

CipherLab 8000 Portable Data Terminal

User's Guide

Version 1.00

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1. Introduction

The **8000 Portable Data Terminals** are compact, high performance data terminals designed for all-day, everyday use. It is powered by two AAA size batteries and supported by a rich set of development tools, including a Windows-based application generator, “C” and “Basic” compilers. With its integrated barcode scanning unit, the **8000 Portable Data Terminal** is ideal for applications such as inventory control, access control and shop floor management, etc.

2. General Features and Characteristics

Basic characteristics of the 8000 Portable Data Terminal are listed below,

2.1 Electrical

- Operation battery: two AAA-size batteries
- Backup battery: 3.0V, 7mAH rechargeable Lithium battery for SRAM & calendar
- Working time: over 100 hours

2.2 Environmental

- Operating Humidity: non-condensed 10% to 90%
- Storage Humidity: non-condensed 5% to 95%
- Operating Temperature: -20 to 60 °C
- Storage Temperature: -30 to 70 °C
- EMC regulation: FCC, CE and C-tick
- Shock resistance: 1.2m drop onto concrete

2.3 Physical

- Dimensions: 120mm (L) x 56mm (W) x 25mm (H)
- Weight: 120g (including battery)
- Color: Black
- Material: ABS

2.4 CPU

- Toshiba 16-bit CMOS type CPU
- Tunable clock, up to 22MHz

2.5 Memory

- Program memory: 1 M Bytes flash
- Data memory: 1M / 2M Bytes SRAM

2.6 Reader

The 8000 Portable Data Terminal is equipped with a CCD scanner. Detailed specifications are as follows:

- Resolution: 0.125mm ~ 1.00mm
- Depth of field: 2 ~ 20cm
- Width of field: 45mm ~ 124mm
- Scan rate: 100 scans/sec
- Ambient Light Rejection:
 - 1200 lux (Direct Sun-light)
 - 2500 lux (Fluorescent Light)

2.7 Display

- 100x64 graphic dots FSTN LCD display with LED backlight

2.8 Keypad

- 21 numeric rubber keys with LED backlight.

2.9 Indicator

Buzzer

- Software programmable audio indicator, 1KHz to 4KHz, low power transducer type.

LED

- Programmable, dual-color (green and red) LED for status indication.

2.10 Communication

- Serial IR: Baud rate up to 115200bps
- Standard IrDA: Baud rate up to 115200bps

2.11 Software

- Operating System: CipherLab proprietary OS
- Programming Tools: "C" compiler, BASIC compiler and a Windows-based Application Generator

2.12 Accessories

- IR Communication Cradle
- Modem Cradle with Power Adapter

3. Software Architecture

The system software of 8000 Portable Data Terminal consists of three modules: the **kernel & Application Manager** module, the **System** module and the **Application** module.

3.1 Kernel & Application Manager

The kernel is the innermost core of the system. It has the highest security and is always protected by the system. Only the failure of flash memory or improperly power off during system restart after updating kernel will the kernel be destroyed. The kernel module ensures that users can always download their application program even the operating system was crashed by the user's program. The kernel provides the following services:

- **Information**
Information includes hardware version, serial number, manufacturing date, kernel version and hardware configurations.
- **Load Program**
To download the application program, BASIC run-time or font files.
- **Update Kernel**
Sometimes the kernel might be changed for improving performance or other reasons. This function allows you to keep the kernel updated. The update procedure is same as download user program, but note that after updating the kernel, please do not power off until the system restart itself.
- **Test / Calibrate**
To perform a burn-in test and tune the system clock. This function is for manufacturing purpose only.

