	

The *Terminal/Keyboard Mode* function allows you to use your computer keyboard to emulate a Keypad Module keyboard and communicate directly with the Keypad Module. This function uses the same communication port that is used for downloading.

Terminal/Keyboard Mode is useful for verifying message downloads to the Keypad Module and to perform other Keypad Module data entry functions.

Important: Verify that your computer is connected to the Keypad Module via the cable/converter and that the Keypad Module is powered on.

Select *Terminal/Keyboard Mode* from the Transfer menu. Highlight *Terminal/Keyboard Mode*, then press [Enter] or just press [T].

The following message displays indicating that the software is in Keyboard Mode using the COM1 communication port of your computer.

The screenshot shows the 'MAIN MENU' with options: Transfer, Files, Setup, and Exit. Under 'Transfer', the options are: Download to Keypad Module, Terminal/Keyboard Mode (highlighted), Configure Port (COM1), and Quit. A box on the right says 'Press F10 to end operation'. Below this is a 'PROGRAM STATUS' window with the text: 'Programmer is in Keyboard Mode using COM1. Use keyboard to enter message into Keypad Module.' At the bottom, it says 'Keypad Programmer Press F1 for Help Wed Aug 07 1991 15:05:51'.

You can now use the keyboard of your computer to display and enter messages into the Keypad Module. Characters you enter at the keyboard will not display on your computer monitor.

For details on triggering messages to verify that a download operation was successful, see the *User's Manual for the RediPANEL™ Keypad Modules*.

You cannot interact with your computer while in this mode of operation.

To exit *Terminal/Keyboard Mode*, press [F10]. You then return to the *Transfer* menu.

Printing Messages

Chapter Objectives

This chapter shows how to use the *Report* function to:

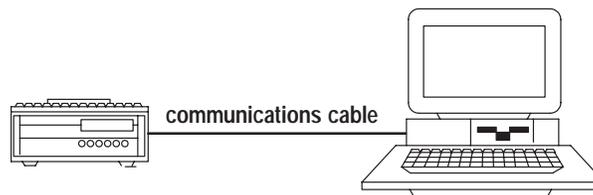
- Select a message file to print
- Select and configure a printer port
- Select messages in the file to print
- Printing messages

Connecting to a Printer

Before you can print messages, you must connect your computer to a printer using the appropriate communications cable.

One end of the cable will connect to a communication or printer port on your computer and the other end will connect to a port on the printer.

The software uses LPT1 as the default printer port. This printer port does not require that you set any communication parameters.



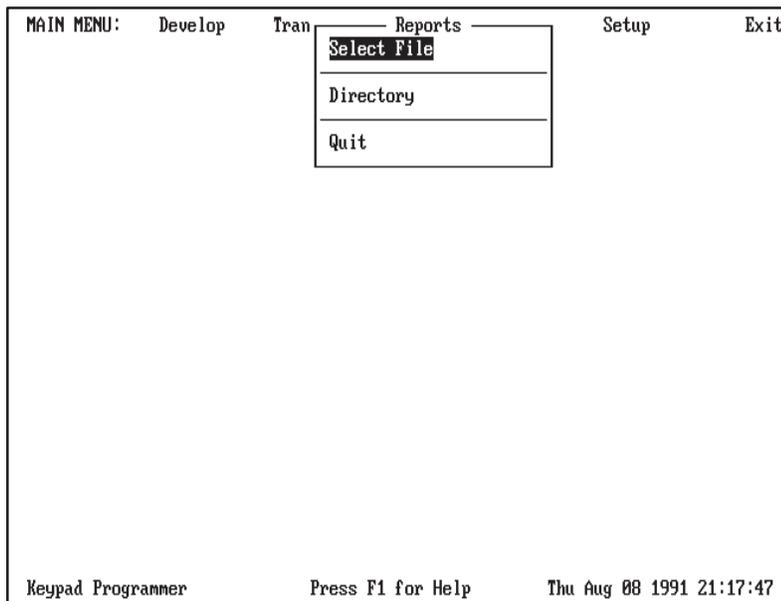
Note: The printer cable is not included in the Keypad Development Software package.

Reports Menu

To access the functions which allow you to print messages on your printer, select *Reports* from the main menu.

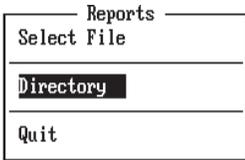
Highlight *Reports*, then press [Enter] or just press [R]. The *Reports* menu displays with *Select File* highlighted.

Figure 9.1
Reports Menu



The functions on the *Reports* menu are:

- Select File** Selects a file from the default directory.
- Directory** Specifies the directory the software uses to search for files.
- Quit** Exits and returns to the main menu.

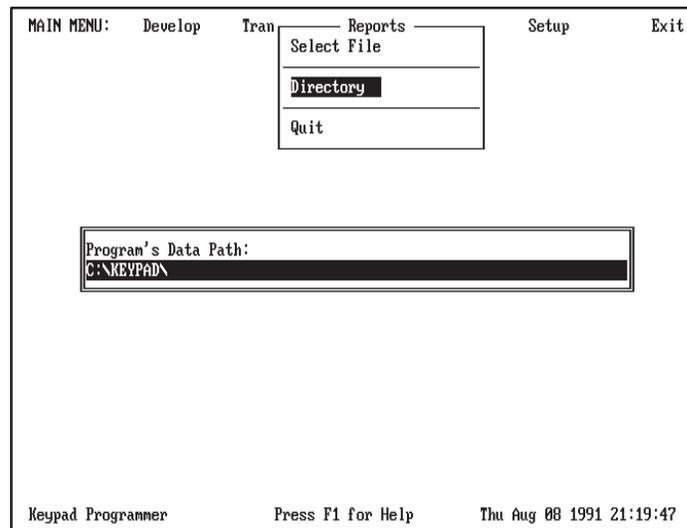


Changing to Another Directory

The software searches the default directory to locate files. Initially, the default is the program directory (C:\KEYPAD) created during installation. The *Directory* function allows you to display and/or change the default directory that the software uses to search for files.

Note: Any change remains in effect until the next time you change the directory path.

To select this function, highlight *Directory*, then press [Enter] or just press [D]. A window opens and displays the current directory path.



To change the default directory, enter a new path name using the following format, then press [Enter]. You must enter the name of an existing directory.

drive:\directory\subdirectory

The software defaults to the current drive if you omit the drive letter.

Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts directory path name and returns to menu.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the path name, the following messages display indicating the new path has been saved to the program setup file.

```
PROGRAM STATUS
-----
Saving setup information file to:
C:\KEYPAD\KPD.STP...
-----
```

```
PROGRAM STATUS
-----
Save successful.
-----
```

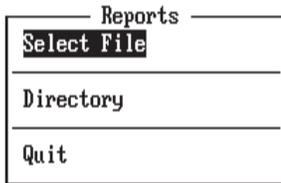
Note: The new path remains as the current default directory until you use the *Directory* function again to specify a different directory.

