

>	Q	W	E	R	T	Y	U	I	O	P	@	[7	8	9
<	A	S	D	F	G	H	J	K	L	+	*]	4	5	6
?	\	Z	X	C	V	B	N	M	;	:	/	_	1	2	3
F1	F2	F3	F4	F5	F6	F7	F36	F37	F38	F39	<<	>>	,	0	.
F8	F9	F10	F11	F12	F13	F14	F40	F41	F42	F43	<	>	-	↑	HELP
F15	F16	F17	F18	F19	F20	F21	F44	F45	F46	F47	F60	F61	←	↖	→
F22	F23	F24	F25	F26	F27	F28	F48	F49	F50	F51	F62	F63	↶	↓	↷
F29	F30	F31	F32	F33	F34	F35	F52	F53	F54	F55	F64	F65	DÜ	DÜZ	F0

IPKS PLT-E1

Keyboard-Emulation

f. COROS LSC-ME

User Manual

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Publisher	IPKS Prozess-Software-Entwicklungs GmbH Am Weichselgarten 36 91058 Erlangen Tel.: +49/(0)9131/69588-0 Fax.: +49/(0)9131/69588-25 E-mail: support@ipks.de
Date	10 December 2007
Program Version	This manual is an introduction to the IPKS PLT-E1 Keyboard Emulation.
Trademarks	Trademarks generally protect all references to software or hardware used in this manual connection with the IPKS PLT-E1 Keyboard Emulation.

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1 Product information

The **IPKS PLT-E1** Keyboard Emulation is a 32 bit window application, running under **MS Windows (Windows 2000, Windows 2003 Server or WindowsXP)** operating system.

2 Overview

The Keyboard Emulation **IPKS PLT-E1** is available for different (Sub) systems like **COROS LSC-ME, MADAM S** and the terminal emulation **TE2000**. The Keyboard Emulation has a flexible adaptation to multiple conditions with:

- Window layout or full screen mode.
- Password protected menus.
- Configurable key and layout design.
- Serial communication
- LAN communication, UDP

2.1 Keyboard Emulation IPKS PLT- E1

The Keyboard Emulation **IPKS PLT-E1** is an independent software packet. It can be used as a substitute for the **COROS** industry keyboard in the following configurations:

Configurations	<ul style="list-style-type: none">• Serial connection with a original COROS LS-C system• Serial connection with a COROS LSC-ME system• LAN connection with a COROS LSC-ME system
Modes of operation	<ul style="list-style-type: none">• Full screen• Window mode• Window scaleable
Additional functions	IPKS PLT-E1 can be individual configured over a INI file (<i>plte1.ini</i>) and a parameter file (<i>ParFile.txt</i>). as well as an online easy user parameter menu.

3 Installation

3.1 IPKS PLT- E1 Keyboard

The Keyboard Emulation **IPKS PLT-E1** will be delivered with the **COROS LSC-ME** software and can be activated with the general (**LSC-ME**) installation.

The Keyboard Emulation **IPKS PLT-E1** is secured by a Dongle entry. Also a trial mode, running 5 minutes, allows the user taking a short look at the main function.

Installation

The files of the keyboard emulation:

- *pte1.exe*, the emulation program.
- *pte1.ini*, the keyboard configuration file.
- *ParFile.txt*, the keyboard parameter file.
- *\bmp*, the directory with the bitmaps.
- the associated DLL's.
- *TrcView.exe*, the TraceViewer.

will be installed in:

see parameter [PHYSDEVICE]\pte1 in *Lsc_me.ini*.