Besides the kernel menu, if there is no application program exists, then upon power up the terminal the following Application Manager's menu will be shown:

- **Download**
To download application programs (*.SHX), BASIC run-time (BC8000.SHX), BASIC programs (*.SYN) or font files (8xxx-XX.SHX) to the terminal. There are 6 resident locations and one Active Memory, i.e. at most 7 programs can be downloaded to the terminal. But only the one downloaded to the Active Memory will be activated and running. To run other programs, they need to be activated first, but only one at a time. Right after downloading, you can input a name for the program or just press the enter key to keep its current name if there is. And then the downloaded program's type, name and size will be shown on the list when entering the Download or Activate menu of the Application Manager. The file type is a small letter follows the program number (01~06), it can be either 'b', 'c' or 'f' which represents BASIC program, C program or font file respectively. The program name is up to 9 characters and the program size is in unit of K bytes.
- **Activate**
To copy one of the 6 resident programs to the Active Memory to make it become the active program. After activating, the original program in the Active Memory will be replaced by the new one. Note a font file cannot be activated, and a BASIC program cannot be activated either if the BASIC run-time does not exist.
- **Upload**
To transmit the application programs to a host PC or another terminal. The function allows a

terminal to be cloned without going through a PC.

3.2 **System**

The system module provides the following services:

- **Information**

The system information includes hardware version, serial number, manufacturing date, kernel version, C library or BASIC run-time version, application program version and hardware configurations.

- **Settings**

The system settings include the following:

1. **Clock**

Set date and time for the system.

2. **Backlight**

Set the staying on duration for the keyboard and LCD backlight.

Default: the lights go off after 20 seconds.

3. **CPU Speed**

Set CPU running speed. There are five speeds available:

Full speed, half speed, quarter speed, eighth speed and sixteenth speed.

Default: Full speed

4. **Auto Off**

Set time threshold for automatically power off when no operation is taking place during that specified period. If this value is set to zero, this function will be disabled.

Default: 10 minutes

5. **Power On Mode**

There are two possible selections: **Program Resume**, which starts from the program being used during the last session before the last power-off; and **Program Restart**, which starts with a new program.

Default: Program Resume

6. **Key Click**

Select a tone for the beeper or disable the beeper when the user presses a key button.

Default: Enable

7. **System Password**

Set a password to protect the user from entering the system menu.

Default: no password is set

- **Tests**

1. **Reader**

To test the reading performance of the scanner. The following barcodes are default to enable:

Code 39

Industrial 25

Interleave 25

Codabar

Code 93

Code 128
UPCE
UPCE with ADDON 2
UPCE with ADDON 5
EAN8
EAN8 with ADDON 2
EAN8 with ADDON 5
EAN13
EAN13 with ADDON 2
EAN13 with ADDON 5

Other barcodes must be enabled through programming.

2. **Buzzer**

To test the buzzer with different Frequency/Duration. Press **ENTER** key to start and then press any key to stop the test.

3. **LCD & LED**

To test LCD display and LED indicator. Press **ENTER** key to start and then press any key to stop the test.

4. **Keyboard**

To test the rubber keys. Press a key and the result will be shown on the LCD display. Note that the **FN** key should be used in conjunction with numeral keys.

5. **Memory**

To test the data memory (SRAM). Note after the test, the contents of the memory space will be wiped out.

- **Memory**

1. **Size Information**

Information includes sizes of the base memory (SRAM), memory card (SRAM) and program memory (FLASH) in the unit of kilobytes.

2. **Initialize**

To initialize the data memory (SRAM). Note the contents of the data space will be wiped out after memory initialization.

- **Power**

Show the voltages of the main battery and backup battery.

- **Load Program**

To download the application program, BASIC run-time or font file. There are three interfaces supported by the system, namely, the Direct-RS232, Cradle-IR and standard IrDA.

3.3 Application

The Application module runs on top of the System module. The 8000 Portable Data Terminal is preloaded with the Application Generator's run-time program and the following menu will be shown upon powering the unit up:

- **1. Collect data**
- **2. Upload data**
- **3. Utilities**

The arrow keys can be used to select the menu item, and execute it by pressing the **ENTER** key. Note if you use the Application Generator to create your application program, you need to download it to the terminal. For detailed information, please refer to “Application Generator User’s Guide.

3.4 Programming the terminal

There are three software tools available for developing application programs for the terminal.

- 1. The Application Generator**
- 2. The “BASIC” Compiler**
- 3. The “C” Compiler**

For detailed information, please contact Syntech Information Co., Ltd.

3.5 Programming the communication cradle

The communication cradle of the 8000 Portable Data Terminal supports serial IR interface only. Before your PC application starts to communicate with the terminal via its cradle, first you need to configure the cradle through programming. For more information, please contact Syntech Information Co., Ltd.