If you enter an invalid path name or a directory that does not exist, one of the following error messages will display:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Path
not found (bad drive or directory name).
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.:
Directory entry not found.
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Invalid
disk drive.
Press any key to continue...
-----
```



Selecting a File

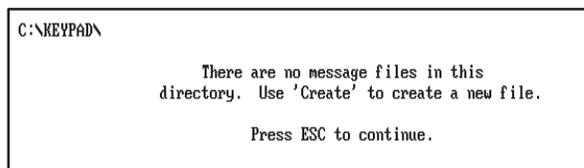
Before you can print messages, you must first select a file.

Select *Select File* from the *Reports* menu. Highlight *Select File*, then press [Enter] or just press [S].

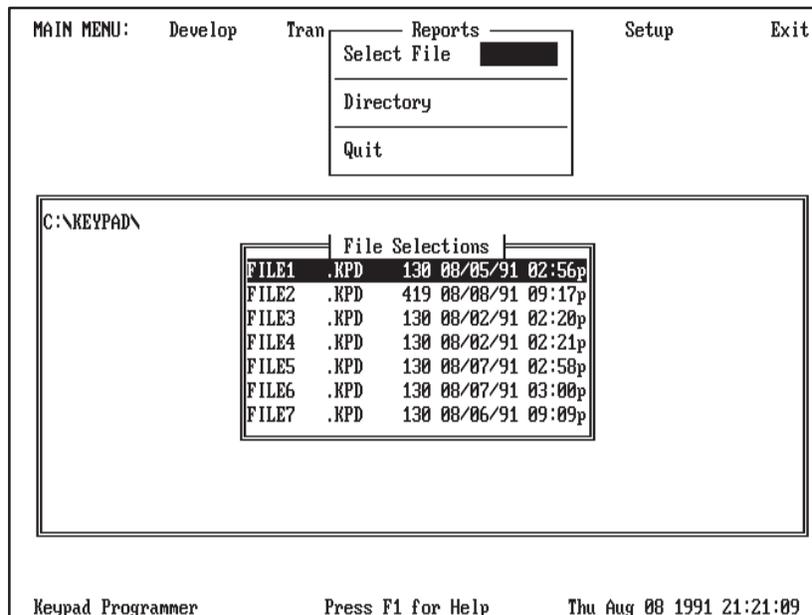
The software searches the default directory for message files.



If there are no .KPD message files in the directory, this message displays:

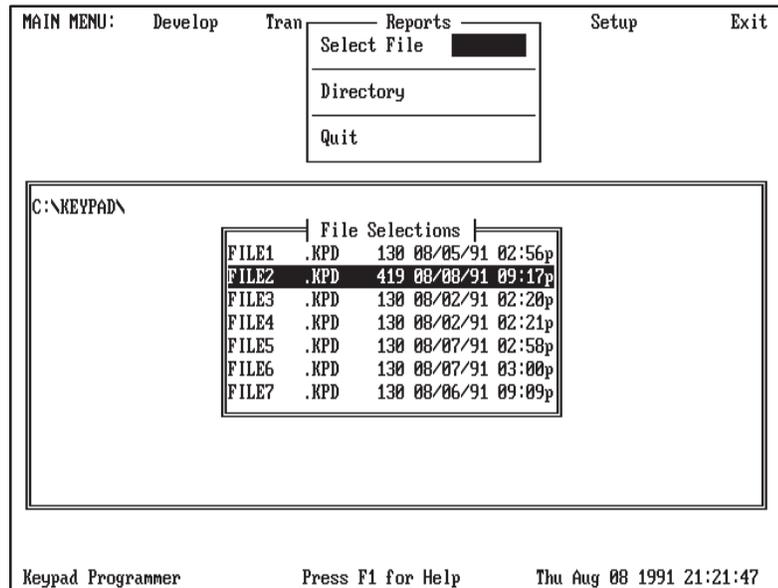


If the directory does contain .KPD files, the *File Selections/File Picks* window opens with the last selected file highlighted. The *File Selections* window lists the files in ASCII order as they appear in the directory.



Select a file to print. Highlight the file you want to print, then press [Enter].

For example, the following window shows file FILE2.KPD highlighted. To accept the file, press [Enter].



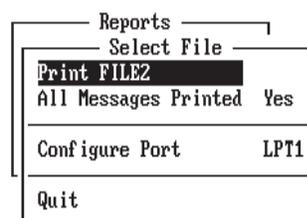
The following keys are valid when selecting a file.

File Selection Keys	Function
[↑] [↓]	Moves highlight up or down the list of file names.
[Home] or [End]	Moves highlight to first or last file name in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[Enter]	Accepts file and opens Select File menu.
[Esc]	Closes File Selections window and returns you to menu.

After selecting a file, the software reads the file:



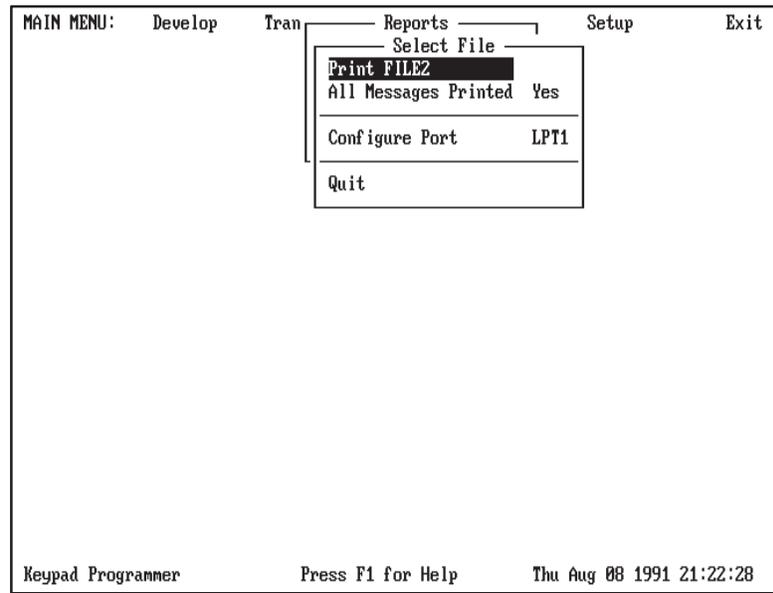
and opens this menu. The name of the selected file displays next to *Print*.



See the next section for details on printing messages.

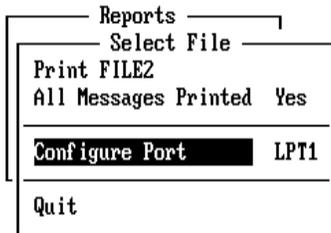
Print Operations

After selecting a file, you are placed in the *Select File* menu. The name of the selected file displays next to *Print*.



The menu options are:

- | | |
|-----------------------------|---|
| Print File | Accesses a window which prompts you to start printing the selected file. |
| All Messages Printed | Selects all or only specific messages in the file for printing. The default is to print all messages. |
| Configure Port | Selects and configures a port for printing. |
| Quit | Exits and returns to the <i>Reports</i> menu. |



Selecting and Configuring a Port

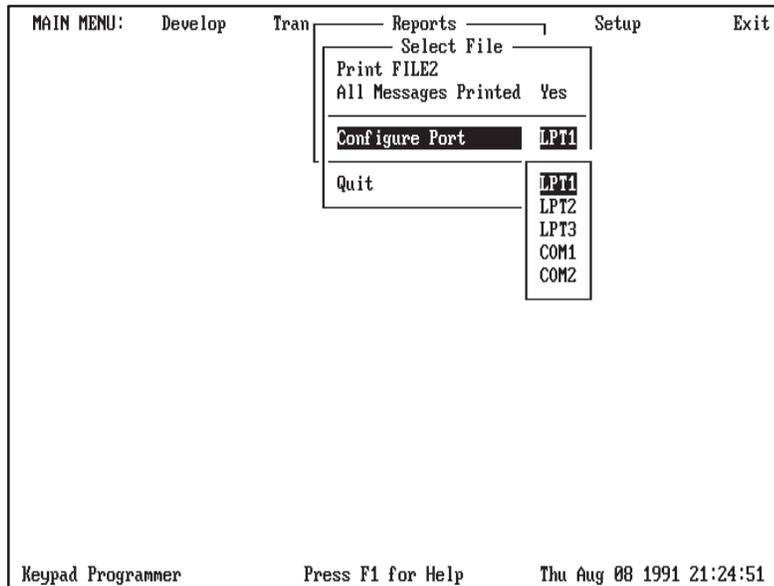
The *Configure Port* options allows you to select a port for printing. The options are: LPT1, LPT2, LPT3, COM1, COM2. The software uses LPT1 as the default.

The LPT ports are parallel ports and do not require you to set communication parameters. You can however insert a blank line between each message during printing and specify the number of nonprintable characters to output after each carriage return to avoid buffer overflow. The default is to print messages using single spacing.

The COM1 and COM2 ports are the serial communication ports of your computer. You can set the communication parameters of these ports in addition to the above parameters mentioned for the LPT ports.

To select *Configure Port* from the *Reports* menu, highlight *Configure Port*, then press [Enter] or just press [C].