3.2 IPKS PLT- E1 Keyboard Emulation

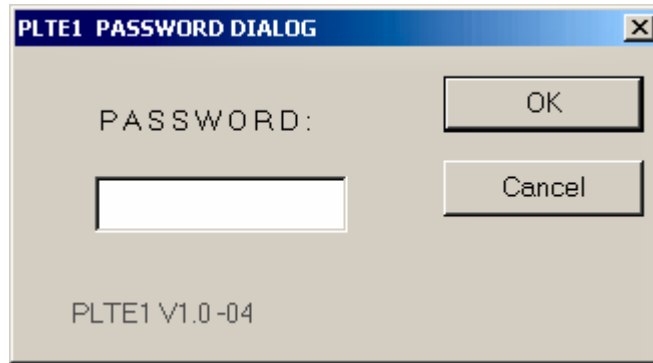
>	Q	W	E	R	T	Y	U	I	O	P	@	[7	8	9
<	A	S	D	F	G	H	J	K	L	+	*]	4	5	6
?	\	Z	X	C	V	B	N	M	;	:	/	_	1	2	3
F1	F2	F3	F4	F5	F6	F7	F36	F37	F38	F39	<<	>>	,	0	.
F8	F9	F10	F11	F12	F13	F14	F40	F41	F42	F43	<	>	-	↑	HELP
F15	F16	F17	F18	F19	F20	F21	F44	F45	F46	F47	F60	F61	←	↖	→
F22	F23	F24	F25	F26	F27	F28	F48	F49	F50	F51	F62	F63	↶	↓	↷
F29	F30	F31	F32	F33	F34	F35	F52	F53	F54	F55	F64	F65	DÜ	DÜZ	F0

Bild 1: Standard(Layout) Parameter (in *ParFile.txt*) of the keyboard areas.

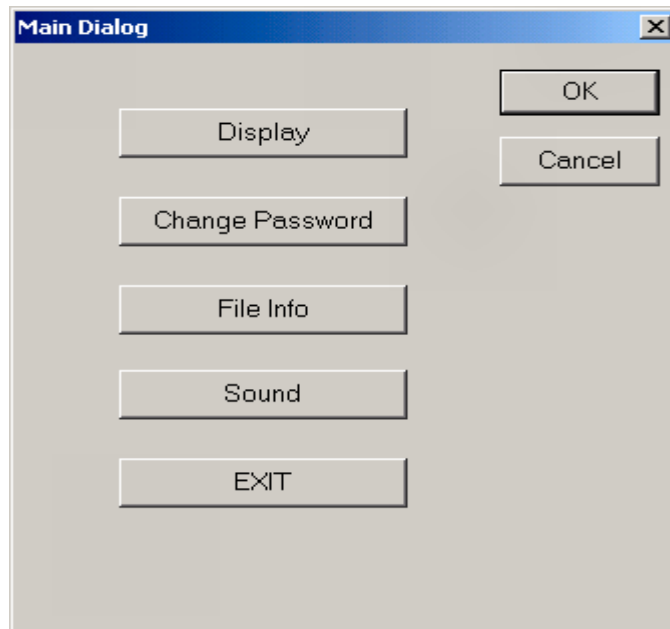
4 Configuration

Used on LSC-ME

After the installation of the Keyboard Emulation the user should (can) change the password in the “Change Password” Dialog. Default password is - no password.

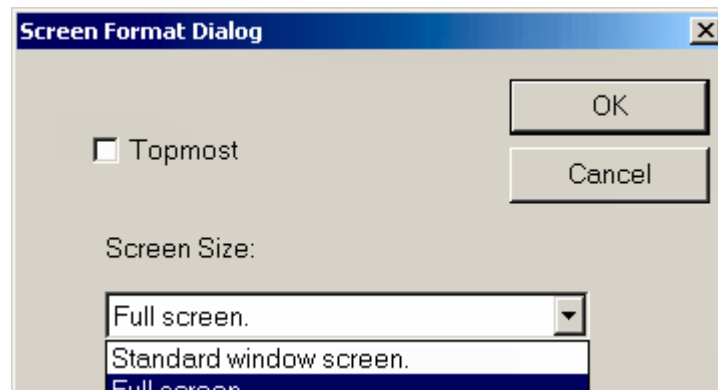


Click on button OK, Main Dialog is shown.