4. Operations

Batteries must be fresh and properly loaded before start operation.

4.1 Keyboard Operations

The keypad of the 8000 Portable Data Terminal has 21 keys. The functions of some special keys are as follows:

SCAN	<i>Scan a barcode.</i> Press this button will trigger the scanner to read a barcode if the scanner port is enabled.
ENTER	<i>Enter.</i> There are two enter keys on the side of the scan key. Normally the enter keys are used for command execution or input confirmation.
ESC	<i>Escape.</i> Usually this key is used to stop and exit current operation.
BS	<i>Back Space.</i> If this key is being pressed down longer than one second, a <i>clear</i> code will be sent.
ALPHA	<i>The toggle key for Alphabet / Numeral input.</i> When the system is in alpha-mode, a small icon will be shown on the display and each numeral key can be used to generate one of the three capital letters. For example, numeral 2 can be used to produce A , B or C . Pressing the same key twice within one second, will call the letter B. Pressing the same key without halting longer than one second, will cause the three letters to be shown in a circulating way. Only when stop pressing the key for longer than one second or pressing another key, will the system send the real key code to the application program.
FN	<i>The function key.</i> This key cannot be activated alone, it must be pressed with one numeral key at the same time. For example, FN + 1 generates function #1, FN + 2 generates function #2, etc (up to 9 functions). Also, this key can be combined with the <i>UP/DOWN</i> arrow keys to adjust the contrast of the LCD. And when this key is combined with the ENTER key, it will turn ON/OFF the backlight.
POWER	<i>Power On/Off.</i> To prevent a faulty push, it needs about 1.5 sec continuous pressing to turn On/Off the power.

4.2 Application mode

This is the default operation mode when turning on the power. The operation depends on the application module. Please refer to section 4.4.

4.3 System mode

To enter the system menu, you need to press the **7**, **9** and **POWER** keys simultaneously upon power up the terminal. For details of the services provided by the system, please refer to section 4.2.

4.4 Kernel mode

To enter the kernel menu, you need to press **7**, **9** and **POWER** keys simultaneously to enter the system menu first, then power off the unit and press **1**, **7** and **POWER** key simultaneously. Or if the battery is just reloaded, then press **1**, **7** and **POWER** key simultaneously will directly go to the kernel. For details of the services provided by the kernel, please refer to section 4.1.

4.5 Application Manager

Although the Application Manager is part of the kernel, to enter it, you need to press '**8**' and **POWER** key simultaneously. Or if the application program does not exist, the unit will automatically go to the Application Manager's menu upon power up.

The three services: Download, Activate and Upload provided by the Application Manager are explained in Section 4.1. But what if you need to update a program or delete it? For both cases, you need to select the Download menu and select the program to be updated or deleted. The Application Manager then shows the selected program's information such as Program Name, Download Time, Used and Free Flash memory. And then please input '**C**' to update the selected program, or input '**D**' to delete it.

5. Troubleshooting

- a) Does not power up after pressing **POWER** key.
 - Make sure the batteries are loaded and check if the batteries are properly installed with battery cap firmly closed.
 - If it doesn't help, change the batteries and try again.
 - Call for service if problem persists.

- b) Cannot transmit data or programs via the terminal's communication port.
 - Check if the cable is plugged tightly, then,
 - Check if host communication parameters (COM port, baud rate, data bits, parity, stop bit) match with the Terminal's.

- c) Keypad does not work properly,
 - Turn off the power then press the **7**, **9** and **POWER** keys simultaneously to enter the system menu.
 - From the system menu, select the **Test** and then its sub-item **KBD**.
 - Perform the key-in test.
 - If problem persists, call for service.

- d) Scanner does not scan,
 - Check if the barcode reader is enabled, or
 - Check if battery-low indicator is shown on the LCD display. If yes, change the batteries.
 - If problem persists, call for service.

- e) Abnormal responses,
 - Open the battery cap and reload the batteries.
 - Enter system menu by pressing **7**, **9** and **POWER** keys simultaneously.
 - Check if the terminal can have a correct response by performing tests.
 - If problem persists, call for service.