A window opens displaying the communication port options. The default selection is highlighted.

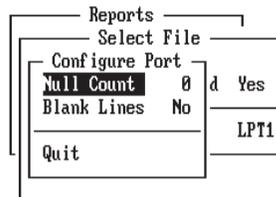


To select a port, highlight the option and press [Enter]. Each port has a set of configuration parameters. After selecting a port, those configuration parameters display.

To accept the default parameters, simply select *Quit* and you will return to the *Select File* menu.

Configuration Parameters for Ports LPT1, LPT2, LPT3

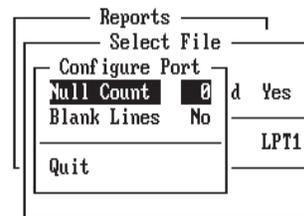
The configuration parameters that display for ports LPT1, LPT2, or LPT3 are:



Null Count

Specifies the number of nonprintable characters to output after each line (carriage return) to prevent the printer buffer from overflowing.

To enter a value, select *Null Count*. A numeric field to the right opens.

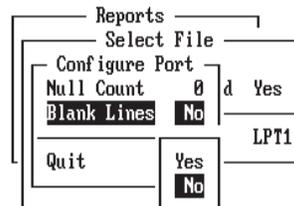


Enter a value in the range of 0 to 255, then press [Enter]. The highlight then moves to *Blank Lines*.

Blank Lines

Specifies whether to insert a blank line between each message during printing. The default is *No*, which means print messages using single spacing.

To change the setting, select *Blank Lines*. A window opens and displays the options *Yes/No*.



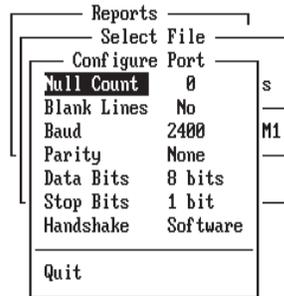
Select *Yes* to insert a blank line between each message as it prints. Select *No* to print the messages single spaced.

Quit

Saves the configuration settings in the program setup file and returns to the *Select File* menu.

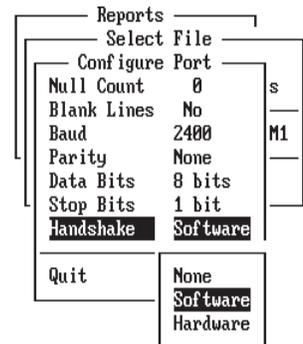
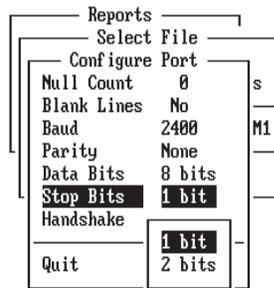
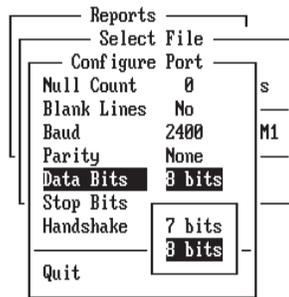
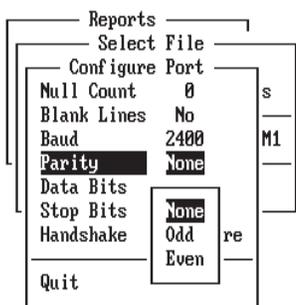
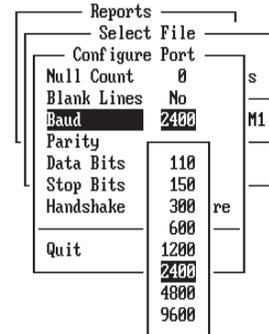
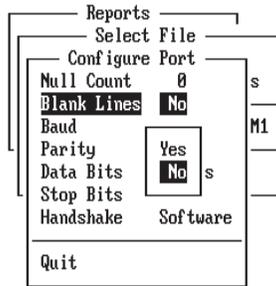
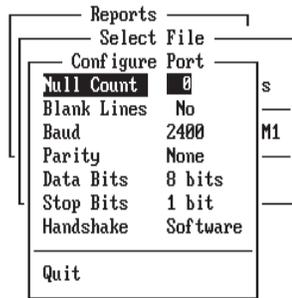
Configuration Parameters for Ports COM1 and COM2

The configuration parameters that display for COM1 and COM2 are:



The default setting displays next to each parameter. The *Null Count* and *Blank Lines* parameters are identical to the LPT port parameters.

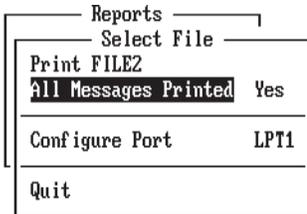
To display the available settings for each parameter, highlight the parameter name (using the arrow keys) and press [Enter]. A window of available settings then displays. The settings for each parameter are:



To change a parameter setting, move the highlight to the appropriate setting and press [Enter]. **The selected settings must match the printer settings.** Refer to your printer's manual for details on printer settings.

Important: When using a serial printer, set the *Handshake* parameter to Software. The other options may result in unreadable printouts if the printer cannot print as fast as the software.

After displaying or changing any of the configuration parameters, select *Quit*. *Quit* saves the configuration settings in the program setup file and returns to the *Select File* menu.

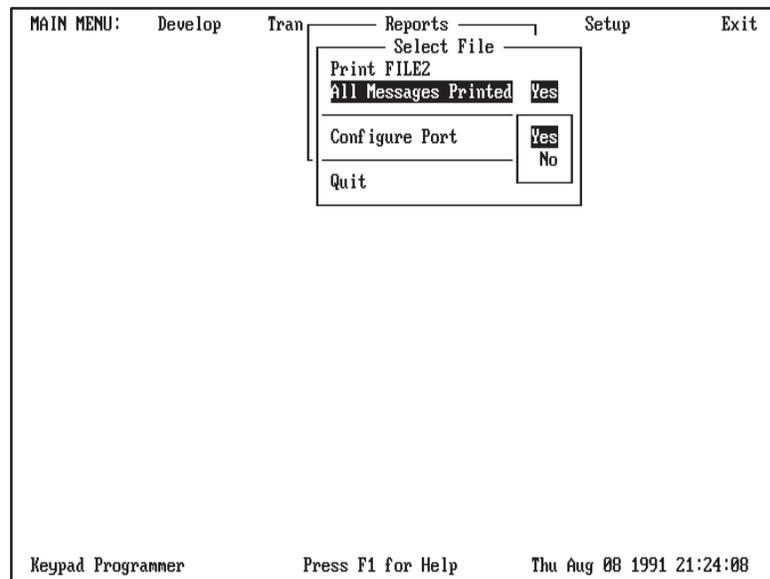


Selecting Messages to Print

You can print **all** or only **specific** messages in the file. The default is to print all messages. If you want to print all messages accepting the default of *Yes*, skip this section and go on to the next.

Select *All Messages Printed* from the *Select File* menu. Highlight *All Messages Printed*, then press [Enter] or just press [A].

A window opens displaying the options *Yes* and *No*. *Yes* prints all messages. *No* prints only specific messages. The default is highlighted.