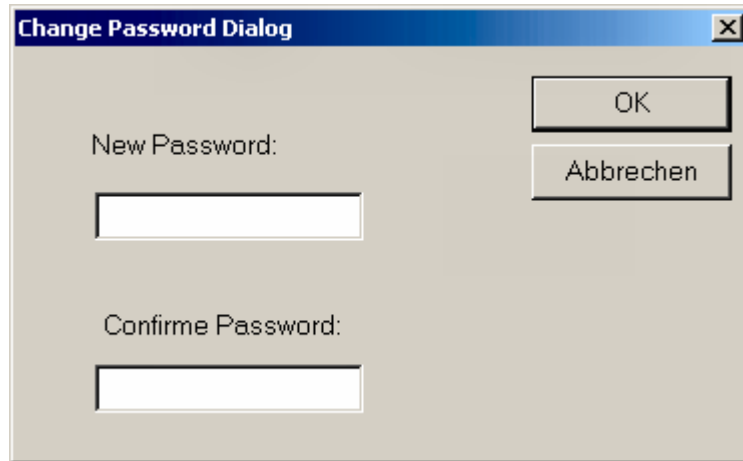


Display

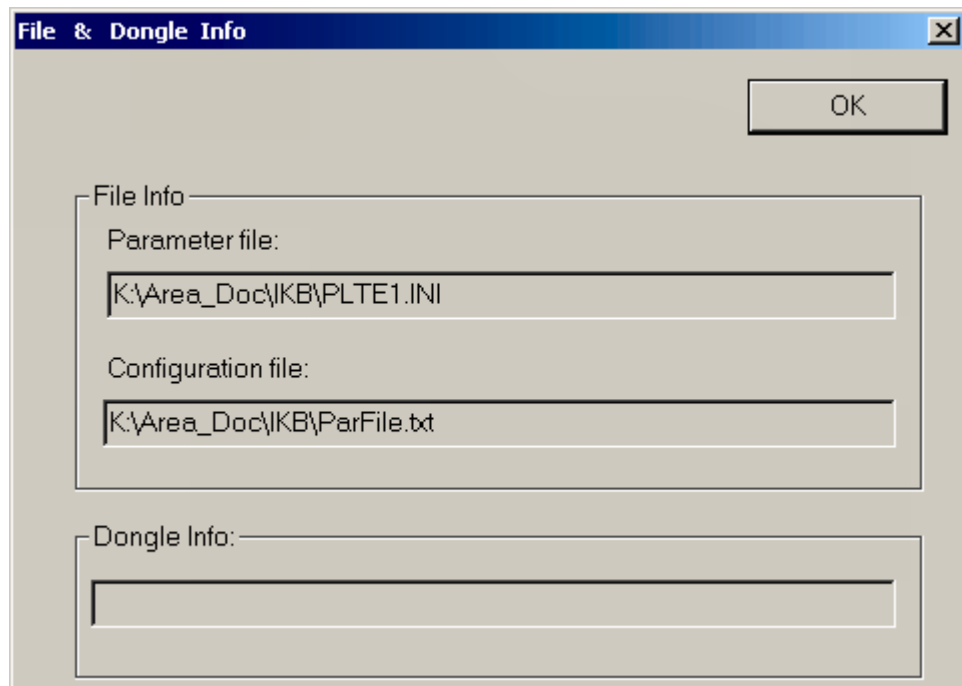
ScreenSize could be changed. Two window screensizes - (Standard window screen/Full screen) - are available. The option **Topmost** force the window to stay on top of the others.



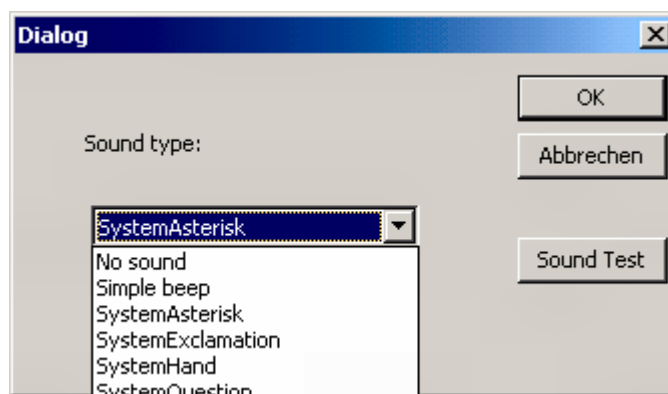
Change Password a (new) password can be chosen.



File Info Information about the destination of configuration- and parameter file. The current dongle type is also shown.



Sound Click on Button **Sound**, dialog **SoundType** is opened. Via the PullDownMenu six different sounds may be chosen and via button **Sound Test** the sound can be played.