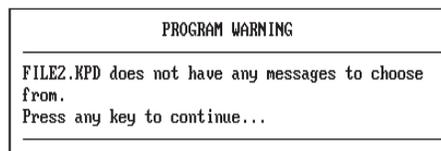


If you select *Yes* to print all messages, you return to the *Select File* menu and can begin the print operation. See the next section.

If you select *No* to print only specific messages, the software creates a list of all messages in the file.

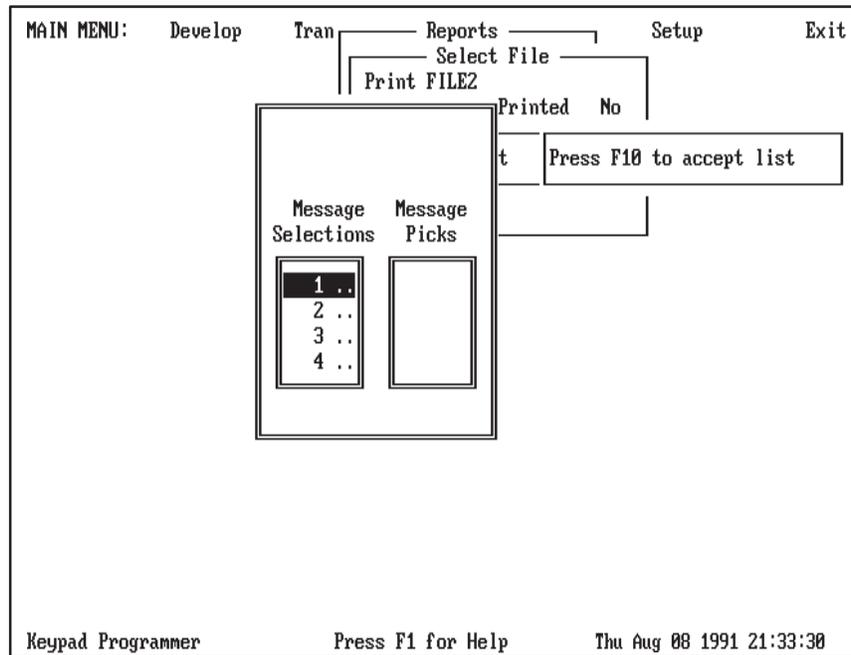


If the selected file doesn't contain any messages, this message displays:



Press any key to return to the *Select File* menu.

If the selected file does contain messages, the *Message Selections/Message Picks* window opens displaying a list of all messages in the file with the first message number highlighted. The *Message Selections* window lists the numbers (in ascending order) of all messages in the file.

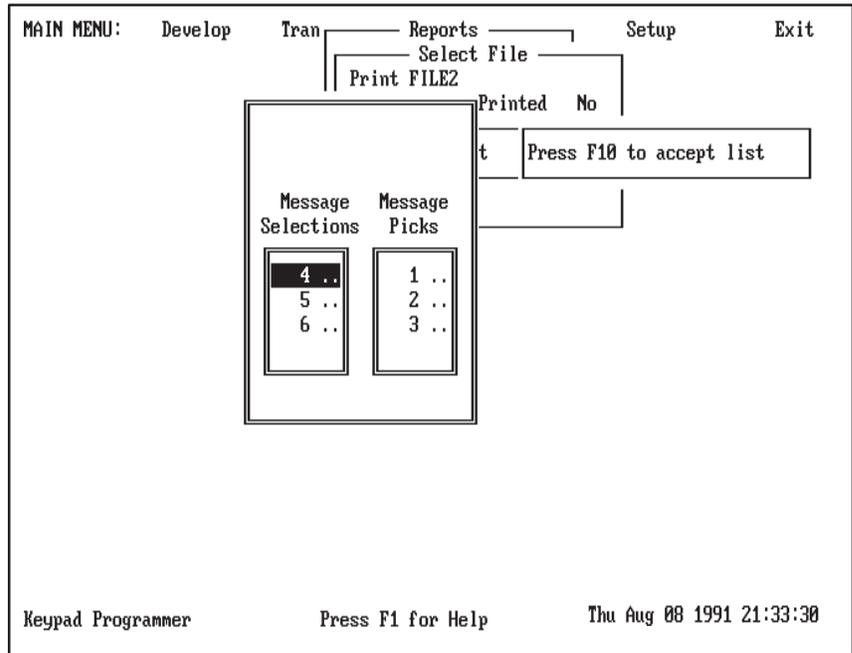


Select messages to print by moving numbers from the *Message Selections* list to the *Message Picks* list. You can move a single message or a block of messages. To move a single message, highlight the message number and press [Enter]. To move a block of messages, refer to the table below.

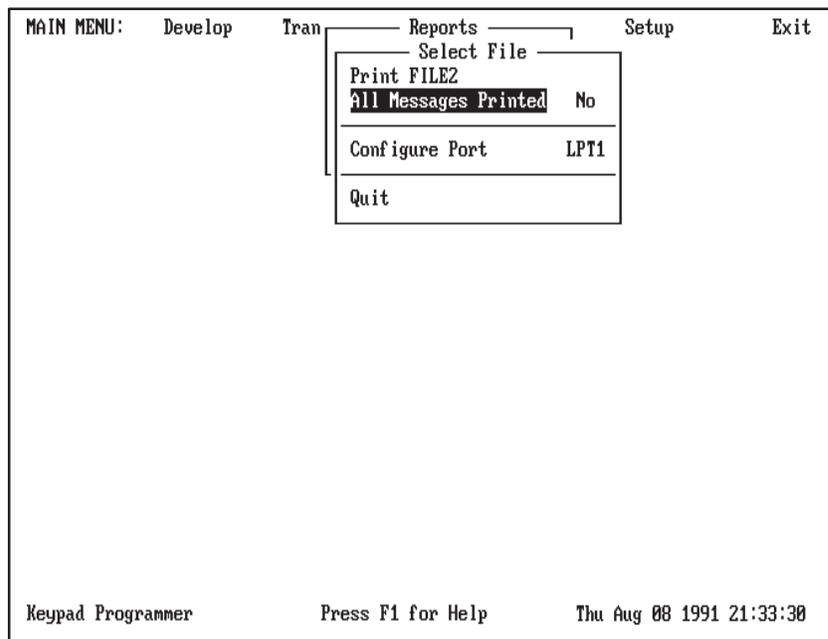
Use the keys below to select messages for printing.

Message Selection Keys	Function
[→] [←]	Moves highlight between Message Selections list and Message Picks list.
[↑] [↓]	Moves highlight up or down the list of numbers.
[Home] or [End]	Moves highlight to first or last number in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of messages. Press [B] on highlighted number, then use arrow keys to include other numbers in the block. Press [Enter] to move the block of messages to the Message Picks list. To disable the block selection, press [B] again.
[Enter]	Moves highlighted number or block of numbers to the Message Picks list (or back to Message Selections list).
[F10]	Accepts Message Pick list and starts printing messages.
[Esc]	Exits window and returns to Select File menu.

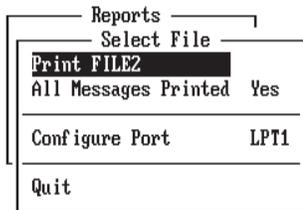
The screen below shows messages 1, 2, and 3 moved to the *Message Picks* list. To accept the pick list, press [F10].



After pressing [F10], you return to the *Select File* menu.



The next section explains how to start the print operation.



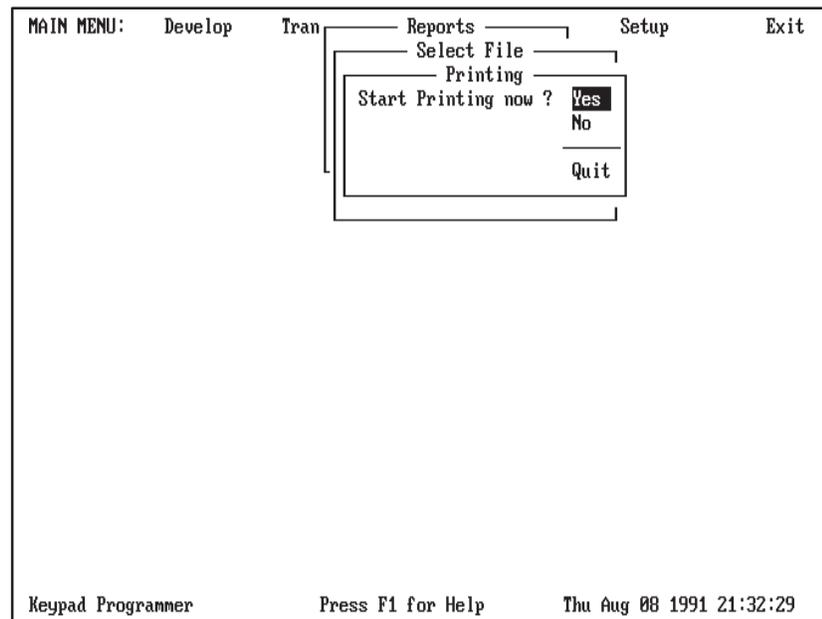
Starting the Print Operation

After selecting messages and configuring the printer port, you are ready to start printing messages.

Verify that the printer is online and set to top-of-form before printing (to prevent loss of information on printout). This is important if a prior printout was aborted because of a computer reset or power cycle.

Select *Print File* from the *Select File* menu. Highlight *Print File*, then press [Enter] or just press [P].

A window opens prompting you to confirm the start of the print operation.



Select *No* or *Quit* to abort the operation and return to the *Select File* menu.

Select *Yes* to start printing the files.

Note: Illegal characters, resulting from a corrupted .KPD message file, print as ~ (tilde) characters. The ~ (tilde) character is not read into the message editor or downloaded to the Keypad Module.

If the selected file doesn't contain any messages, the page header prints with the name of the file and the number of available messages.

If there are messages in the file, this message displays indicating that the selected file of messages is printing.

```
PROGRAM STATUS
-----
Printing FILE2.KPD to printer attached to LPT1.
Any key press will pause the printout.
-----
```

The messages print single spaced unless you modified the *Blank Lines* parameter to insert blank lines between each message. A sample printout looks like this:

Sample Printout

```
Page Header { KEYPAD MODULE FILE: FILE2                                08/30/91 PAGE 1
              MODIFIED: 08/08/91
              MESSAGES FREE: 114

MSG #: 001  BLINK:N          UPLOAD PALLET
MSG #: 002  BLINK:N          PUMP 1 ON
MSG #: 003  BLINK:N          SUMP OVERFLOW
MSG #: 004  BLINK:N          CYCLE COMPLETE
MSG #: 005  BLINK:N          HIGH TEMP ALARM
MSG #: 007  BLINK:N          LOW OIL PRESSURE
```

The page header includes:

- name of message file
- data of last file modification
- number of free (available) messages
- current date and page number

For each message the printout displays:

- message number
- message text
- whether the message was created with blinking enabled

To pause or suspend printing, press any key. This message displays:

```
PROGRAM WARNING
-----
Printing paused by user.
Press 'C' to continue, ESC to Abort...
```

Press [C] to continue or resume printing. Press [Esc] to abort the print operation and return to the *Select File* menu.

If the printer has a large internal buffer, you may not be able to abort a printout. To abort the print operation in this case, reset the printer.

When a parallel printer is out of paper or not connected to your computer before printing begins, this message displays:

```
PROGRAM ERROR
-----
Error while writing to printer: Printer is out
of paper..
Press 'R' to Retry, 'A' to Abort...
```

Press [R] to retry or [A] to abort operation and return to the *Select File* menu.

When a serial printer is out of paper or not connected to your computer, this message displays:

```
PROGRAM WARNING
-----
Printer device timed-out. The printer device is
not printing data.
Press any key to continue, ESC to Abort...
```

Press any key to continue or [Esc] to abort operation and return to the *Select File* menu.

If the printer cable disconnects from the computer while messages are printing, the above timeout message displays.

Note: If the entire message file has been transferred to the printer, the software may not detect print errors such as the out of paper condition.

Managing Message Files

Chapter Objectives

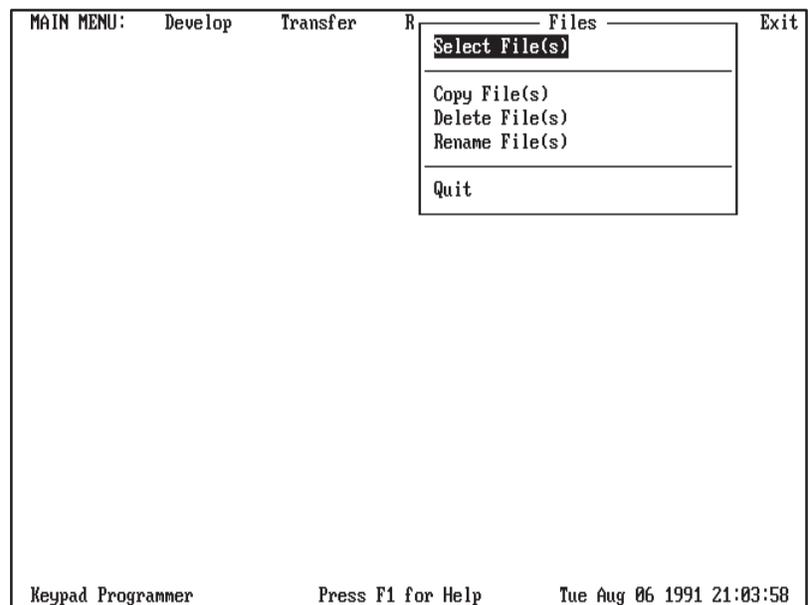
This chapter shows how to use functions on the *Files* menu to:

- Delete message files
- Copy message files
- Rename message files

File Operations

To copy, delete, or rename message files, select *Files* from the main menu. Highlight *Files* and then press [Enter], or just press [F].

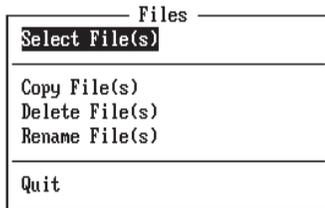
Figure 10.1
Files Menu



Message file operations include:

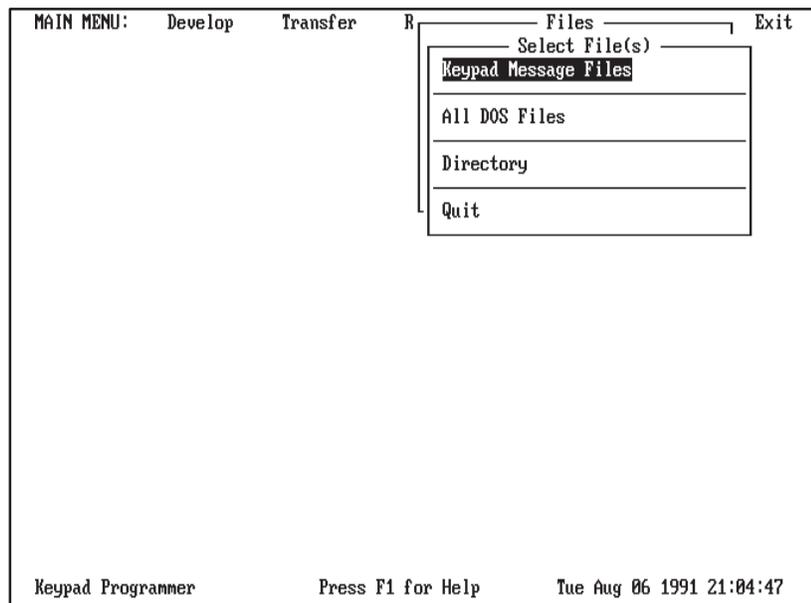
Select File(s)	Opens a menu which allows you to select specific files for a copy, delete, or rename operation.
Copy File(s)	Copies one or more message files.
Delete(s)	Deletes one or more message files.
Rename(s)	Renames one or more message files.
Quit	Exits and returns to the main menu.

Selecting Files



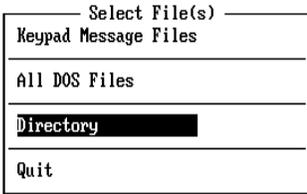
Before you can copy, delete, or rename a file, you must first select the file. You can have the software search the program directory for Keypad (.KPD) message files or all files regardless of their file extension.

Highlight *Select File(s)* on the *Files* menu, then press [Enter], or just press [S]. The following menu displays:



The *Select File(s)* operations include:

- Keypad Message Files** Selects only .KPD message files for a copy, rename, or delete operation.
- All DOS Files** Selects other files (including .KPD message files) for a copy, delete, or rename operation.
- Directory** Changes the directory path the software uses to search for files.
- Quit** Exits and returns to the *Select File(s)* menu.

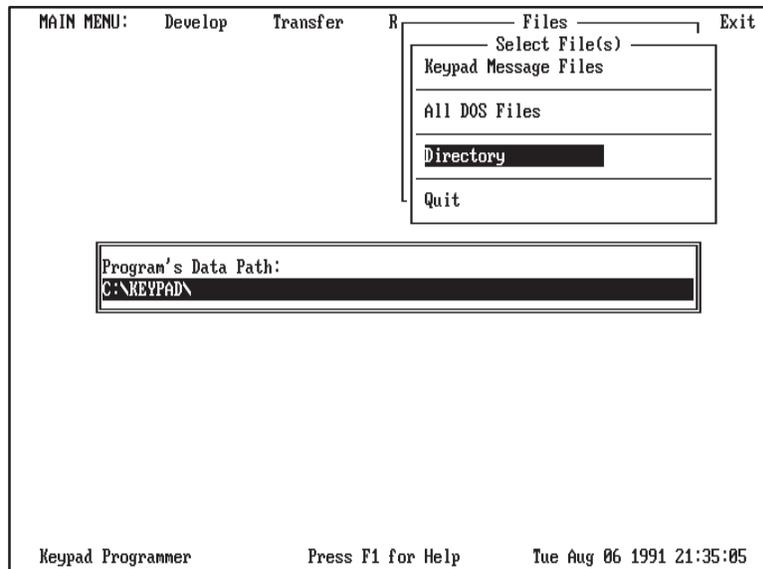


Changing to Another Directory

The *Directory* function allows you to change the default directory that the software uses to search for files. Typically, the default directory is the program directory (C:\KEYPAD) created during installation.

Note: Any change remains in effect until the next time you change the directory path.

To select this function, highlight *Directory* and press [Enter] or just press [D]. A window opens and displays the current directory path.



To change the default directory, enter a new path name using the following format, then press [Enter]. You must enter the name of an existing directory.

drive:\directory\subdirectory

The software defaults to the current drive if you omit the drive letter.

Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts directory path name and returns to menu.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancel any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the path name, the following messages display indicating the new path has been saved to the program setup file.