4.1 PLTE1.ini

In the configuration file *plte1.ini* there are parameters to decide size and position of the keyboard window. These four lines with the window position can be deleted at any time. In fact, if the keyboard window is not visible on the desktop after the start, these four lines should be deleted. In this case, kill the IPKS PLT-E1 task, delete the four lines and then start again.

```
[DISPLAY]
TOPMOST = NO           KeyboardBitmap "always on top" = no
.
.
.
.
FULLSCREEN =NO
.
.
.
.
WINDOW_POS_SX=97      WindowCoordinate X
WINDOW_POS_SY=11      WindowCoordinate Y
WINDOW_WIDTH=820      WindowWidth in pixel
WINDOW_HIGHT=410      WindowHeight in pixel
[SYSTEM]
PASSWORD=             no password declared
[DONGLE]
DEMO_TIME=1156429960
```


4.2 ParFile.txt

In the parameter text file **ParFile.txt** settings are made for the sub system connection (Socket, Serial) and type and size of the used bitmaps.

```
SYSTEM:
COROS_LSC_ME, MADAM_S, TE2000
SOCKET:
192.168.1.49:20002,20003
;SERIAL:
;COM1,9600,EVEN,2STOP,7BIT,XONXOFF
AUS_BITMAPS:
Offbild,0,0,813,410,2,0
```

BITMAPS:

```
-----
;Bitmapname, sx, sy, breite, hoehe, Offs_x, Offs_y
-----
;Bitmapname           -      Bitmap file name
;sx                   -      X - Coordinate of upper left position of the bitmap
;sy                   -      Y - Coordinate of upper left position of the bitmap
;breite               -      Width of the bitmap
;hoehe                -      Hight of the bitmap
;Offs_x               -      X-coordinate offset into the bitmap
;Offs_y               -      Y-coordinate offset into the bitmap
-----
schwarz, 0, 0, 655, 155, 0, 0
gelb1, 655, 0, 155, 155, 0, 0
d_gruen, 0, 155, 355, 50, 0, 0
blau, 355, 155, 200, 255, 0, 0
gelb2, 555, 155, 255, 255, 0, 0
h_gruen, 0, 205, 355, 205, 0, 0
-----
```

KEYDESCRIPTION:

```
-----
;Spalte, Zeile, LED-Adr, Bitmapname, sx, sy, breite, hoehe, Offs_x, Offs_y, ; D-Telegramm : L-Telegramm
-----
;Spalte               -      X- Coordinate of upper left position of the key-bitmap
;Zeile                -      Y- Coordinate of upper left position of the key-bitmap
;LED-Adr              -      LED address range 0 - 127
;Bitmapname           -      Bitmap file name of a key
;sx                   -      X - Coordinate of upper left position of the key-bitmap
;sy                   -      Y - Coordinate of upper left position of the key-bitmap
;breite               -      Width of the key-bitmap
;hoehe                -      Hight of the key-bitmap
;Offs_x               -      X-coordinate offset into the key-bitmap
;Offs_y               -      Y-coordinate offset into the key-bitmap
; ;                  -      Telegram after a semicolon, ist sent after the key been pushed.
;D-Telegramm         -      The telegram, that will be sent after the key has been pushed.
; :                  -      The telegram after a colon, ist sent after the key been released.
;L-Telegramm         -      The telegram, that will be sent after the key has been released.
-----
```

Examples

4,1,3,e_1,160,10,40,40,1,3;:'E',17

In column 4 - line 1, show the key-bitmap **e_1.bmp** at pixel 160 from the left side and pixel 10 from the top. The size is 40x40 pixel. The offset into the bitmap is from the left 1 pixel and from the top 3 pixel. A telegram ('E',ETB) will be sent to the host system, if the key is released (Right mouse key UP event).

10,3,41,semik_1,460,110,40,40,0,0;:3b,17

In column 10 - line 3, show the key-bitmap **semik_1.bmp** at pixel 460 from the left and pixel 110 from the top. The size is 40x40 pixel. If the key is released (right mouse key UP event), a telegram for ; (**0x3b_{hexa}**) with ending **ETB** will be sent to the host system. All character below 32, the semicolon and the colon must be hex notation.

6,5,69,f13,260,210,40,40,0,0;1a,4d,03:19,4d,03

In column 6 - line 5, show the key-bitmap **f13.bmp** at pixel 260 from the left and pixel 210 from the top. The size is 40x40 pixel. If the key is pushed (right mouse key DOWN event), the telegram (**0x1a4d03_{hexa}**) is sent to the host system. If the key is released(right mouse key UP event), a second telegram (**0x194d03_{hexa}**) is sent to the host system.

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