```
PROGRAM STATUS
-----
Saving setup information file to:
C:\KEYPAD\KPD.STP...
-----
```

```
PROGRAM STATUS
-----
Save successful.
-----
```

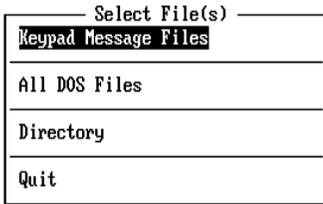
Note: The new path remains as the current default directory until you use the *Directory* function again to specify a different directory.

If you enter an invalid path name or a directory that does not exist, one of the following error messages will display:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Path
not found (bad drive or directory name).
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.:
Directory entry not found.
Press any key to continue...
-----
```

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Invalid
disk drive.
Press any key to continue...
-----
```



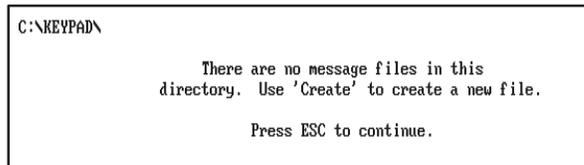
Selecting Keypad Message Files

To search the program directory for .KPD files, select *Keypad Message Files* from the *Select File(s)* menu. Highlight *Keypad Message Files*, then press [Enter] or just press [K].

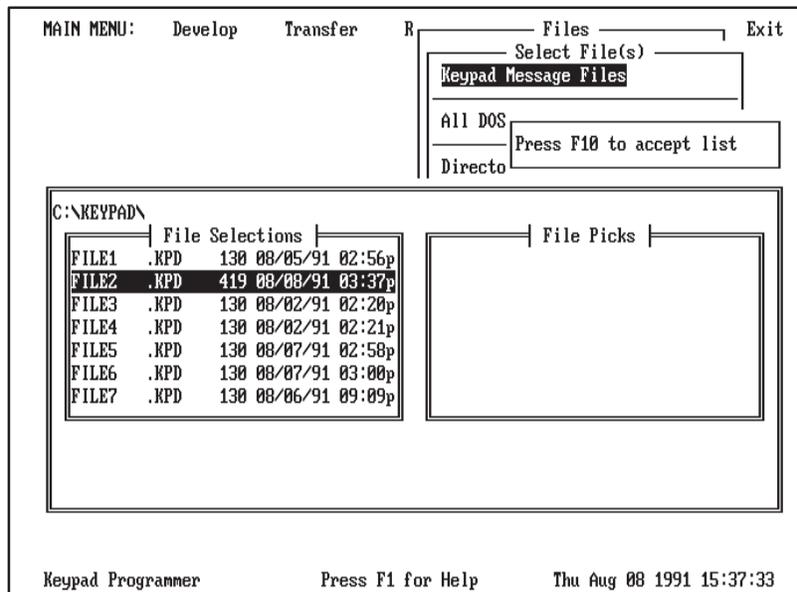
The following message displays indicating that the software is searching the directory for message files.



If there are no .KPD files in the directory, this message displays:



If the directory does contain .KPD files, the *File Selections/File Picks* window opens. The *File Selections* window lists the files in ASCII order as they appear in the directory.



Select files to copy, delete, or rename by moving files from the *File Selections* list to the *File Picks* list. You can move a single file or a block of files. To move a single file, highlight the file name and press [Enter]. To move a block of files, refer to the table below.

Use the keys below to select files for a copy, delete, or rename operation.

File Selection Keys	Function
[→] [←]	Moves highlight between File Selections list and File Picks list.
[↑] [↓]	Moves highlight up or down the list of file names.
[Home] or [End]	Moves highlight to first or last file name in list.
[PgUp] or [PgDn]	Moves highlight up or down one page in window.
[B]	Start delimiter for selecting a block of files. Press [B] on highlighted file name, then use arrow keys to include other files in the block. Press [Enter] to move the block of files to the File Picks list. To disable the block selection, press [B] again.
[Enter]	Moves highlighted number block of numbers to the File Picks list (or back to File Selections list).
[F10]	Accepts File Picks list and returns you to File(s) menu.
[Esc]	Closes File Selections/File Picks window and returns to the Select File(s) menu.

The screen below shows files FILE5.KPD and FILE6.KPD moved to the *File Picks* list. To accept the pick list, press [F10].

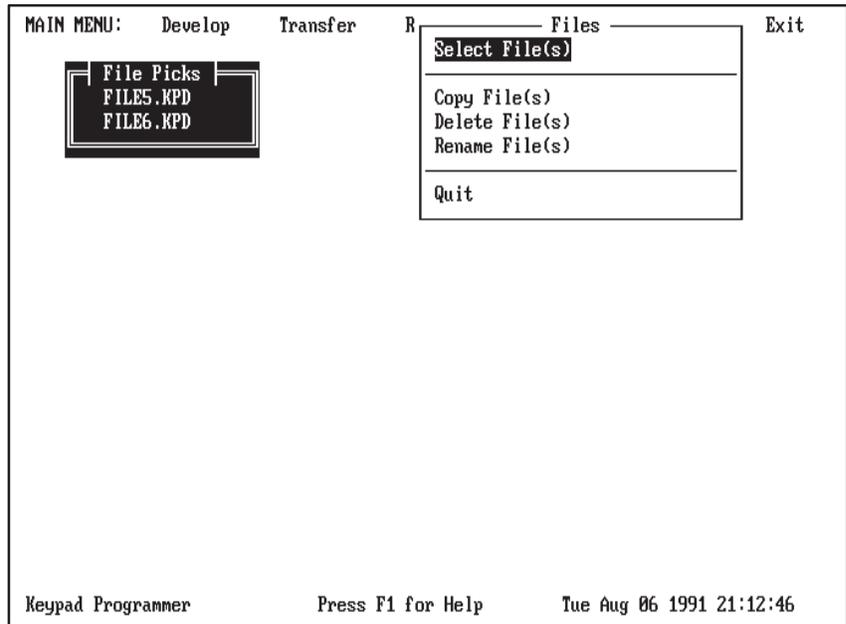
```

MAIN MENU:  Develop  Transfer  R  Files  Exit
          |-----|-----|-----|-----|
          | Select File(s) |
          | Keypad Message Files |
          |-----|-----|-----|-----|
          | All DOS |
          |-----|-----|-----|-----|
          | Press F10 to accept list |
          |-----|-----|-----|-----|
          | Directo |
          |-----|-----|-----|-----|

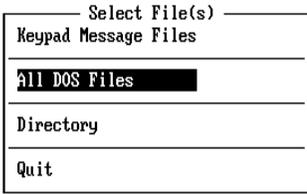
C:\KEYPAD\
|-----|-----|-----|-----|
| File Selections |
| FILE1 .KPD 130 08/05/91 02:56p |
| FILE2 .KPD 419 08/08/91 01:26p |
| FILE3 .KPD 130 08/02/91 02:20p |
| FILE4 .KPD 130 08/02/91 02:21p |
| FILE7 .KPD 130 08/06/91 09:09p |
|-----|-----|-----|-----|
| File Picks |
| FILE5 .KPD 130 08/07/91 02:58p |
| FILE6 .KPD 130 08/07/91 03:00p |
|-----|-----|-----|-----|

Keypad Programmer          Press F1 for Help          Thu Aug 08 1991 13:28:39
  
```

After pressing [F10], the *Files* menu opens. The names of the selected files display in the *File Picks* window to the left of the menu. Now that you have selected files, you can copy them, delete them, or rename them.



For details on the copy, delete, and rename operations, refer to the appropriate sections in this chapter.



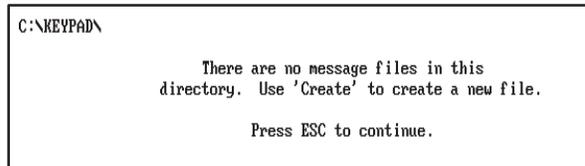
Selecting All DOS Files

To search the program directory for all files, including message (.KPD) files, select *All DOS Files* from the *Select File(s)* menu. Highlight *All DOS Files*, then press [Enter] or just press [A].

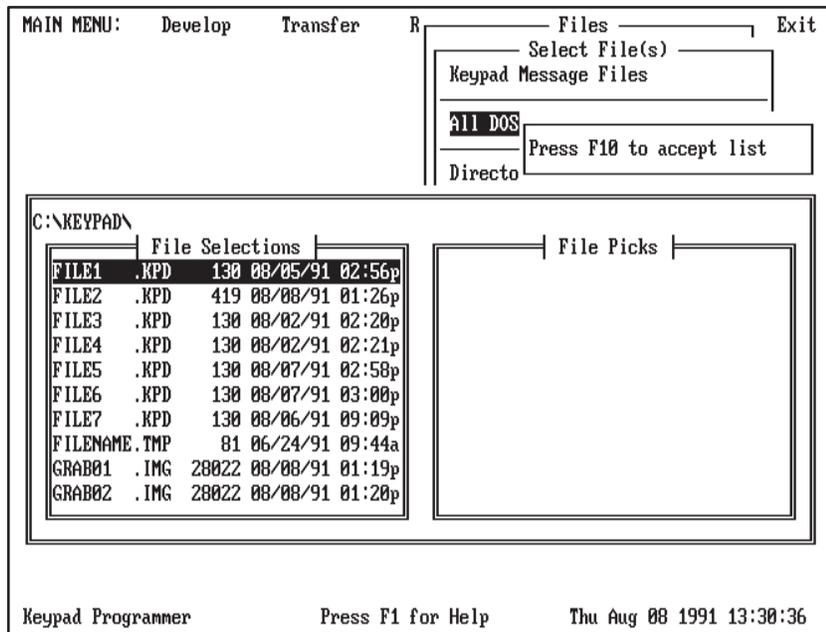
The following message displays indicating that the software is searching the directory for files.



If there are no files in the directory, this message displays:

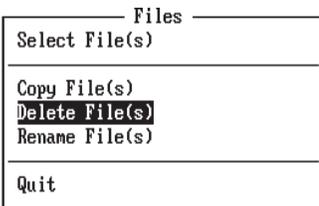


If the directory does contain files, the *File Selections/File Picks* window opens with the first file or last edited file highlighted. The *File Selections* window lists the files in ASCII order as they appear in the directory. Notice that the listing includes .KPD message files and files with other extensions.



The procedure for selecting files is identical to that used for selecting *Keypad Message Files*. See the previous section.

Deleting Files

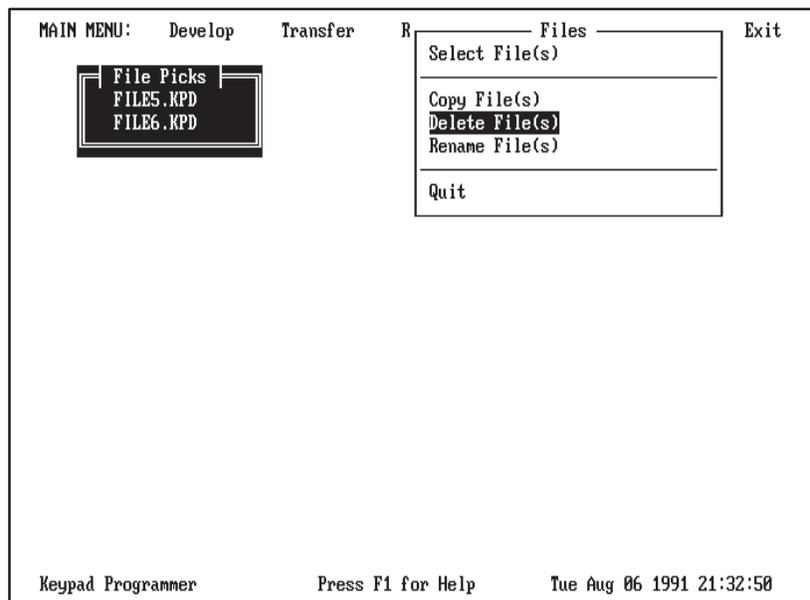


The *Delete File(s)* function allows you to delete selected files from the default directory. The delete operation affects only those files that are shown in the *File Picks* window to the left of the *Files* menu.



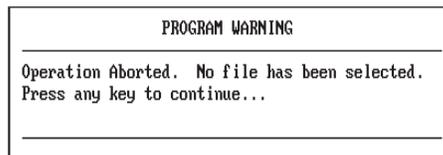
CAUTION:

Do not delete Keypad Development program files from directory (KPD.STP, KPD.HLP).



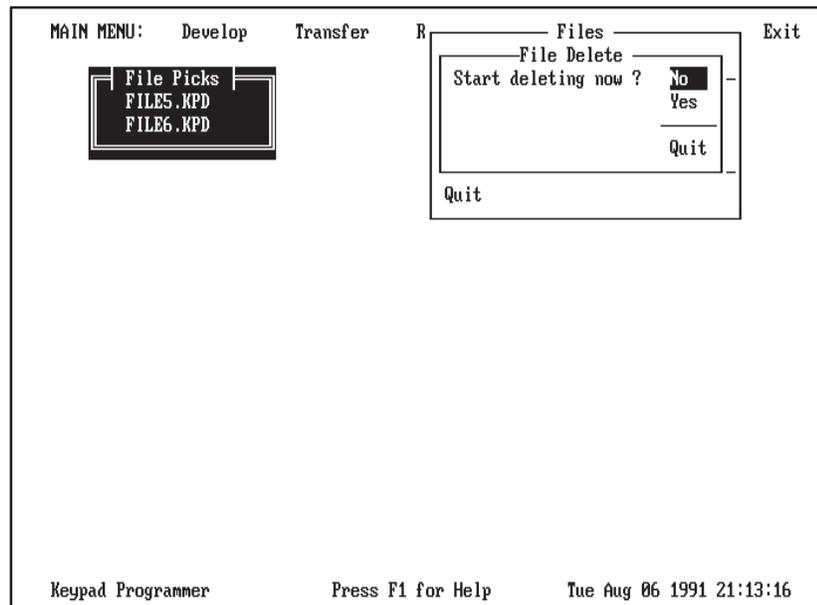
Select *Delete File(s)* from the *Files* menu. Highlight *Delete File(s)*, then press [Enter] or just press [D].

The following message displays if you did not previously select files using the *Select File(s)* function.



Important: You must select files before you can delete them.

If you did previously select files, the *File Delete* window opens and prompts you to confirm the start of the delete operation.

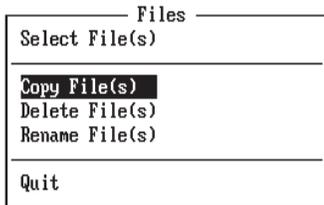


Select *No* or *Quit* to abort the operation and return to the *Files* menu.

Select *Y* to start the delete operation. This message then displays confirming the deletion of the selected files.



Copying Files

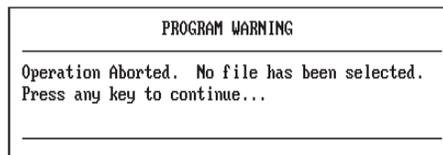


The *Copy File(s)* function allows you to copy:

- a single file to another file in the same directory
- a single file to another directory (with or without the same file name)
- multiple files to another directory (with the same file names)

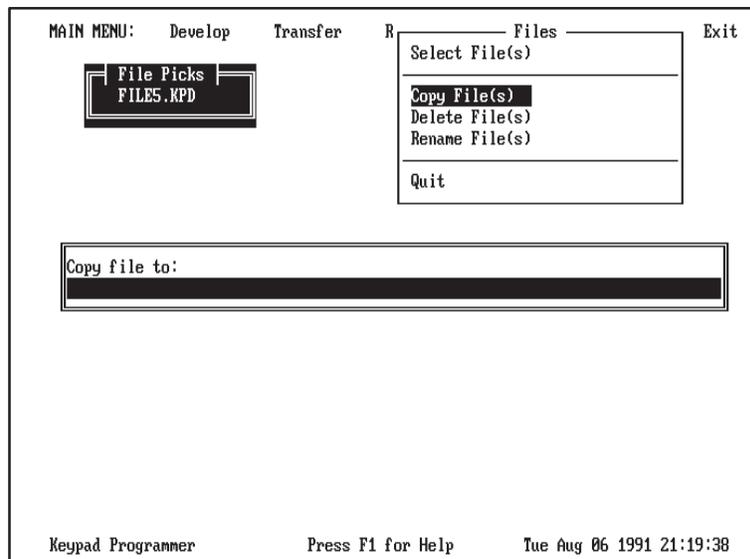
The copy operation affects only those files previously selected with the *Select File(s)* function. Selected files are shown in the *File Picks* window to the left of the *Files* menu.

Select *Copy File(s)* from the Files menu. Highlight *Copy File(s)*, then press [Enter] or just press [C]. If you didn't select a file first, this message shows:



Important: You must select files before you can copy them.

Otherwise a window opens and prompts you to specify a file destination.



Enter a file name with or without the .KPD extension, then press [Enter]. The file is created in the default program directory.

To copy FILE5.KPD to TESTFILE.KPD in the default directory, enter TESTFILE in the window.



Note: If FILE5.KPD was selected from *All DOS Files*, TESTFILE is copied without the .KPD extension.

To copy the file to another directory with or without a new file name, enter a path name in the form:

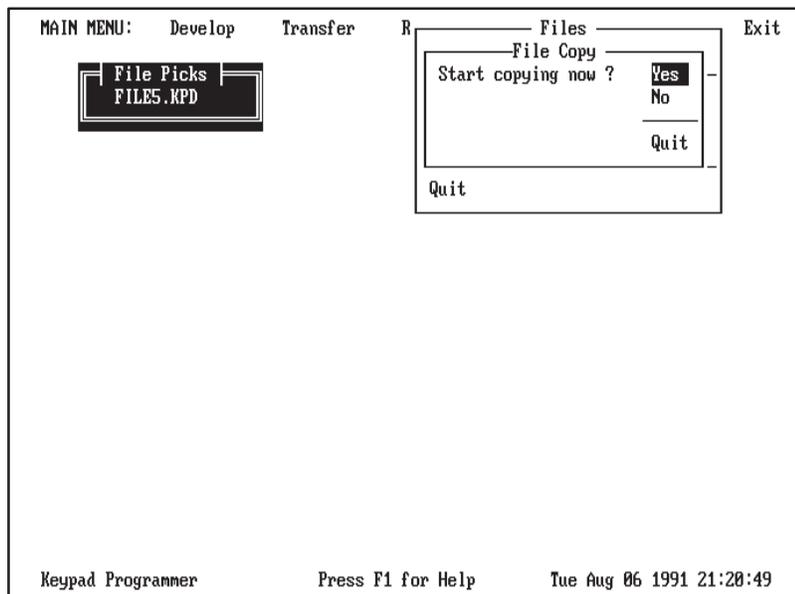
drive:\directory\subdirectoryfilename

Note: When copying multiple files, you must specify a directory path. The files are copied with the same file name.

Use any of the keys below while entering the data path name.

Data Entry Keys	Function
[Enter]	Accepts path name and opens File Copy window.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancel any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the file destination, the *File Copy* window opens prompting you to confirm the start of the copy operation.



Select *No* or *Quit* to abort the operation and return to the *Files* menu.

Select *Yes* to start the copy operation. This message then displays, indicating the source and destination for the copy operation.

```
PROGRAM STATUS
-----
Copying C:\KEYPAD\FILES.KPD to
C:\KEYPAD\TESTFILE.KPD...
```

If you enter a nonexistent or invalid drive for the copy operation, this message displays:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Invalid
disk drive.
Press any key to continue...
```

If you enter a nonexistent or invalid directory path for the copy operation, this message displays:

```
PROGRAM ERROR
-----
Error while evaluating directory entry.: Path
not found (bad drive or directory name).
Press any key to continue...
```

Pressing any key returns you to the *Copy file to:* window.

If you enter the name of a file that already exists, this message displays:

```
                COPY FILE WARNING
                Destination file already exists.

                SOURCE FILE
C:\KEYPAD\FILES.RPD
DATE: 08/02/91  TIME: 14:21:24  SIZE: 130

                DESTINATION FILE
C:\KEYPAD\TESTFILE.RPD
DATE: 08/02/91  TIME: 14:21:24  SIZE: 130

                ACTIONS
ESC to abort copy process.
F10 to over-write destination.
'S' to (S)kip this file.
'A' to copy (A)ll duplicate files.
```

The message indicates that you have the following options:

- Press [Esc] to abort the copy operation and return to the Files menu.
- Press [F10] to write over the destination file.
- Press [S] to skip the file and go on to the next .
(Applies only to multiple file copies).
- Press [A] to overwrite all files.



CAUTION:

Existing messages or data in destination files will be lost.

To move the file to another directory with or without a new file name, enter a path name in the form:

drive:\directory\subdirectoryfilename

When renaming multiple files, the window looks like this:

You must specify a directory path. The files are copied to the directory with the same file name.

Use any of the keys below while entering the path name.

Data Entry Keys	Function
[Enter]	Accepts path name and opens File Rename window.
[Esc]	Exits the window and returns to the menu.
[→] [←]	Moves cursor to right or left.
[BackSpace]	Deletes character to left of cursor.
[Del]	Deletes character at cursor.
[F1]	Displays help information.
[F3]	Cancels any changes and resets field or window to previous state.
[F5]	Clears data field.
[F6]	Clears to end of data field.
[F7]	Moves cursor to beginning of field.
[F8]	Moves cursor to end of field.
[Ins]	Toggles editing between insert and overstrike mode.

After pressing [Enter] to accept the rename destination, the *File Rename* window opens prompting you to confirm the start of the operation.

Select *No* or *Quit* to abort the operation and return to the *Files* menu.
Select *Y* to start the rename operation. This message then displays,
indicating the source and destination files for the rename operation.

```
PROGRAM STATUS
-----
Renaming C:\KEYPAD\FILE5.KPD to
C:\KEYPAD\TESTFILE.KPD...
-----
```

If you entered the name of a file that already existed, this message displays:

```
PROGRAM ERROR
-----
Can't rename a file to an existing file name.
Press 'C' to continue...
-----
```

Press [C] to return to the *Files* menu.

If you entered the same name as the file, this message displays:

```
PROGRAM ERROR
-----
Cannot rename file to its previous name.
Press 'C' to continue...
-----
```

Press [C] to return to the *Files* menu.



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